

MARVEL

KIRIGI

PHANTOM WALK

Kirigi can move through all figures and is never attacked when leaving an engagement.



UNDEAD

UNIQUE HERO

NINJA

RELENTLESS

MEDIUM

5

KYOKETSU SHOGI

After moving and before attacking, if Kirigi was not engaged at the start of his turn, you may choose a non-adjacent small or medium figure within 3 clear sight spaces of Kirigi whose base is no more than 8 levels above or below Kirigi's base. Roll one attack die. If you roll a skull, you may choose to either inflict a wound on the chosen figure or place the chosen figure adjacent to Kirigi. Figures placed by Kyoketsu Shogi do not take leaving engagement attacks. After using this special power, Kirigi may use it one additional time.

UNDEAD RESILIENCE

If Kirigi receives two or more wounds from a single attack but is not destroyed, you may immediately remove up to two of those wounds.



6

LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 4

175

POINTS

