

GUARDIAN DRONE [LEGENDS]

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

AUFSTELLUNG

1x Guardian Drone [Legends]

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

⚔ 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

ABILITIES

RULES - Feel No Pain 5+

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.