



# GHOST EATER

8  
COST5  
DF6  
SP5  
WP2  
SZ*Unique, Living • Ancestor, Revenant*

**🛡 Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 Health.

**In the Spirit World:** When this model activates, it may discard a card or deal 2 irreducible damage to itself to summon a Ghost Light within 3" of this model.



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## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Tear Apart</b>	1"	6	Df	-	2
◆ <b>Siphon Life:</b> When resolving, this action deals +1 damage and this model heals 1.					
◆ <b>Exorcism:</b> Target must have a <b>Summon</b> token. Kill the target.					
<b>Spectral Assault</b>	12"	6	Wp	-	3
When resolving, if this action receives a raise, it ignores ◆ abilities.					
◆ <b>Fragmented Essence:</b> Summon a Ghost Light in base contact with the target.					
◆ <b>Siphon Life:</b> When resolving, this action deals +1 damage and this model heals 1.					
◆ <b>Blaze:</b> Models damaged by this action gain a <b>Burning</b> token.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Blinding Flash</b>	12"	0	-	6	-
Friendly only. Kill the target. Enemy models within 12" of the target must pass a TN 14 Sp duel or they are dealt 1 damage and gain a <b>Burning</b> token.					
◆ <b>Defensive Reflexes:</b> This model gains a <b>Shielded</b> token.					