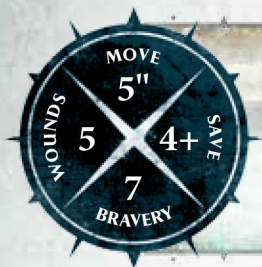


KURNOTH HUNTERS

The elite of the sylvaneth Wargroves, the Kurnoth Hunters are Free Spirits who fight upon the orders of the Everqueen herself. Strong, swift and incredibly skilled, these warrior spirits embody the power of the hunter god Kurnoth in every blade-swing and bow-shot, picking off their enemies with frightening efficiency.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Greatbow	30"	2	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Greatsword	1"	4	3+	3+	-1	2
Kurnoth Scythe	2"	3	3+	3+	-2	D3
Quiverling's Vicious Claws	1"	3	4+	4+	-	1

DESCRIPTION

A unit of Kurnoth Hunters has 3 or more models. Some units wield Kurnoth Greatswords, while others bear wicked Kurnoth Scythes. Others attack at range, loosing arrows from Kurnoth Greatbows while their Quiverling companions attack nearby enemies with their Vicious Claws.

HUNTMASTER

The leader of this unit is a Huntmaster. Add 1 to the result of any hit rolls for a Huntmaster's attacks.

ABILITIES

Tanglethorn Thicket: At the start of either player's charge phase, Kurnoth Hunters can sprout a thick weave of thorned branches. Until the end of the turn, they cannot move except to pile in up to 1", but you can re-roll failed save rolls for them.

Envoys of the Everqueen: If your general is a **SYLVANETH HERO**, any Kurnoth Hunters in your army always count as being in range for any command ability the general uses. In addition, any **SYLVANETH** units within 8" of this unit also count as being in range for any command ability the general uses.

Trample Underfoot: At the end of the combat phase, pick an enemy unit and roll a dice for each Kurnoth Hunter from this unit that is within 1" of it. For each result of 4 or more, the enemy unit suffers a mortal wound.

KEYWORDS

ORDER, SYLVANETH, KURNOTH HUNTERS