

NJAL STORMCALLER

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

AUFSTELLUNG

1x Njal Stormcaller (40mm)

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

⦿ 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

RULES - Close-quarters, Combat Doctrines, 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



Murderous Hurricane (psychic level 1) (Psychic Abilities)

Descriptions: 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) (Psychic Abilities)

Descriptions: 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) (Psychic Abilities)

Descriptions: 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.

WEAPON RULES

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).

