

SYLVANETH

SPITEWING FLIGHT

This Spearhead army consists of the following units:

GENERAL

◆ Arch-Revenant

UNITS

◆ 5 Gossamid Archers

◆ 3 Spiterider Lancers

◆ 3 Revenant Seekers



Ever since the restoration of the Oak of Ages Past and the Rite of Life, that grand ritual performed by Alarielle to reverse the effects of the Necroquake, the sound of huge, buzzing wings overhead has been heard across the domains of the Everqueen. Despoilers of nature have learned to dread that sound, for it often heralds the coming of a Spitewing Flight, an aerial squadron of elite Sylvaneth riders sent to destroy an emerging enemy threat.

This fast-moving formation is led by an Arch-Revenant, a winged forest spirit whose experience of battle encompasses many long seasons. These superlative commanders draw upon the rich bounty of shared memories within the spirit-song to trace paths through the thickest wilds, striking wherever their quarry is weakest. Gossamid Archers open hostilities with a rain of living arrows that eat through flesh, whilst Spiterider Lancers charge forth to slay their targets with magical spears and the ripping mandibles of their beloved dragonspite mounts. Finally, Revenant Seekers swoop down in the wake of the initial strike, scattering the survivors and reaping lives with each deft strike from their gleaming sickles.

‘The enemy already fears the shadows of the forest. Let us teach them to dread the open skies as well.’

– Arch-Revenant Gilriss of Athelwyrd



A Spitewing Flight attacks in a blur of vibrant colour, the wings of eager war-sprites beating too fast for the human eye to see as they deliver their bold revenant riders into the thick of battle.

BATTLE TRAITS

⚔ Once Per Battle Round (Army), Start of Battle Round

TARGET OF VENGEANCE: *The Spitewing Flight engages one foe at a time, swooping down to annihilate them before selecting a new target.*

Declare: If there is no enemy **quarry** on the battlefield, pick an enemy unit on the battlefield to be the target.

Effect: The target is the **quarry** for the rest of the battle.

⚙ Passive

AIRBORNE COHESION: *These warriors fly in tight formation, their dragonspites perfectly attuned to the movements of their kin.*

Effect: Friendly units have a coherency range of 2".

⚙ Passive

SONG OF THE HUNT: *The warriors of a Spitewing Flight are energised by the increasingly harmonious notes of the spirit-song as they fight, building momentum with every defeated foe.*

Effect: You gain 1 **chord** each time an enemy **quarry** is destroyed. The following cumulative effects apply depending on the number of **chords** you have:

1 chord	Simple: Add 1 to run rolls and charge rolls for friendly units while they are within 9" of the enemy quarry .
2 chords	Tuneful: Add 1 to hit rolls for friendly units' attacks while they are within 9" of the enemy quarry .
3+ chords	Melodic: Add 1 to wound rolls for friendly units' attacks while they are within 9" of the enemy quarry .

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Battle (Army), End of Any Turn

LEAVES ON THE WIND: *These warriors attack swiftly and then retreat into the cover of the canopy.*

Declare: Pick a friendly unit that is in combat to be the target.

Effect: The target can immediately use the 'Retreat' ability as if it were your movement phase and no mortal damage is inflicted on it if it does so.

⏸ Once Per Turn (Army), End of Any Turn

LIFEBRINGERS: *Hailing from the vast boughs of the Oak of Ages Past, the life-giving magic of Ghyran permeates the sap-blood of these warriors and their steeds, causing their wounds to heal nigh instantaneously.*

Effect: Heal (D3) each friendly unit.

ENHANCEMENTS: Give your general 1 of the following enhancements.

⚙ Passive

HEAD OF THE HUNT: *This warrior venerates the Hunter God Kurnoth as much as Alarielle. To them, the pursuit of the prey is a sacred act.*

Effect: Add 1 to the Rend characteristic of your general's melee weapons while the enemy **quarry** is within 9" of and visible to them.

➤ Reaction: You declared a FIGHT ability for your general

ZEPHYRKIN: *The bond that this Arch-Revenant has with their companion zephyrspite is so strong that they can perform hit-and-run attacks with bewildering agility.*

Effect: If your general charged this turn, they can move up to 2D6" after that **FIGHT** ability has been resolved. They cannot end that move in combat.

⚔ Once Per Battle (Army), Any Hero Phase

BOLD SPIRIT: *Thrusting their glaive towards the foe with a strident war cry, the Arch-Revenant inspires their warriors to fight with all they have.*

Effect: For the rest of the turn, add 1 to wound rolls for friendly units' combat attacks while they are within your general's combat range.

➤ Passive

CUNNING PURSUER: *The Arch-Revenant feigns weakness, baiting the enemy into being surrounded by the swarm.*

Effect: While your general is in combat, add 1 to charge rolls for friendly units wholly within 12" of them. Add 2 instead while your general is in combat with the **quarry**.

MOVE 12"
HEALTH 6 SAVE 4+
CONTROL 2

Arch-Revenants soar high over the battlefield, borne upon the wings of a companion zephyrspite. Swooping down to strike where the foe is most vulnerable, their majestic glaives weave a dance of death before they take flight once more, seeking out the next target to feel their wrath.

• SPEARHEAD WARSCROLL •

ARCH-REVENANT

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Arch-Revenant's Glaive	5	3+	4+	1	2	-

⚙️ Your Hero Phase

HEARTWOOD HUNTING HORN: *Grown in the forests of Kurnotheal, this horn emits a bold note that sends the thrill of the hunt rushing through the veins of their warriors.*

Declare: Pick a visible friendly unit wholly within 12" of this unit to be the target.

Effect: Until the start of your next turn, when determining which effects of the 'Song of the Hunt' ability apply to the target, you count as having 1 additional chord.



KEYWORDS HERO, INFANTRY, FLY

MOVE 12"
HEALTH 2 SAVE 5+
CONTROL 1

Gossamid Archers are afforded the power of flight by the zephyrspites that clasp their torsos. A gruesome fate awaits any struck by the shafts of these skirmishers, for the arrowheads contain voracious grubs that devour the target from within.

• SPEARHEAD WARSCROLL •

GOSSAMID ARCHERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Gossamid Bow	12"	2	3+	4+	1	1	Shoot in Combat

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Cruel Talons	1	3+	4+	-	1	-

➔ Reaction: You declared a SHOOT ability for this unit

ZEPHYRSPITES: *These symbiotic winged spites offer their hosts unparalleled manoeuvrability, allowing them to swiftly reposition after loosing a deadly volley.*

Effect: After that SHOOT ability has been resolved, this unit can move up to D6". It cannot move into combat during any part of that move.

KEYWORDS MOVE



KEYWORDS INFANTRY, FLY

MOVE
12"
HEALTH 5 SAVE 4+
CONTROL 2

The Spiterider Lancers are Alarielle's elite cavalry. Mounted on agile dragonspites whose bodies thrum with life magic, they deftly swoop and whirl above the battlefield before suddenly diving into a charge, striking the enemy lines with shocking force.

• SPEARHEAD WARSCROLL •

SPITERIDER LANCERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Spiterider Lance	3	3+	4+	1	1	Charge (+1 Damage)
Dragonspite's Mandibles	3	4+	3+	1	2	Companion

✂ Any Charge Phase

SPITERIDER CHARGE: Lance-armed Spiteriders train to inflict the greatest damage possible on the charge, destroying chosen targets in a series of blistering attacks.

Declare: If this unit charged this phase, pick a visible enemy unit within 1" of it to be the target.

Effect: Roll a D3. Add 1 to the roll if the target is the enemy quarry. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

CAVALRY, FLY

MOVE
12"
HEALTH 5 SAVE 4+
CONTROL 2

It is the duty of the Revenant Seekers to extract the lamentiri of Sylvaneth who fall in battle and return them to the soulpod groves. The wickedly sharp sickles they wield for this purpose are equally useful for severing the mortal threads of those who would endanger the remains of their slain kin.

• SPEARHEAD WARSCROLL •

REVENANT SEEKERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Seeker's Sickle	3	3+	4+	1	1	Crit (Mortal)
Dragonspite's Mandibles	3	4+	3+	1	2	Companion

🛡 Any Combat Phase

DEAFENING DRONE: Revenant Seekers circle over the melee, cutting throats and piercing skulls with swipes of their sickles. The buzzing roar of their dragonspites' wings soon disorientate enemies who engage them in protracted combat.

Declare: If this unit did not charge this turn, pick an enemy unit in combat with it to be the target.

Effect: Roll a dice. If the roll exceeds the target's Control characteristic, subtract 1 from the Attacks characteristic of the target's melee weapons for the rest of the turn.



KEYWORDS

CAVALRY, FLY