

# DATSUE BA

10  
COST

6  
DF

6  
SP

7  
WP

2  
SZ

Henchman, Unique • Urami

**Lantern of Souls:** *Once per turn.* This model must have activated once this turn. After the last enemy model to activate this turn finishes its activation, this model may kill a friendly Seishin within 6". If it does, this model gains a **Slow** token and may activate a second time this turn.

**Trap Their Spirits:** After an enemy model within 6" is killed, this model may summon a Seishin in base contact with it.

1 2 3 4 5 6 7 8 9 10 11 12 13

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## Attack Actions

Rg Skl Rst TN Dmg

**Skinning Knife** //1" 7 Df - 3

If the target is killed by this action, infuse a ♦.

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

☛ **Unnatural Vigor:** This model heals 2.

**Weigh Sins** †6" 6 Wp - 2

Deal +1 damage if the target has an **Adversary** token.

☛ **Wrongfully Judged:** After killing, instead of summoning a Seishin with **Trap Their Spirits**, summon a Gaki in base contact with the target.

☛ **Hateful Spirits:** Summon a Seishin in base contact with the target.

‡ "You..." †12" 6 Wp - -

The target gains an **Adversary** token.

## Tactical Actions

Rg Skl Rst TN Dmg

**Guide Spirit** 6" 0 - 6 -

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

☛ **Crossing the River Sanzu:** When resolving, instead of declaring the **Walk** action, the target declares the **Charge** action, ignoring engagement and enemy models.