



SPINDLE DRONES [LEGENDS]

35 PTS

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

⚙️ RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Drone pulse <small>PISTOL</small>	18"	1	4+	4	0	1

⚔️ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG
4x Spindle Drone
Equipped with: Drone pulse, Close combat weapon

ABILITIES

Threat Level Rising

Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength

WEAPON RULES

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.