

M  
**DAEVA**6  
COST6  
DF5  
SP4  
WP2  
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
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### 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
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### Envelop in Shadow

8" 0 4 -

Ally only. Enemy models within 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.