



VENGEFUL SPIRITS

Kirai Ankoku, Lady of Vengeance



Friendly Urami models gain the following ability:

Vengeance: *Once per activation.* After resolving an attack action that damaged this model, this model may drain a ♦ to deal 2 irreducible damage to the attacking model.

Friendly unique Urami models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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♦ Kirai's Blessing	-	-	-	-	-
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If a friendly Ikiryo, <i>Spirit of Vengeance</i> is in play, place it into base contact with this model. If a friendly Ikiryo, <i>Spirit of Vengeance</i> is not in play, summon it in base contact with this model. Then, a friendly Ikiryo, <i>Spirit of Vengeance</i> may declare a ♣ action.					
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
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Tokens

Adversary: Friendly models receive a  to attack actions targeting this model. During the end phase, remove this token.

Injured: This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.

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 may not declare the **Interact** action. This model does not infuse a  for its crew when it is killed. This token cannot be removed.