

# KNIGHT-VENATOR

The Knight-Venator is a sky-hunter, a winged archer that rains down death from above. Not even large monsters or powerful enemy leaders are safe from the lethal missile fire loosed by this soaring angel of Azyr.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Realmhunter's Bow	30"	3	2+	3+	-1	1
Celestial Beak and Talons	30"	3	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow Stave	1"	2	3+	4+	-	1
Celestial Beak and Talons	1"	3	4+	3+	-	1

## DESCRIPTION

A Knight-Venator is a single model armed with a Realmhunter's Bow and Bow Stave.

**COMPANION:** A Knight-Venator is accompanied by a Star-eagle that attacks with its Celestial Beak and Talons. For rules purposes, it is treated in the same manner as a mount.

**FLY:** A Knight-Venator can fly.

## ABILITIES

**Celestial Strike:** *A Star-eagle can transmute its form into pure Azyrite energy.*

If the unmodified wound roll for an attack made with a Star-eagle's Celestial Beak and Talons is 6, that attack has a Rend characteristic of -3 instead of '-'.

**Star-fated Arrow:** *Whispering the name of a powerful foe, the Knight-Venator looses an arrow destined to end that enemy's life.*

Once per battle, in your shooting phase, this model can shoot a Star-fated Arrow. If it does so, until the end of that phase, the Attacks characteristic of this model's Realmhunter's Bow is reduced to 1, but it has a Damage characteristic of D3+3 instead of 1. If the target is a **HERO** or **MONSTER**, this weapon has a Damage characteristic of D6+3 until the end of that phase instead.

## KEYWORDS

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