



# NOCTURNE

5  
COST

4  
DF

6  
SP

4  
WP

1  
SZ



STN:8

Minion (3) ♦ DUA

**Demise (Decoy):** After this model is killed, make a Scheme marker in base contact with an ally in LoS.

**Shadow Hunter:** *Once per activation.* This model may ignore models and terrain when declaring the **Walk** action.

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.


# NOCTURNE

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

### Gloom Maw


⌘ 1" 5 Df - 1


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

### Displace

✦ 8" 5 Sp 11 -

This action may target friendly models. Move the target up to 3". Then, this model may give the target an **Entranced** token.

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

 **Reposition:** Move this model up to 3".

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

### ✦ Onward

- 0 - 7 -

This model may declare the **Walk** action.