

KNIGHT-AZYROS

The Knights-Azyros are heralds of the sky. Where the Knight-Azyros shines their light, there too can almighty Sigmar see, guiding his Stormcasts to smite the foes of Azyr. That illuminating beam is a boon to allies, and a bane to foes.



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 armed with a Starblade.

FLY: This model can fly.

ABILITIES

Illuminator of the Lost: *Casting the pure light of Sigmar onto the foe, the Knight-Azyros' allies let fly their arrows with greater accuracy.*

You can re-roll hit rolls of 1 for attacks made by friendly units that target enemy units while the enemy unit is within 10" of this model.

The Light of Sigmar: *Opening the celestial beacon's frontis wide, the Knight-Azyros allows the full majesty of Sigmar's light to scour the enemy.*

Once per battle, in your hero phase, this model can use its celestial beacon. If it does so, each enemy unit within 8" of this model suffers D3 mortal wounds. **CHAOS** units within 8" suffer D6 mortal wounds instead.

KEYWORDS

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