



KIRAI ANKOKU

◊ *Master, Living*

CACHE

3

07/29/13

DF	WP	WD	WK	CG	HT
3	5	10	4	7	2

Of Pity and Wind: When this model is the target of an enemy Action, it may choose to make a friendly Spirit model in base contact the target instead.

Malevolence: After a friendly Living or Undead model in ①8 suffers damage from an enemy Attack Action, this model may discard a Soulstone to summon an Ikiryō in 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.

Spirit Anchor: After another non-Seishin, non-Construct model is killed with ①8, summon a Seishin in base contact with this model.

ATTACK ACTIONS

(1) **Bloody Sheers** (MI 4 / Rst: Df / Rg: ♣ 1): Target suffers 1/3/12 damage.

TACTICAL ACTIONS

(1) **Of Blood and Wind** (Ca 7♣ / TN: 12♣♣ / Rg 6): Name a Resurrectionist Spirit Minion model. Summon the named model within 6" of this model, then this model suffers damage equal to the named model's **Wd**.

♣ *Evolve Spirit*: After succeeding, sacrifice any number of friendly Spirits within 2" of this model to reduce the damage by 2 for each Spirit sacrificed.

♣ *Don't Blink*: After succeeding, place the summoned model within 12" instead of within 6".

(0) **Into the Spirit World** (Ca 7♣ / TN: 14♣♣ / Rg 16): Place this model into base contact with target friendly Spirit. This model gains the following Condition until the end of the turn: "**Incorporeal**: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half."

(0) **Swirling Spirits**: Target friendly Spirit within 12" is placed within 2" of this model. Then, another target friendly Spirit within 2" of this model may be placed within 12" of this model.