

KURNOTH HUNTERS

WITH KURNOTH GREATSWORDS

Many Kurnoth Hunters who favour the fury of close combat choose to wield immense greatswords, two-handed weapons that can cleave through a Magmadroth's scaly hide in a single blow.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Greatsword	1"	4	3+	3+	-1	2

DESCRIPTION

A unit of Kurnoth Hunters with Greatswords has any number of models, each armed with a Kurnoth Greatsword.

HUNTMASTER: 1 model in this unit can be a Huntmaster. Add 1 to hit rolls for attacks made by that model.

ABILITIES

Envoys of the Everqueen: *Kurnoth Hunters act as the voice of the rulers and commanders of the Sylvaneth race.*

If a friendly **SYLVANETH HERO** uses a command ability, friendly **SYLVANETH** units wholly within 12" of this unit

are treated as being in range of that command ability.

Sundering Strikes: *Swung with enough force, the keen edge of a Kurnoth Greatsword can hew any target apart.*

If the unmodified wound roll for an attack made with a Kurnoth Greatsword is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Tanglethorn Thicket: *Kurnoth Hunters can sprout a thick weave of thorned branches that protects them from harm.*

At the start of the charge phase, you can say that this unit will sprout thorned branches.

If you do so, until the end of the turn, this unit cannot move except to pile in up to 1", but you can re-roll save rolls for attacks that target this unit.

Trample Underfoot: *Kurnoth Hunters use their size and strength against their foes, stamping on and crushing them.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

KURNOTH HUNTERS

WITH KURNOTH GREATBOWS

Huge and powerful, yet swift and all but silent, Kurnoth Hunters stalk their foes across the battlefield before unleashing salvos of arrows from their Kurnoth greatbows to skewer their luckless prey.



MISSILE WEAPONS

Kurnoth Greatbow

Range

30"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Vicious Claws

Range

1"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Kurnoth Hunters with Kurnoth Greatbows has any number of models, each armed with a Kurnoth Greatbow and Vicious Claws.

HUNTMASTER: 1 model in this unit can be a Huntmaster. Add 1 to hit rolls for attacks made by that model.

ABILITIES

Envoys of the Everqueen: *Kurnoth Hunters act as the voice of the rulers and commanders of the Sylvaneth race.*

If a friendly **SYLVANETH HERO** uses a command ability, friendly **SYLVANETH** units wholly within 12" of this unit are treated as being in range of that command ability.

Tanglethorn Thicket: *Kurnoth Hunters can sprout a thick weave of thorned branches that protects them from harm.*

At the start of the charge phase, you can say that this unit will sprout thorned branches. If you do so, until the end of the turn, this unit cannot move except to pile in up to 1", but you can re-roll save rolls for attacks that target this unit.

Trample Underfoot: *Kurnoth Hunters use their size and strength against their foes, stamping on and crushing them.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

KURNOTH HUNTERS

WITH KURNOTH SCYTHES

Striding forward with calm and implacable purpose, Kurnoth Hunters armed with scythes carve bloody furrows through the enemy ranks, sending heads and limbs flying like scattered corn.



MELEE WEAPONS

Kurnoth Scythe

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-2

Damage

D3

DESCRIPTION

A unit of Kurnoth Hunters with Kurnoth Scythes has any number of models, each armed with a Kurnoth Scythe.

HUNTMASTER: 1 model in this unit can be a Huntmaster. Add 1 to hit rolls for attacks made by that model.

ABILITIES

Envoys of the Everqueen: *Kurnoth Hunters act as the voice of the rulers and commanders of the Sylvaneth race.*

If a friendly **SYLVANETH HERO** uses a command ability, friendly **SYLVANETH** units wholly within 12" of this unit

are treated as being in range of that command ability.

Tanglethorn Thicket: *Kurnoth Hunters can sprout a thick weave of thorned branches that protects them from harm.*

At the start of the charge phase, you can say that this unit will sprout thorned branches. If you do so, until the end of the turn, this unit cannot move except to pile in up to 1", but you can re-roll save rolls for attacks that target this unit.

Trample Underfoot: *Kurnoth Hunters use their size and strength against their foes, stamping on and crushing them.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 4+ that enemy unit suffers 1 mortal wound.

KEYWORDS

ORDER, SYLVANETH, FREE SPIRITS, KURNOTH HUNTERS