



# RIVER MONK

6  
COST

6  
DF




6  
SP

6  
WP

2  
SZ



Minion (3), Living • Monk

**Catch the Blade:** When an enemy model declares a  action against this model, this model may drain a . If it does so, the action suffers  and if the action fails, the attacking model is dealt 2 damage.

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

**Threatening Demeanor:** *Once per activation.* This model may reduce damage dealt to it by 1.



# RIVER MONK

## Attack Actions

Rg Skl Rst TN Dmg

### Guandao

// 2" 5 Df - 2

If this attack receives a raise, this model gains a **Chi** token.

☞ **Heave:** Place the target anywhere within 3" of this model.

☞ **Quick Reflexes:** Declare this action again, targeting a different model.

☞ **Aggressive Chi:** Remove a **Chi** token. When resolving, this action deals +1 damage to the target.

### Searing Chi

⚡ 6" 5 Wp - 2

Enemy models in the area between this model and the target gain a **Burning** token.

♦ **Follow-Up Strike:** Place this model in base contact with the target, then this model may declare a // action.

☞ **Mass Hysteria:** Move models damaged by this action up to 3".

## Tactical Actions

Rg Skl Rst TN Dmg

### ↓ Flow Like Water

- 0 - 5 -

This model may move up to 3" and declare the **Prepare** action.

☞ **Healing Salve:** This model gains a **Balm** token.