













 Order - Sylvaneth [830pts]	
   Arch-Revenant	Leader
	260pts
Fighters	
Oryads x3	100pts
Spite-Revenant x3	100pts
Tree-Revenant x3	50pts

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Selection Rules	
	[Reaction] Vengeful Spites : fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that hits, allocate 1 damage point to the attacking fighter. For each critical hit, allocate 2 damage points to the attacking fighter instead.
	<input checked="" type="checkbox"/> [Double] Draw from the Spirit-song : Remove a number of damage points allocated to this fighter up to the value of this ability.
  	<input checked="" type="checkbox"/> [Double] Zephyrite's Tail Pincers : Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 3+, allocate 3 damage points to that fighter.
  	<input checked="" type="checkbox"/> [Triple] Call to Battle : Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
 	<input checked="" type="checkbox"/> [Quad] Envoy of the Everqueen : Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness and Strength characteristics of friendly fighters while they are within 6" of this fighter.