

NJAL STORMCALLER

Leader Close-quarters Combat Doctrines

M

7"

T

5

SV

3+

W

4

LD

6+

OC

1

RW

4+

100 PTS
Base 40mm



1KOMMANDO

Storm Caller (psychic level 1) (Psychic Abilities)

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.

2BEWEGUNG

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.

Murderous Hurricane (psychic level 1) (Psychic Abilities)

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.

3BESCHUSS

Bolt pistol **CLOSE-QUARTERS**

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

> Living Lightning - focused witchfire

HAZARDOUS

PSYCHIC

SUSTAINED HITS 2

R	A	BS	S	AP	D
24"	D6+6	3+	7	-2	1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

> Living Lightning - witchfire **PSYCHIC**

SUSTAINED HITS 2

R	A	BS	S	AP	D
24"	D3+3	3+	7	-1	1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Tempest's Wrath (psychic level 1) (Psychic Abilities)

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.

4ANGRIFF

5NAHKAMPF

Staff of the Stormcaller **PSYCHIC**

SUSTAINED HITS 2

R	A	WS	S	AP	D
Melee	4	3+	7	-1	2

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

VERTEIDIGUNG

IMMER / EINMALIG

High Rune Priest (psyker level 3)

This model has the **psychic** abilities listed in the **Psychic** Abilities section.

GEGEN DIESE EINHEIT

W5 - RW 3+ - 4++ - 4 LP je Modell

WIRD VERWUNDET MIT

2+S10+	3+S6-9	4+S5	5+S3-4	6+S1-2
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RETTUNGSWURF JE DS

DS 03+	DS -14+	DS -24++	DS -34++	DS -44++
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REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

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...

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...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Njal Stormcaller

Ausrüstung: Bolt pistol, > Living Lightning - focused witchfire, > Living Lightning - witchfire, Staff of the Stormcaller

Anführer

This model can be attached to the following units:

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

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