

# SPINDLE DRONES [LEGENDS]

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

## AUFSTELLUNG

4x Spindle Drone

**Equipped with:** Drone pulse, Close combat weapon

## RANGED WEAPONS

| WEAPON                               | RANGE | A | BS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Drone pulse<br><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 |

## ABILITIES

**RULES** - Feel No Pain 5+

### 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.

