



COST

# KIRAI ANKOKU

## LADY OF VENGEANCE

5

DF

6

SP

6

WP

2

SZ

Master, Unique, Living • Urami

Vengeful  
Spirits

Ikiryō, Spirit  
of Vengeance

**Carried on the Winds:** After an enemy deals damage to this model, this model may drain a ♦. If it does, it may be placed into base contact with an ally within 6".

**Ghostly Presence:** When this model declares an action, it may kill a friendly Seishin within 6" to add one suit of its choice to its duel total.

1 2 3 4 5 6 7 8 9 10 11 12 13 14

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## Lady of Vengeance

### Attack Actions

**Spirit Barrage**      †12"    6    **Wp**    -    2

An ally with LoS to the target may move up to 3" toward the target.

☞ **Shears:** When resolving, deal +2 damage to the target if it is in base contact with this model.

☞ **Coordinated Attack:** Another friendly model may declare a // action targeting the same model.

📖 **Mark Soul:** Target gains an **Adversary** token.

☞ **Hateful Spirits:** Summon a Seishin in base contact with the target.

### Tactical Actions

**Blood and Wind**      12"    0    -    \*    -

*Once per activation. Target a friendly Seishin within 3" of an enemy.* Summon a Urami minion in base contact with this model or the target, then kill the target.

↓ **Soothe Spirit**      6"    0    -    6    -

*Another ally only.* Remove up to one token from the target and heal it 2.

◆ **Guidance:** The target may declare a non-**Charge** action.

☞ **To My Side:** Place the target in base contact with this model.

📖 **Preparations:** Target gains a **Focused** token.