



# SUN QUIANG

6  
COST

5  
DF

6  
SP

6  
WP

2  
SZ



Unique, Living ♦ Ancestor

**Bedside Manner:** After resolving an action in which another ally within 6" of this model suffered damage, this model may drain a ♦ to place the damaged model into base contact with this model.

**Don't Mind Me:** The following do not restrict this model from declaring the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.



# SUN QUIANG

## Attack Actions

Rg Skl Rst TN Dmg

### Echo of the Bell

† 8" 6 Wp - 2

Target gains an **Adversary** token.

☛ **Duality:** *Enemy only.* This model must choose: both players draw a card or both players discard a card.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

## Tactical Actions

Rg Skl Rst TN Dmg

### † Ancestral Healing

8" 0 - 5 -

*Ally only.* This model may discard a Reliquary upgrade.

Target heals 2. If this model discarded an upgrade, the target heals an additional +2.

☞ **"This Will Numb the Pain":** Target gains a **Shielded** token.

📖 **Funeral Leavings:** *Once per activation.* Attach a Reliquary upgrade to the target.

### Study

6" 0 - 6 -

Target a Remains marker. Make a Scheme marker in base contact with the target, then remove the target.

📖 **Ancestor's Marking:** An ally within range gains a **Greedy** token.

☛ **Unnatural Vigor:** This model heals 2.