So let's assume you're using Unity completely stock with no fancy plugins.

* Unity's Touch Input is slightly less responsive than a native app and it can be quite a noticeable difference between the two especially in UI.
* Native Accessibility features - eg, screen readers, switch control, etc - are non existent when developing an App with Unity.
* Drains the heck out of the battery.
* Not necessarily a limitation but definitely an annoyance. The filesize of your app made with Unity (even if it's completely empty) will be miles larger than an empty app made with XCode. Unity has a lot of extra stuff that's hard to get rid of that inflates it.
* While Unity's cross platform support is indeed really nice, it is a huge pain having to manually switch platforms and go through that whole switching/recompiling/reimporting process. Other cross platform solutions (Xamarin for example) do not require this.

First ones off the top of my head.

Unity doesn't offer native UI which clients kind of expect in native apps

*The [UIWidgets package](https://github.com/UnityTech/UIWidgets" \t "_blank) (official Unity GitHub link) helps solve that problem.*

Unity uses GPU, so it causes much faster battery drain. Native apps doesn't rely on gpu that much.

*No most mobile use GPU for rendering, but they don't always render the seed my screen and also only they parts that have changed..*

*Unity week render the screen at a constant rate, and hense using battery..*