

# KNIGHT-VEXILLOR

Blazing with celestial energies, the banners of the Stormcast Eternals are carried proudly into battle by the Knights-Vexillor. These standards have the power to pull down comets and to summon forth the swirling power of a hurricane.



## MELEE WEAPONS

Warhammer

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-

Damage

1

## DESCRIPTION

A Knight-Vexillor is a single model armed with a Warhammer. It can also carry a Meteoric Standard or a Pennant of the Stormbringer.

## ABILITIES

**Icon of War:** *When rallying around a Knight-Vexillor's banner, Stormcast Eternals are inspired to glorious acts of valour.*

You can re-roll charge rolls for friendly **STORMCAST ETERNAL** units that are wholly within 18" of this model when the charge roll is made.

**Meteoric Standard:** *With a flourish of this heavy icon, the Knight-Vexillor pulls a comet down from the heavens and plunges it into the foe.*

If this model has a Meteoric Standard, once per battle, in your hero phase, you can pick a point on the battlefield within 24" of this model. Each unit within 2D6" of that point suffers D3 mortal wounds.

**Pennant of the Stormbringer:** *This banner snaps in the tempest as the Knight-Vexillor draws powerful winds to carry allies across the field of battle.*

If this model has a Pennant of the Stormbringer, once per battle, at the end of your movement phase, you can pick a friendly **STORMCAST ETERNAL** unit on the battlefield. Remove that unit from the battlefield and then set it up again anywhere on the battlefield more than 9" from any enemy units.

## KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, TOTEM, KNIGHT-VEXILLOR