



DAEVA

6
COST

6
DF

5
SP

4
WP

2
SZ



STN: 9

Minion (3) ♦ DUA

Demise (Spectral Passage): After this model is killed, it may make a Shadow Door marker in base contact with itself.

Made to Kill: *Once per activation.* After this model is placed, it may declare a *///* action after resolving the current action.

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).


DAEVA


Attack Actions


Rg Skl Rst TN Dmg

Maul

1" 5 Df - 2

If the target is within 2" of a Shadow Door marker, this action receives a .

 **Pop In:** Place this model anywhere within 3".

 **Lingering Shadow:** Make a Shadow Door marker in base contact with the target.


Tactical Actions

Rg Skl Rst TN Dmg

Envelop in Shadow

8" 0 4 -


Ally only. Enemy models within (X)1" of the target must pass a TN 13 **Wp** duel or be dealt 2 damage.

 **Fall into Darkness:** Place the target in base contact with a Shadow Door marker within 6".

Unnatural Speed

3" 0 - 6 -

Place this model anywhere within range.

 **Reclaim Shadow:** Remove a Shadow Door marker within 3" of this model. This model heals 2.