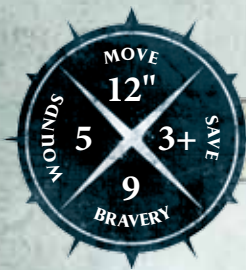


# KNIGHT-AZYROS

At the spear-tip of Sigmar's Tempest come the Knights-Azyros, heralds of the sky. Each bears a celestial beacon, and where a Knight-Azyros shines its light, there too can almighty Sigmar see, casting forth more Stormcast Eternals into battle. That illuminating beam is a boon to allies, and a bane to foes, most especially to the minions of Chaos.



## MELEE WEAPONS

Starblade

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

## DESCRIPTION

A Knight-Azyros is a single model. It is armed with a Starblade and carries a Celestial Beacon.

## FLY

A Knight-Azyros can fly.

## ABILITIES

**Illuminator of the Lost:** In the shooting phase, you can re-roll hit rolls of 1 for attacks made against enemy units that are within 10" of a Knight-Azyros.

**The Light of Sigmar:** Once per battle, in your hero phase, you can declare that this model will unleash the searing light of its Celestial Beacon. If you do so, it cannot move, charge or pile in during your turn. However, each enemy unit within 8" of the Knight-Azyros when the searing light is unleashed suffers D3 mortal wounds as they are blinded and driven from the battlefield. The light is anathema to **CHAOS** units, so they suffer D6 mortal wounds instead.

## KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-AZYROS