



# KIRAI ANKOKU

◊ *Master, Living*

CACHE

3

DF WP WD WK CG HT

4 6 10 5 - 2



## FINAL, OFFICIAL

**Df/Wp (W) Of Pity and Wind:** After an Attack Action succeeds against this model, target friendly Spirit within 2" and LoS suffers the effects of the Action as if it had been the target instead of this model, including any Triggers.

**Malevolence:** After a friendly Living or Undead model within 6" suffers damage from an enemy Attack Action, this model may discard a Soulstone or a card to summon Ikiryō into base contact with the Attacking model.


**Manipulative 12:** If this model has not yet Activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 12 **Wp** duel or the Action immediately fails.

**Entwine Spirit:** When this model declares a **Ca** Action, it may sacrifice exactly one friendly Spirit within 2" and LoS to gain +2 **Ca** for the duration of the Action.

## ATTACK ACTIONS

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**(1) Sundering (Ca 6X / Rst: Df / Rg: 12):** Target suffers 2/3/4 damage. This Attack is not randomized when shooting into an engagement.

X **Mark:** After succeeding, the target gains the following Condition until the end of the Turn: "**Adversary:** Spirits gain  to Attack flips targeting this model."

XX **Feast:** After succeeding, the target gains the following Condition until the end of the Turn: "**Devour Soul:** When this model is killed, the opposing player may summon a Gaki into base contact with this model."

## TACTICAL ACTIONS

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**(0) Call Forth (Ca 6X / TN: 12X / Rg: 6):** Summon a Seishin within 6" and LoS.

**(1) Blood and Wind (Ca 6X / TN: \* / Rg: 6):** Name a Resurrectionist Spirit Minion model. The TN of this Action is 10XX plus the Soulstone Cost of the named model. Summon the named model into base contact with target friendly model, then the summoned model and the target each suffer damage equal to half the summoned model's **Wd** (rounded up). This damage cannot be reduced and ignores **Hard to Kill**.

**(1) Swirling Spirits (Ca 7X / TN: 14X):** Target friendly Spirit within 2" is placed in base contact with a friendly Spirit within 12" and LoS. Then the friendly Spirit within 12" and LoS is placed within 2" of this model.