



SENSEI YU

10
COST

5
DF

6
SP

6
WP

2
SZ

Henchman, Unique, Living, Loyal ♦ Monk

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

Laugh Off: If this model would be moved from an enemy model's effect, it may discard a card to choose not to.

Patient Teacher: Non-unique allies within 6" receive a 🗡 when resisting.

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Attack Actions

Rg Skl Rst TN Dmg

Gale Force Punch

⚔️ 1" 7 Df - 3

Move the target up to 2". For each raise this action receives, move the target up to +2".

🌀 **Puncture:** When resolving, this attack receives one additional raise.

🦋 **Onslaught:** Declare this action again, targeting the same model.

📖 **Inner Peace:** This model may declare the **Prepare** action.

🦋 **Tactical Advantage:** Declare a tactical action printed on this model's stat card.

Wind Blast

✂️ 8" 6 Sp 10 -

This action may target friendly models. Move the target up to 4".

🌀 **Collision:** The target and enemy models within (X)1" of it are dealt 1 damage.

🦋 **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Tactical Actions

Rg Skl Rst TN Dmg

⚔️ A Simple Lesson

8" 0 - 5 -

*Another ally only. Target gains a **Hastened**, **Balm**, or **Chi** token.*

💎 **Extra Credit:** Target gains a **Fast** token.

Tenacity

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Discard a card. This model heals 2.