

# 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.