



## Neko Mei

Mortal . Crewmate

MV	CH	CD	RD	AD
5	7	7	7	6

SAN	MYTH	WND
6	1	16

14pts **2**

**WHIP - 8 / RANGE / 3" / Fatigue**

**CLAWS - 8 / COMBAT / Base / Blind**

### SPRINT - 1

This Model gains +2 to MV and CH Actions for the remainder of this Activation

### ACROBATIC

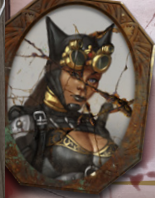
This Model ignores difficult terrain, obstacles (up to 2" in height) and may re-roll Combat Attack tests immediately following a charge that included a jump. If falling it may make a CD test to avoid suffering WND.

### UNDERCOVER

This Model may only be the Target of an Attack if it is within 8" of the Attacking Model

### PREHENSILE TAIL

This model makes the first Interact Action in it's Activation for 0 AP instead of the usual 1 AP. Also, this Model may make Interact Actions at a range of 2" instead of Base Contact.



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MV	CH	CD	RD	AD
5	-	6	6	5

SAN	MYTH	WND
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**WHIP - 8 / RANGE / 3" / Fatigue**

**CLAWS - 8 / COMBAT / Base / Blind**

### ESCAPE - 1

This Model ignores Disengaging Strikes for the remainder of its activation.

### ACROBATIC

This Model ignores difficult terrain, obstacles (up to 2" in height) and may re-roll all dice in Combat Attack tests immediately following a charge that included a jump. If falling it may make a CD test to avoid suffering WND.

### CORNERED ANIMAL

This Model gains +2 to all Combat actions but may not make Charge Actions or make a Move Action that finishes Engaged with an enemy Model.

### PREHENSILE TAIL

This model makes the first Interact Action in it's Activation for 0 AP instead of the usual 1 AP. Also, this Model may make Interact Actions at a range of 2" instead of Base Contact.