

TREE-REVENANTS

The Tree-Revenants move with flowing grace, flickering along the spirit paths to carve their way through the enemy's ranks. Their highly ritualised way of war lends them a lethal speed and skill that few enemies can stand against.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enchanted Blade	1"	2	4+	3+	-1	1
Protector Glaive	1"	2	4+	3+	-1	2

DESCRIPTION

A unit of Tree-Revenants has any number of models, each armed with Enchanted Blades.

SCION: 1 model in this unit can be a Scion. Add 2 to the Attacks characteristic of that model's Enchanted Blade. A Scion can be armed with a Protector Glaive instead of an Enchanted Blade.

GLADE BANNER BEARER: 1 in every 5 models in this unit can be a Glade Banner Bearer. Whenever a unit that includes any Glade Banner Bearers makes a pile-in move, you can move it up to 6" instead of up to 3".

WAYPIPES: 1 in every 5 models in this unit can carry Waypipes. At the start of your movement phase, a unit that includes any Waypipes can walk the spirit paths instead of making a normal move. If it does so, remove this unit from the battlefield and set it up anywhere on the battlefield more than 9" from any enemy units.

ABILITIES

Martial Memories: *Tree-Revenants can draw on centuries of experience when they go to war.*

Once per phase, you can re-roll 1 failed hit roll or 1 failed wound roll for an attack made by this unit, or 1 failed save roll for an attack that targets this unit, or 1 charge or run roll for this unit, or 1 battleshock test for this unit. You cannot use this ability to re-roll more than once dice for this unit in the same phase.

KEYWORDS

ORDER, SYLVANETH, NOBLE SPIRITS, TREE-REVENANTS