



KNIGHT-VEXILLOR

Blazing with celestial energies, the banners of the Stormcast Eternals are carried proudly into battle by Knights-Vexillor, champions who can always be found in the thick of combat. These standards are more than just proud regalia; they have the power to pull down comets to smite the Stormcasts' foes, or to summon forth the swirling power of a hurricane itself.



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. Some Knights-Vexillor carry a Meteoric Standard, while others carry a Pennant of the Stormbringer.

ABILITIES

Icon of War: You can re-roll charge rolls for **STORMCAST ETERNAL** units in your army that are within 12", as they are inspired to glorious acts of valour.

Meteoric Standard: Once per battle, a Knight-Vexillor carrying a Meteoric Standard can call down a comet in your hero phase. To do so, pick a point on the battlefield within 24" of this model and roll two dice, adding the results together. Each unit that is within that many inches of the point that you picked suffers D3 mortal wounds.

Pennant of the Stormbringer: Once per battle, a Knight-Vexillor carrying a Pennant of the Stormbringer can summon a mighty hurricane in your hero phase. To do so, pick a **STORMCAST ETERNAL** unit in your army and remove it from play, then set it up anywhere more than 3" from the enemy. It cannot move in the following movement phase. After setting up the unit, roll a dice for each enemy unit within 6"; on a result of 4+, it is blasted by the gale and suffers D3 mortal wounds.

KEYWORDS

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