



# 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.