



SHADOWLARK

9
COST

6
DF

6
SP

6
WP

2
SZ

Henchman, Unique, Living • Performer

🛡️ **Aegis:** *Once per activation.* This model may reduce damage dealt to it by 1.

Flight: This model ignores terrain and other models while moving.


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


SHADOWLARK



Attack Actions

	Rg	Skl	Rst	TN	Dmg
Phantasmal Blade	//2"	7	Df	-	2

If the target has an **Entranced** token, this action receives a .

 **Staged:** This model gains a **Backtrack** token.


 **Shadowjump:** Place this model into base contact with another model within 6".


 **Execute:** The target may either discard a card or drain a . If it does neither, it is killed.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Malevolent Shadow	8"	0	-	6	-

Make a Decoy marker within range. If this model does not have LoS to an enemy leader, enemy models within (X)2" of the made marker must each pass a TN 13 **Df** duel or gain an **Entranced** token.

 **In the Wings:** Place this model in base contact with the made marker.

 **Thief's Pocket:** Make a Scheme marker in base contact with this model.

Unnatural Speed	3"	0	-	6	-
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Place this model anywhere within range.