

SPD **6**DEF **3****BRAWL****2****1**

S-TYPE SHINOBI

SHADOW SUN SYNDICATE / UNIT

SPECIAL RULES

CLOAK - This model cannot be targeted by blast attacks made by a model more than two spaces away.

SIDE STEP - If this model is missed by an attack, after the attack is resolved this model can advance up to three spaces.

NANITE-WEAVE
COMBAT ARMORNANITE ACTIVATION
SYSTEM

TOTAL TITANIC RESISTANCE : 47%

ELECTRO-CERAMIC BOMB CAPACITOR : MAX



E7 625402, -102 100758

Model Name: S-Type Shinobi
Model ID: S-001
Model Type: Brawler
Model Size: 100mm

Cost: 1
Grunt: 1
Special Rules: Cloak, Side Step

Abilities: Nanite-Weave Combat Armor
Nanite Activation System
Electro-Ceramic Bomb Capacitor

Weapons: None
Skills: None
Status: Active

**COST: 1****GRUNT**

2022 v1



SPD **6**DEF **3**

S-TYPE SHINOBI

SHADOW SUN SYNDICATE / UNIT

**BRAWL****2****2**

SPECIAL RULES

CLOAK - This model cannot be targeted by blast attacks made by a model more than two spaces away.

COMMANDER: S-TYPE SHINOBI - Allied S-Type Shinobi grunt units within two spaces of this unit gain +1 Boost Die when participating in brawl or blast attacks.

SIDE STEP - If this model is missed by an attack, after the attack is resolved this model can advance up to three spaces.

COST: 2**ELITE**

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Tactical Tribonic Resonance: 47%

Electro-Ceramic Nan Capacitor: MAX