GUARDIAN DEFENDERS 90 PTS

GUARDIAN DEFENDER

M	T	Sv	W	LD	OC
7"	3	4+	1	7+	2

HEAVY WEAPON PLATFORM

M	T	Sv	W	LD	OC
7"	3	4+	2	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser SUSTAINED HITS 1	36"	6	3+	5	0	1
Shuriken Cannon LETHAL HITS	24"	3	3+	6	-1	2
Shuriken Catapult ASSAULT	18"	2	3+	4	-1	1
Starcannon	36"	2	3+	8	-3	2
➤ Missile Launcher - Starshot	48"	1	3+	10	-2	D6
➤ Missile Launcher - Sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	1	3+	3	0	1

ABILITIES

Crewed Platform
When the last Guardian Defender model in this unit is destroyed, any remaining Heavy Weapon Platform models in this unit are also destroyed.

Fleet of Foot
This unit can perform the Fade Back Agile Manoeuvre without spending a Battle Focus token to do so. It can do so even if other units have done so in the same phase, and doing so does not prevent other units from performing the same Agile Manoeuvre in the same phase.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

10x Guardian Defender - Equipped with: Close Combat Weapon, Shuriken Catapult

1x Heavy Weapon Platform - Equipped with: Shuriken Cannon, ➤ Missile Launcher - Starshot, ➤ Missile Launcher - Sunburst, Bright Lance, Scatter Laser, Starcannon, Close Combat Weapon

Basegrößen: 28.5mm, Heavy Weapon Platform

KEYWORDS: Guardian Defenders, Battleline, Infantry, Grenades, Guardians, Aeldari, Ynnari
FACTION KEYWORDS: Asuryani

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Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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

Battle Focus
If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

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