



GHOST LIGHT

2
COST

3
DF



7
SP

3
WP

1
SZ



Peon (3) • Ancestor, Revenant

Consume Soul: When another ally within 3" of this model drains a , this model may infuse a . If it does so, kill this model, ignoring **Demise** abilities.

Demise (Enlighten): After this model is killed, an ally within 3" either heals 1 or gains a **Shielded** token.

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

GHOST LIGHT


Attack Actions

Rg Skl Rst TN Dmg

Ghostly Sparks

// 1" 4  Df - 1

Target gains a **Burning** token.

 **Overheat:** Enemy models within (X)2" are dealt 1 damage. Then, kill this model.

Tactical Actions

Rg Skl Rst TN Dmg

Path of Ashes

6" 0 - 5 -

Friendly only. Move the target up to 3".