

UNALIGNED FORCES

GUARDIAN DRONE

[LEGENDS]

45 PTS

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

 RANGED WEAPONS

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

 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.

