



# MU LONG

-  
COST

6

DF

5

SP

4

WP

3

SZ

Totem, Unique, Construct • Monk

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

**Training Dummy:** After this model is dealt damage, an ally within 6" may gain a **Chi** token.

# MU LONG

## Attack Actions

Rg Skl Rst TN Dmg

### ✚ Whirling Arms

⌘2" 5 Df - 1

Enemy models within (X)2" of this model are dealt 1 damage.

☛ **At Your Call:** Place this model in base contact with a friendly master within 8".

☛ **Self-Reflection:** This model gains a **Chi** token.

### ✚ Breath of Fire

✚6" 6 Df - 2

Deal this action's damage to a different enemy model within 2" of the target. Models damaged by this action gain a **Burning** token.

☛ **Blow It to Hell:** Remove all destructible terrain and markers within (X)2" of the target.

📖 **Dragon's Rage:** Deal 1 damage to enemy models within (X)1" of this model.

## Tactical Actions

Rg Skl Rst TN Dmg

### ✚ Stance Change

8" 0 - 6 -

*Ally only.* Target gains a **Chi** token.

### ♦ Resupply

- - - - -

*Once per turn.* Draw up to two cards from this model's discard pile with values of 1-5.