

YURONA CHITAI

15PTS

YURONA CHITAI

1 x

1

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT
WALKER, NEKOMATA, MYTH



Q6
L3
M6
F6
A7
G5

v3.04c

HAMA YUMI

ATTUNED
BRUTAL



RNG PRC ROA

20" -1 1

TEETH & CLAWS

TANGLE



- 0 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.

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

FLUSH OUT TARGET: Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10".

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

NEKOMATA PURAIDO: This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

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.

