

GUARDIAN DRONE [LEGENDS] -
UNALIGNED FORCES

45 PTS

M	T	Sv	W	LD	OC
5"	7	3+	7	6+	2

AUFSTELLUNG 1x Guardian Drone [Legends] Equipped with: Destroyer pulse, Guardian salvo launchers, Manipulator limbs	KEYWORDS: Monster, Guardian Drone, Allies: Unaligned Forces FACTION KEYWORDS: Unaligned Forces
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⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Destroyer pulse <small>PISTOL</small>	18"	1	4+	8	-2	2
Guardian salvo launchers <small>BLAST</small>	24"	D6	4+	5	-1	1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Manipulator limbs	Melee	4	4+	5	0	1

ABILITIES

Drone Commander (Aura) While a friendly Spindle Drones unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to the Hit roll.
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WEAPON ABILITIES

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. <i>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).</i>
Pistol [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes. Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with: - One or more of its [CLOSE-QUARTERS] weapons. - One or more of its other ranged weapons.

CORE RULES

Feel No Pain 5+ This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.
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