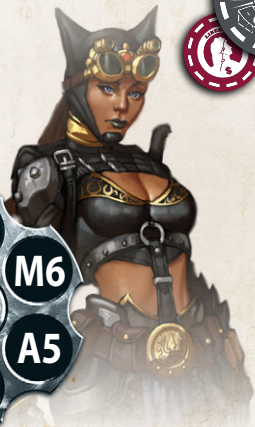


NEKO MEI

11PTS

FACE, CROWN, OUTLAWS, HUMAN, NAUTILUS,
MERCENARY

v3.04c

RAZOR CLAWS

BRUTAL

LETHAL

WHIP

TANGLE

RNG PRC ROA

1" -1 3

2" 0 1

NEKO MEI

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.