KIRAI ANKOKU

+1B 9
Unique



5 SP | 6 DF | 6 WP | 7 AR

Revenge: After resolving an Action in which a friendly Fireteam within ❶3 suffered a Hit, the acting Fireteam suffers a Strength 2 Hit, which may not be Cheated. This Ability does not stack.

♂ **Sundering** (6 v Df | 10"): Strength 2.

♂ ⬆ **Spirit Anchor** (6 v 14): Other friendly Court of Two units with a Fireteam within (↑)6 gain a Reinforcement Token and may immediately Reinforce.

❷ ***Center the Soul:*** This unit gains a Reinforcement Token.

2 TA

Fireteam (40mm), Commander, Champion, Combined Arms (Ikiryo)

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♂ **Sundering** (6 v Df | 10"): Strength 2.

⚚ ***Thirst for Vengeance:*** Take this Action again.

♂ ⬆ **Spirit Anchor** (7 v 14): Other friendly Court of Two units with a Fireteam within (↑)6 gain a Reinforcement Token and may immediately Reinforce.

❷ ***Center the Soul:*** This unit gains a Reinforcement Token.

♂ **Blood and Wind** (6 v 15): Discard a Reinforcement Token from any number of friendly units in play, and up to 3 Tactics Tokens. Summon a Court of Two Squad within 6" of this Fireteam with a cost equal to or less than the combined number of discarded Reinforcement and Tactics Tokens.

2 TA

Fireteam (40mm), Commander, Champion, Combined Arms (Ikiryo)