45 PTS

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

GUARDIAN DRONE [LEGENDS]

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Guardian Drone [Legends]

Equipped with: Destroyer pulse, Guardian salvo launchers, Manipulator limbs

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.

WEAPON RULES

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).*

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.

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.