



# 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
<b>♦ Kirai's Blessing</b> 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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## 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.