



KNIGHT-VENATOR

The Knight-Venator is the sky-hunter, a winged archer that rains down death from above. Able to soar into position and loose volleys of precise shots, Knights-Venator hunt down and eliminate vital targets. Not even large monsters or powerful enemy leaders are safe from the deadly 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
Star-eagle's Celestial Talons		30"	3	4+	3+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Star-eagle's Celestial Talons		1"	3	4+	3+	-	1

DESCRIPTION

A Knight-Venator is a single model. He is armed with a Realmhunter's Bow and is accompanied by a vicious Star-eagle that attacks with its Celestial Talons.

FLY

A Knight-Venator can fly.

ABILITIES

Celestial Talons: If the wound roll for the Star-eagle's Celestial Talons is 6 or more, that attack has a Rend of -3.

Star-fated Arrow: Once per battle, in your shooting phase, you can declare that this model will loose a Star-fated Arrow. When you do so, he makes 1 attack with his Realmhunter's Bow rather than 3, but it causes D3+3 Damage. If the target is a **HERO** or **MONSTER**, the Damage is D6+3 instead.

KEYWORDS

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