

## Psychic Powers

**all casters have range of 36"**

**Hallucinate:** assault phase spell, creates a copy of the target within , it lasts until killed and only 1 copy of can be made per target, to determine wich one is hit, after all hit and wound rolls, roll again for each wound, on a 4+ the real target is hit, otherwise, the illusion, if the real target dies so does the illusion.illusions cant attack.

**Meteorite:** shooting power: range 36, str 7, ap3, assault 1 large blast

**Summon:** movement spell, summons another friendly squad from the field to up to 6" away from the caster, deep striking units can use a caster with this spell as a beacon to not scatter, also up to 6" away, this also uses the spell for the turn.

**Diminish:** shooting spell, every model in target squad loses 1 strength and toughness until the casters begining of next turn.

**Cause Panic:** shooting spell, every enemy unit within 12" of the caster must make a leadership check or run away, with an extra d6 on every run.

### Battle caster special spells.

**Powered Fists:** effects of having a power fist.

**Great Scale s:** makes the casters armor 2+/5+.

# Armory

Acid: melta(15 pts)

Flaming/poison: wound on 4+

Energy core: magic defense improves invu save by 1(cost:20)

Energy Core: Lightning adds an extra instant hit for each wound you initially make(cost:25)

Strength, toughness, wounds, attack, wound cores are 20 pts each

improved scales: +1 toughness

flow wings: hit and run

mental training: furious charge

Frost: for any hit with a frost weapon, roll a d6, if you roll equal or higher to the weapons frost value, on the first success, all of the affected units movements are halved, if a second success is made against the same unit in the same turn, the affected unit cant act in their next turn.

On the case of frost aura, wich affects separate models, if anything were to split the squad, be it models left behind so the rest can assault, or the squad attempting to run away, the frozen models that became split from their squad die.

HQ

**UNIT OR FORMATION NAME:** Golden Dragon, Selen

**POINTS:** 500

**DESCRIPTION:**



**UNIT OR FORMATION:** 1 models

**WEAPONS**

**RANGE**

**STR**

**AP**

**SPECIAL**

**TYPE:** Monstrous Creature

**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Selen:	8	0	10	8	4	4	6	10	2+/3+

**WEAPONS AND EQUIPMENT:**

Several Claws

Golden Scales

Magic Core: Subdue

Energy Core: Lightning

Flying Creature: Selen moves 12" as jump infantry if he wishes.

**SPECIAL RULES:**

join or die: units affected by no retreat rule suffer double amount of wounds when they lose against selen  
immune to instant death  
independant character  
unique, fearless, fleet

**ADDITIONAL INFO:**

Subdue: non HQ infantry or jump infantry units that would normally make a leadership not to run from close combat, against him, if they fail, they will join Selens side and must remain attached to selen, hence only 1 unit at the same time

**OPTIONS:**

UNIT OR FORMATION NAME: Wudriel

POINTS: 450

DESCRIPTION:



UNIT OR FORMATION: 1 model

WEAPONS	RANGE	STR	AP	SPECIAL
Blizzard	48"	8	3	Assault 1, Large

TYPE: Monstrous Creature

STRUCTURE POINTS:

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Wudriel:	5	5	7	7	6	5	4	10	2+/4+

WEAPONS AND EQUIPMENT:

Blizzard Breath  
Frost Claws (5)  
Ancient Scales

**SPECIAL RULES:**  
immune to instant death, independant character, unique, fearless, Wings: Moves as a fast skimmer  
Frost Aura: every model attampting to assault Wudriel, and after every turn of assault, must undergo the effects of a frost(5) hit.

ADDITIONAL INFO:

OPTIONS:



**UNIT OR FORMATION NAME:** Alerian Dragneel  
**DESCRIPTION:** Dragon Mage

**POINTS:** 300



**UNIT OR FORMATION:** 1 model

**WEAPONS**

**RANGE**

**STR**

**AP**

**SPECIAL**

Dragon Bombs: S\*6" 6 3 Assault 1, Blast

**TYPE:** Infantry

**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Alerian:	4	6	3	5	3	4	2	10	3+/4+

**WEAPONS AND EQUIPMENT:**

Scales of the Great Dragon Mage  
 Dragon Bombs  
 Dragon Whip

**SPECIAL RULES:**

Powers: Hallucinate, Meteorite, diminish and cause panic.  
 immune to instant death  
 independant character  
 unique

**ADDITIONAL INFO:**

Dragon Whip always wounds on 3+

**OPTIONS:**

May have up to 5 draconic beasts as pets  
 for their respective cost.  
 may have up to 3 cores, Strength and/or  
 Wounds.

**UNIT OR FORMATION NAME:** Auvru  
**DESCRIPTION:** Gigantic Red Dragon

**POINTS:** 350



**UNIT OR FORMATION:** 1 model

WEAPONS	RANGE	STR	AP	SPECIAL
Lava Blast	30"	7	2	Assault 1, Blast

**TYPE:** Monstrous Creature  
**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Auvru:	6	5	10	6	5	4	6	10	2+/4+

**WEAPONS AND EQUIPMENT:**  
Claws  
Lava Blast  
Ancient Scales

**SPECIAL RULES:** Devour: every 3 models removed from auvrus close combat attacks heal him a wound up to his total, he eats them alive.  
immune to instant death  
independant character  
Wings: Moves as a fast skimmer  
unique, fearless

**ADDITIONAL INFO:**

**OPTIONS:**

**UNIT OR FORMATION NAME:** Half Dragon  
**DESCRIPTION:** Battle Caster

**POINTS:** 100



**UNIT OR FORMATION:** 1 model

**WEAPONS**      **RANGE**   **STR**   **AP**   **SPECIAL**

**TYPE:** Infantry  
**STRUCTURE POINTS:**

<b>UNIT STATS:</b>	WS	BS	S	T	W	I	A	Ld	Sv
Battle Caster:	4	4	4	4	3	3	2	10	3+

**WEAPONS AND EQUIPMENT:**  
Fists, claws and good scales  
Inner Magic

**SPECIAL RULES:**  
fleet, independant character

**ADDITIONAL INFO:**

**OPTIONS:**  
Must purchase 1 to 7 spells to have precast on him from the list:  
Powered Fists(15), Great Scales(30pts), Acid(10pts), Lightning(25), Toughness(1)(20), attacks+1d6(up to 2)(30).



# Elite

**UNIT OR FORMATION NAME:** Draconic Shaman

**POINTS:** 50

**DESCRIPTION:**



**UNIT OR FORMATION:** 1 to 3 models

**WEAPONS**

**RANGE**

**STR**

**AP**

**SPECIAL**

**TYPE:** Infantry

**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Shaman:	4	4	4	4	2	3	1	10	3+

**WEAPONS AND EQUIPMENT:**

Scales

**SPECIAL RULES:**

**ADDITIONAL INFO:**

**OPTIONS:**

Must purchase 1 to 2 spells from the list:  
Hallucinate(20pts), Meteorite(30pts), Summon(20),  
magic field (4+ invu on target) (20)



UNIT OR FORMATION NAME: Draconian

POINTS: 60

DESCRIPTION:



UNIT OR FORMATION: 3 to 10 models

TYPE: jump Infantry  
STRUCTURE POINTS:

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Draconian:	4	4	4	5	2	4	3	10	2+/5+

WEAPONS AND EQUIPMENT:  
2 Power Blades  
Scales and Armor

WEAPONS	RANGE	STR	AP	SPECIAL
Flame Blast	18"	5	4	Assault 1, Blast
Fire Breath	template	5	4	Assault 1

SPECIAL RULES: Deep Strike  
Striking Wings: reduce a misshap table of destroyed to delayed

ADDITIONAL INFO:

OPTIONS:  
Any Draconians may exchange both swords for a daiklave for 10 pts, or an acid daiklave for 15 pts  
  
they may take fire breath(10 pts) or flame blast(15 pts) each Also, he may exchange its double bladesfor : Double Energy Klaive: 15

# Troops

**UNIT OR FORMATION NAME:** Dragon Disciple

**POINTS:** 10

**DESCRIPTION:**



**UNIT OR FORMATION:** 10 to 30 models

**WEAPONS**

**RANGE**

**STR**

**AP**

**SPECIAL**

**TYPE:** Infantry

**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Disciple:	4	-	4	3	1	5	2	7	5+

**WEAPONS AND EQUIPMENT:**

1 Naginata

Light Armor

Assault Grenades

Defensive Grenades

**SPECIAL RULES:** Fleet

**ADDITIONAL INFO:**

**OPTIONS:**

Any Disciples may get Mental Training for 2 points, and also flaming for 2 points

UNIT OR FORMATION NAME: Wyrmling

DESCRIPTION:

POINTS: 10



Rose Bay

UNIT OR FORMATION: 5 to 20 models

WEAPONS

RANGE STR AP SPECIAL

Fire Spit 18" 4 5 Assault 2, Pinning

TYPE: Infantry

STRUCTURE POINTS:

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Wyrmling:	3	4	3	4	1	3	1	8	4+

WEAPONS AND EQUIPMENT:

Claws and Teeth  
Fire Spit  
Weak Scales

SPECIAL RULES:

ADDITIONAL INFO:

OPTIONS:

Any wyrmlings may get improved scales for 3 points each.  
They may also get flow wings, for 2 points each

# UNIT OR FORMATION NAME: Black Wyrmling

POINTS: 10

## DESCRIPTION:



**UNIT OR FORMATION:** 5 to 20 models

### WEAPONS

### RANGE

### STR

### AP

### SPECIAL

Acid Spit

24"

4

-

Assault 1, Acid

**TYPE:** Infantry

### STRUCTURE POINTS:

#### UNIT STATS:

WS BS S T W I A Ld Sv

Wyrmling: 3 4 3 4 13 1 8 4+

### WEAPONS AND EQUIPMENT:

Claws and Teeth

Fire Spit

Weak Scales

### SPECIAL RULES:

### ADDITIONAL INFO:

### OPTIONS:

Any wyrmlings may get improved scales for 3 points each.

They may also get flow wings, for 2 points each



# UNIT OR FORMATION NAME: White Wyrmling

POINTS: 10

## DESCRIPTION:



**UNIT OR FORMATION:** 5 to 20 models

### WEAPONS

Frost Spit

### RANGE

18"

### STR

4

### AP

5

### SPECIAL

Assault 1, Frost(6)

**TYPE:** Infantry

### STRUCTURE POINTS:

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
-------------	----	----	---	---	---	---	---	----	----

Wyrmling:	3	4	3	4	1	3	1	8	4+
-----------	---	---	---	---	---	---	---	---	----

### WEAPONS AND EQUIPMENT:

Claws and Teeth

Fire Spit

Weak Scales

### SPECIAL RULES:

### ADDITIONAL INFO:

### OPTIONS:

Any wyrmlings may get improved scales for 3 points each.

They may also get flow wings, for 2 points each

UNIT OR FORMATION NAME: Dragon Warrior

POINTS: 15

DESCRIPTION:



UNIT OR FORMATION: 3 to 10 models

WEAPONS	RANGE	STR	AP	SPECIAL
Magic Gem	24"	3	6	Heavy 5 or Heavy 1, blast

TYPE: jump infantry  
STRUCTURE POINTS:

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Warrior:	4	4	4	4	1	4	2	10	3+

WEAPONS AND EQUIPMENT:  
Greatsword  
Armor and Scales  
Magic Gem

SPECIAL RULES:  
Furious Charge, fleet

OPTIONS:  
May upgrade magic gem with flaming (4 pts) and/or acid (6 pts)

ADDITIONAL INFO:  
magic gem: to use the blast style you must pass a leadership check, if you fail the blast is instead on top of the caster. the caster can also get help from other squad members, gaining 1 ld per helper and 1str per 2 helpers. (helpers dont shoot)

**UNIT OR FORMATION NAME:** Dragon Berzerker**POINTS:** 100**DESCRIPTION:****UNIT OR FORMATION:** 2 to 6 models

WEAPONS	RANGE	STR	AP	SPECIAL
Flame Blast	18"	6	4	Assault 1, Blast

**TYPE:** Monstrous Creature**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Berzerker:	6	4	6	4	3	4	3	10	3+

**WEAPONS AND EQUIPMENT:**

Flame Blast

Claws

**SPECIAL RULES:** Fleet, furious charge  
Wings: moves as a fast skimmer

**ADDITIONAL INFO:****OPTIONS:**

Dragon Berzerkers can get up to 4 of the following cores: Strength(up to 2), Toughness (1), Magic Defense (up to 2), Acid (1), lightning (1), prices above



**UNIT OR FORMATION NAME:** Black Dragon

**POINTS:** 100

**DESCRIPTION:**



**UNIT OR FORMATION:** 2 to 6 models

WEAPONS	RANGE	STR	AP	SPECIAL
Acid Shot	36"	6	4	Assault 1, Acid

**TYPE:** Monstrous Creature

**STRUCTURE POINTS:**

**UNIT STATS:** WS BS S T W I A Ld Sv

Black Dragon: 4 5 4 6 3 4 4 10 3+

**WEAPONS AND EQUIPMENT:**

Acid Shot

Claws

**SPECIAL RULES:** Stable Wings: moves as a fast skimmer, can shoot moving up to 18".

**ADDITIONAL INFO:**

**OPTIONS:**

Black Dragon can get up to 4 of the following cores: Strength(1), Toughness (1), Magic Defense (up to 2), Acid (1), lightning (1), prices above



UNIT OR FORMATION NAME: Dragon Assassin

POINTS: 80

DESCRIPTION:



UNIT OR FORMATION: 3 to 10 models

WEAPONS      RANGE    STR    AP    SPECIAL

TYPE: Infantry

STRUCTURE POINTS:

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Ninja:	8	0	3	3	1	6	2	8	-/4+

WEAPONS AND EQUIPMENT:

2 Poisoned Blades  
Cloth Armor

SPECIAL RULES:

Fleet, Infiltrate  
Planesifter: due to these ninjas being only half on this dimension, they have a 4+ invu, as well as they can reroll their infiltrate.

OPTIONS:

Dragon Ninjas can get up to 2 of the following cores:  
Attacks(up to 2), Wounds (1), Magic Defense (1),  
lightning (1), prices above

ADDITIONAL INFO:

Skillful: Dragon Ninjas gain an extra attack for each point of weapon skill they surpass against their target.

**UNIT OR FORMATION NAME:** Thunder Dragon**POINTS:** 200**DESCRIPTION:****UNIT OR FORMATION:** 1 to 3 models**WEAPONS****RANGE****STR****AP****SPECIAL**

Thunder Breath

36"

6

2

Assault 2, Lightning

**TYPE:** Monstrous Creature**STRUCTURE POINTS:****UNIT STATS:** WS BS S T W I A Ld Sv

Thunder: 5 5 8 6 4 6 3 10 3+

**WEAPONS AND EQUIPMENT:**

Thunder Breath

Claws

Good Scales

**SPECIAL RULES:**

Fleet

Great Wings: Moves as a fast skimmer

**ADDITIONAL INFO:****OPTIONS:**

Thunder Dragon can get up to 5 of the following cores:  
 Strength(up to 2), toughness (1), Wounds (1), Magic  
 defense (1), Acid (1), lightning(1) prices above.  
 may take thunder scales for a 5+ invu for 30 pts.

UNIT OR FORMATION NAME: White Dragon

POINTS: 200

DESCRIPTION:



UNIT OR FORMATION: 1 to 3 models

WEAPONS	RANGE	STR	AP	SPECIAL
Frost Breath	72"	6	5	Assault 2, Blast, Frost(4)

TYPE: Monstrous Creature  
STRUCTURE POINTS:

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
White:	4	5	5	6	5	3	2	10	3+

WEAPONS AND EQUIPMENT:  
Frost Breath  
Claws  
Good Scales

SPECIAL RULES:  
Wings: Moves as a skimmer

ADDITIONAL INFO:

OPTIONS:  
White Dragon can get up to 4 of the following cores:  
Toughness (1), Wounds (up to 3), Magic defense (1),  
Ranged Acid (1)(20 pts), Ranged Lightning(1)(40 pts)  
prices above.



**UNIT OR FORMATION NAME:** Great Wyrm

**POINTS:** 360

**DESCRIPTION:**



**UNIT OR FORMATION:** 1 model

**WEAPONS**

**RANGE**

**STR**

**AP**

**SPECIAL**

Grand Breath

60"

8

3

Heavy 1, Large Blast, ordnance, barrage

**TYPE:** Monstrous Creature

**STRUCTURE POINTS:**

<b>UNIT STATS:</b>	WS	BS	S	T	W	I	A	Ld	Sv
Great Wyrm:	4	4	10	6	6	1	4	10	2+/5+

**WEAPONS AND EQUIPMENT:**

Acid Claws  
Grand Breath  
Great Scales

**SPECIAL RULES:**

Wings: Moves as a skimmer  
Feel no Pain

**ADDITIONAL INFO:**

**OPTIONS:**

Great Wyrm can get up to 3 of the following cores:  
Wounds(up to 2), Attack (1), Magic (1), lightning (1),  
prices above



**UNIT OR FORMATION NAME:** Twilight Dragon

**POINTS:** 240

**DESCRIPTION:**



**UNIT OR FORMATION:** 1 model

**TYPE:** Monstrous Creature

**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Twilight:	4	4	6	5	4	1	2	10	3+

**WEAPONS**

	RANGE	STR	AP	SPECIAL
Light Beam	48"	6	3	Assault 2, Lightning
Darkness Beam	48"	5	4	Assault 2, Acid
Twilight Beam	60"	10	1	Assault 1, Lightning, Acid

**WEAPONS AND EQUIPMENT:**

Light Beam  
Darkness Beam  
Twilight Scales

**SPECIAL RULES:** Wings: Moves as a fast skimmer  
Mixed Shot: twilight dragon can either shoot both light and darkness beams, or the twilight beam

**ADDITIONAL INFO:**

**OPTIONS:**

**UNIT OR FORMATION NAME:** Draconic Beast

**POINTS:** 75

**DESCRIPTION:**



**UNIT OR FORMATION:** 3 to 20 models

**WEAPONS**

**RANGE**

**STR**

**AP**

**SPECIAL**

**TYPE:** Beast

**STRUCTURE POINTS:**

UNIT STATS:	WS	BS	S	T	W	I	A	Ld	Sv
Beast:	4	0	4	4	2	4	6	8	4+

**WEAPONS AND EQUIPMENT:**

6 Claws  
Scales

**SPECIAL RULES:**

Furious Charge

Multiple Wings: Moves as a supersonic skimmer

Flying beast: these charge up to 18"

**ADDITIONAL INFO:**

**OPTIONS:**

may get rending for 5 points  
may get up to 2 toughness or strength cores,  
for 25 each  
may improve its armor once for 20 pts