

ARCH-REVENANT

Arch-Revenants soar high over the battlefield, borne upon the wings of a zephyrspite. Swooping down to strike where the foe is most vulnerable, their regal presence inspires nearby Sylvaneth, filling them with courage and warlike aggression.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Revenant's Glaive	2"	3	3+	3+	-2	2
Zephyrspite's Tail Pincers	1"	1	4+	3+	-	D3

DESCRIPTION

An Arch-Revenant is a single model armed with a Revenant's Glaive.

COMPANION: An Arch-Revenant is accompanied by a zephyrspite that attacks with its Tail Pincers. For rules purposes, it is treated in the same manner as a mount.

FLY: This model can fly.

ABILITIES

Crescent Shield: *This shield can be used to deflect blows or to steady the shaft of a weapon.*

At the start of the combat phase, say whether this model is using their shield for protection or to steady their weapon. If they use their shield for protection, you can re-roll save rolls of 1 for attacks that target this model in that phase. If they use the shield to steady their weapon, you can re-roll hit rolls of 1 for attacks made with this model's Revenant's Glaive in that phase.

Champion of Kurnoth: *An Arch-Revenant commands instant obedience and commitment from Kurnoth Hunters that are nearby.*

Re-roll hit rolls of 1 for attacks made by friendly **KURNOTH HUNTERS** units while they are wholly within 12" of this model.

Ultimate Sacrifice: *A zephyrspite will throw itself in front of an enemy attack, sacrificing its own life to save that of its master.*

Once per battle, when you allocate a wound or mortal wound to this model, you can choose to negate it. If you do so, this model cannot fly or use its Zephyrspite's Tail Pincers attack for the rest of the battle.

KEYWORDS

ORDER, SYLVANETH, FREE SPIRITS, HERO, ARCH-REVENANT

COMMAND ABILITIES

Call to Battle: *An Arch-Revenant's fiery spirit-song incites the children of the Everqueen to attack her enemies with all of their ire.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **SYLVANETH** unit wholly within 9" of a friendly model with this command ability, or wholly within 12" of a friendly model with this command ability that is your general. Add 1 to the Attacks characteristic of that unit's melee weapons in that combat phase. You cannot pick the same unit to benefit from this command ability more than once per combat phase.