



SPIRITUAL ANCHOR

Kirai Ankoku, Envoy of the Court



Friendly Urami models gain the following abilities:

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.

Chained Spirit: After this model moves, any enemy models it moved through gain a **Spiritual Chains** token.

Friendly unique Urami models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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‡ Swirling Spirits	8"	0P	-	4	-
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Another ally only. Move this model up to 6" toward the target, ignoring models. Then, move the target up to 6", ignoring models.


☞ **Essence Drain:** Kill a friendly Seishin within range. This model heals 3.



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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**.

Spiritual Chains: When this model flips, cheats, or discards the black joker, it is dealt 2 damage and then this token is removed.

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.