



SPIRIT ASCENDANT

Yan Lo, The Spirit Walker



Friendly Ancestor models gain the following ability:

Partial Possession: After attaching a friendly upgrade, this model may declare a action that cannot declare triggers.

Friendly unique Ancestor models gain the following actions:

Attack Action	Rg	Skl	Rst	TN	Dmg
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Memory Shard	+10"	6	Df	-	2
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Enemy models within $(\text{X})2"$ of the target gain an **Adversary** token.

Tactical Action	Rg	Skl	Rst	TN	Dmg
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"A Curse on the Bones of Your Ancestors!"	-	-	-	-	-
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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.