



• WARSCROLL •

SKAETH'S WILD HUNT



Skaeth and his Kurnothi kin are merciless hunters of those who would dare despoil the wilderness, running their prey to ground before piercing their hearts with spears, arrows and hurled javelins.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Seeker Bow	18"	1	3+	4+	-1	1
Javelin of the Hunt	9"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Javelin of the Hunt	2"	1	3+	3+	-1	2
Hunting Weapon	1"	2	3+	4+	-	1
Teeth and Claws	1"	2	3+	3+	-	1

DESCRIPTION

Skaeth's Wild Hunt is a unit that has 5 models. Skaeth is armed with a Javelin of the Hunt; Althaen is armed with a Seeker Bow and Hunting Weapon; Karthaen and Sheoch are each armed with a Hunting Weapon; and Lighaen is armed with Teeth and Claws.

SKAETH: Skaeth has a Wounds characteristic of 2.

ABILITIES

Fleet of Foot: *The Wild Hunt advance on their foes with the speed of an autumn gale.*

This unit can run and still shoot and/or charge later in the same turn.

MAGIC

This unit is a **WIZARD** while it contains Karthaen. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Might of Kurnoth spell.

Might of Kurnoth: *The blast of Karthaen's horn imbues his allies with the strength of Kurnoth.*

Might of Kurnoth has a casting value of 7. If successfully cast, pick 1 friendly **SYLVANETH** unit within 12" of the caster that is visible to them. Add 1 to wound rolls for attacks made with melee weapons by that unit until the start of your next hero phase.

KEYWORDS ORDER, SYLVANETH, OAKENBROW, SKAETH'S WILD HUNT

BEASTGRAVE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skaeth's Wild Hunt	5	5	120		Unique