



RIVER MONK

6
COST6
DF6
SP6
WP2
SZ

Minion (3), Living • Monk

Catch the Blade: When an enemy model declares a \swarrow action against this model, this model may drain a ♦. If it does so, the action suffers $\square\blacksquare$ 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
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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
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• **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.