

GUARDIAN DRONE

[LEGENDS]

Feel No Pain 5+

M

5"

T

7

SV

3+

W

7

LD

6+

OC

2

45 PTS

Base —

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Destroyer pulse

PISTOL

R	A	BS	S	AP	D
18"	1	4+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Guardian salvo launchers

BLAST

R	A	BS	S	AP	D
24"	D6	4+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4

ANGRIFF

—

5

NAHKAMPF

Manipulator limbs

R	A	WS	S	AP	D
Melee	4	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

VERTEIDIGUNG

—

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8-13	S7	S4-6	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

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 (roun...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Guardian Drone [Legends]

Ausrüstung: Destroyer pulse, Guardian salvo launchers, Manipulator limbs