NJAL STORMCALLER

100 PTS

M	T	Sv	W	LD	OC
7"	5	3+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
➤ Living Lightning - focused witchfire **HAZARDOUS** **PSYCHIC** **SUSTAINED HITS 2**	24"	D6+6	3+	7	-2	1
➤ Living Lightning - witchfire **PSYCHIC** **SUSTAINED HITS 2**	24"	D3+3	3+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of the Stormcaller **PSYCHIC** **SUSTAINED HITS 2**	Melee	4	3+	7	-1	2

ABILITIES

CORE - Leader

High Rune Priest (psyker level 3)
This model has the **psychic** abilities listed in the **Psychic** Abilities section.

Wind Walker
- This unit's ranged attacks have [ASSAULT].

- When this unit is selected to make an advance move, this unit can change advance rolls to a 6.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

PSYCHIC ABILITIES

Murderous Hurricane (psychic level 1)
In your Movement phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.

- Select one visible enemy unit within 12". That enemy unit cannot make Snap shooting attacks.

Storm Caller (psychic level 1)
When an enemy unit targets this unit, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.

- This unit has -3" detection range until the end of the phase.

Tempest's Wrath (psychic level 1)
In your Shooting phase, if this unit is not battle-shocked, you can make a **psychic** roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.

- Select one visible enemy unit within 18". That enemy unit is suppressed until the start of your next turn:

- While a unit is suppressed, that unit's attacks have -1 to hit rolls.

AUFSTELLUNG

1x Njal Stormcaller (40mm)

Equipped with: Bolt pistol, ➤ Living Lightning - focused witchfire, ➤ Living Lightning - witchfire, Staff of the Stormcaller

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Njal Stormcaller, Tacticus, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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