

NJAL STORMCALLER - IMPERIUM - SPACE WOLVES

75 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Njal Stormcaller

Equipped with: ➤ 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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Living Lightning - focused witchfire HAZARDOUS, PSYCHIC, SUSTAINED HITS 2	24"	2D6	3+	7	-1	1
➤ Living Lightning - witchfire PSYCHIC, SUSTAINED HITS 2	24"	D6	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	D3

ABILITIES

CORE - Leader

Tempest's Wrath (Psychic)

In your Shooting phase, after this model's unit has shot, select one enemy unit, (excluding MONSTERS and VEHICLES) hit by one or more of those attacks made with this model's Living Lightning weapon. Until the start of your next turn, that enemy is stormwracked. While a unit is stormwracked, subtract 6" from the Range characteristic of ranged weapons equipped by models in that unit (to a minimum of 12")

Wind Walker (Psychic)

While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability and each time that unit advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit

Leader

This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

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).

CORE RULES

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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.