



# SHIKOME

7  
COST6  
DF7  
SP5  
WP2  
SZ

STN: 8

*Minion (2), Living • Urami*

**Ephemeral (3):** After this model is summoned, it is dealt 3 damage which may not be reduced.

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

**Lost in the Clouds:** When this model is dealt damage, it may kill a friendly Seishin within 3" to reduce that damage by 2.

# SHIKOME

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Sharp Claws</b>	3"	7	Df	-	1

*This attack has a raise value of 3.*

- **From the Heavens:** When resolving, this action ignores ♣ abilities.
- **Spirit Rend:** The target must have an **Adversary** token. When resolving, this action deals +1 damage to the target. This model may draw a card and then discard a card.
- **Piercing:** When resolving, this action ignores ♦ abilities.
- **Hateful Spirits:** Summon a Seishin in base contact with the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Shadow and Mist</b>	3"	0	-	6	-

*Once per activation. Target any number of friendly Seishin within range. This model declares the **Walk** action. After resolving the **Walk**, place any models targeted within 3" of this model.*