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STORMCAST ETERNALS

# LEENA STORMSPIRE



- READ THIS FIRST • À LIRE EN PREMIER
- LEER ANTES DE MONTAR • LIES DIES ZUERST
- LEGGI PRIMA QUESTO

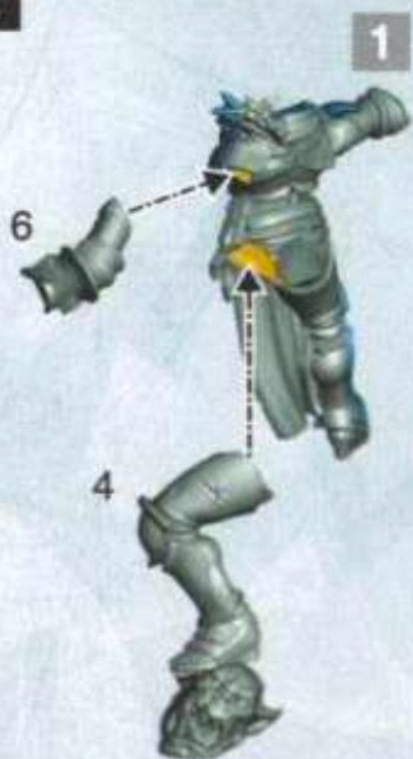
- Before assembling your model kit please read through the instructions in this booklet carefully.
- Avant de vous lancer dans l'assemblage de ce kit, veuillez lire attentivement les instructions de ce livret.
- Antes de montar el contenido de este kit, lee estas instrucciones cuidadosamente.
- Bitte lies diese Anleitung sorgfältig, bevor du mit dem Zusammenbau deines Modells beginnst.
- Prima di assemblare il tuo modello, leggi le istruzioni di questo libretto con attenzione.

**CITADEL**

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Leena Stormspire can be fielded as a Liberator-Prime with Warblade and Sigmarite Shield. The essential rules for Liberators can be found below – for the latest rules for this unit, and much more, see the relevant battletome for your army.



## LIBERATORS

The hosts of the Stormcast Eternals thunder down from the Celestial Realm, intent on laying low the tyrant and the fiend. The core of most Stormhosts is comprised of hammer-wielding Liberators, warriors who are adept at unleashing Sigmar's wrath.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer(s)	1"	2	4+	3+	-	1
Warblade(s)	1"	2	3+	4+	-	1
Grandhammer	1"	2	4+	3+	-1	2
Grandblade	1"	2	3+	4+	-1	2

### DESCRIPTION

A unit of Liberators has any number of models. The unit is armed with one of the following weapon options: Warhammer and Sigmarite Shield; Warblade and Sigmarite Shield; pair of Warblades; or pair of Warhammers. 1 in every 5 models can replace the unit's weapon option with a Grandhammer or a Grandblade.

**Liberator-Prime:** The leader of this unit is a Liberator-Prime. Add 1 to the Attacks characteristic of a Liberator-Prime's melee weapon.

### ABILITIES

**Lay Low the Tyrants:** Liberators are formidable against powerful warlords and vicious creatures.

You can add 1 to hit rolls for attacks made by this unit that target an enemy unit with a Wounds characteristic of 5 or more.

**Paired Weapons:** An extra weapon allows a Liberator to feint and parry.

Each unmodified hit roll of 6 made for a model armed with either a pair of warhammers or a pair of warblades inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

**Sigmarite Shields:** These sigilic shields protect their bearer in battle.

You can re-roll save rolls of 1 for attacks that target this unit if any models from this unit are carrying Sigmarite Shields.

### KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, REDEEMER, LIBERATORS