



# GUARDIAN SPIRIT

Yan Lo, Pathseeker



Friendly Ancestor models gain the following ability:

**Foot on the Path:** After attaching a friendly upgrade, this model may place itself within 3" of its current location.

Friendly unique Ancestor models gain the following actions:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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**10 Ancestral Blessing**

10"

0

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6

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Ally only. Allies within (X)2" of the target gain a **Shielded** token.

**10 "A Curse on the Bones  
of Your Ancestors!"**

*This action may only be declared while in the enemy deployment zone. Select any scheme. The next time the opponent chooses a Next Available Scheme, they must choose it from the section on the scheme you chose.*



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## Tokens

**Adversary:** Friendly models receive a to attack actions targeting this model. During the end phase, remove this token.

**Aura (Fire):** The area within 2" of this model is hazardous (**Burning**) terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

**Burning:** During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

**Greedy:** When this model would discard an upgrade, it may instead remove this token.

**Shielded:** When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

**Slow:** Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

**Summon:** This model cannot declare the **Interact** action. This model does not infuse a for its crew when it is killed. This token cannot be removed.