

YARAZI 6

Sp	Df	Wp	Ar
10	4	3	5

Glide: Fireteams in this unit may ignore non-Titan Fireteams and Low terrain while moving.

Swift Retreat: After resolving an Action that resulted in the destruction of one of this unit's Fireteams, any remaining Fireteams may move up to their **Sp**.

Diving Pounce (4 v Df | 2"): Strength 2, or Strength 4 if this Action is taken as part of a Rush Order.

Fireteam (80mm | 3x30mm), Squad (3)

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Swift Retreat: After resolving an Action that resulted in the destruction of one of this unit's Fireteams, any remaining Fireteams may move up to their **Sp**.

Buzzing Sound: When this unit receives a Focused Effort Order, it may move up to 6".

Diving Pounce (5 v Df | 2"): Strength 2, or Strength 4 if this Action is taken as part of a Rush Order.

Tear Away: If the target is engaged with two or more of this unit's Fireteams, Immediately gain Piercing.

Spit Mucus (6 v Sp | 8"): Target loses up to one Token of your choice and gains a Pinned Token.

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