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.

♦ ① ② ③ ④ ⑤ ⑥ ⑦

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.

30 mm