



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.



1

2

3

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10

11

Attack Actions Rg Skl Rst TN Dmg

Gale Force Punch	1"	7	Df	-	3
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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	-
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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	-
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Another ally only. Target gains a **Hastened**, **Balm**, or **Chi** token.

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

Tenacity - - - - -

Discard a card. This model heals 2.