



# SEISHIN

1  
COST

3  
DF

8  
SP

3  
WP

2  
SZ



Peon (3) ♦ Urami

**Flight:** This model ignores terrain and other models while moving.

**Demise (Haunt):** After this model is killed, enemy models within (X)1" gain an **Adversary** token.

# SEISHIN

## Tactical Actions

Rg

Skl

Rst

TN

Dmg

### Guide Spirit

6"

0

-

8

-

*Another ally only.* Target may declare the **Walk** action. While resolving the action, it may move through enemy models.