



KNIGHT-AZYROS

At the speartip 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. He is armed with a Starblade and carries a Celestial Beacon.

FLY

A Knight-Azyros can fly.

ABILITIES

Leader of the Way: STORMCAST ETERNAL units in your army that use the Lightning Strike ability to be transported to the battlefield can be set up within 5" of a Knight-Azyros, even if this would mean that they are within 9" of the enemy.

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