



# 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.



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Attack Actions	Rg	Skl	Rst	TN	Dmg
<b>Skinning Knife</b>	«1"	7	Df	-	3
If the target is killed by this action, infuse a ♦.					
• <b>Critical Strike:</b> When resolving, this action deals +1 damage to the target.					
• <b>Unnatural Vigor:</b> This model heals 2.					
<b>Weigh Sins</b>	†6"	6	Wp	-	2
Deal +1 damage if the target has an <b>Adversary</b> token.					
• <b>Wrongfully Judged:</b> After killing, instead of summoning a Seishin with <b>Trap Their Spirits</b> , summon a Gaki in base contact with the target.					
• <b>Hateful Spirits:</b> Summon a Seishin in base contact with the target.					
† "You..."	†12"	6	Wp	-	-
The target gains an <b>Adversary</b> token.					

Tactical Actions	Rg	Skl	Rst	TN	Dmg
<b>Guide Spirit</b>	6"	0	-	6	-
Another ally only. Target may declare the <b>Walk</b> action. While resolving the action, it may move through enemy models.					
• <b>Crossing the River Sanzu:</b> When resolving, instead of declaring the <b>Walk</b> action, the target declares the <b>Charge</b> action, ignoring engagement and enemy models.					