

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 Armor Save

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:

The Frostspike Dragon



UNIT OR FORMATION: 1 model

WEAPONS

RANGE

STR

AP

SPECIAL

Blizzard

48"

8

3

Assault 1, Large Blast, Frost (3)

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 attemping 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

POINTS: 350

DESCRIPTION:

Gigantic Red Dragon



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
Battle Caster

POINTS: 100

DESCRIPTION:



SoaringShadow.DeviantArt.com

UNIT OR FORMATION: 1 model

WEAPONS

RANGE

STR

AP

SPECIAL

TYPE: Infantry

STRUCTURE POINTS:

UNIT STATS:	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

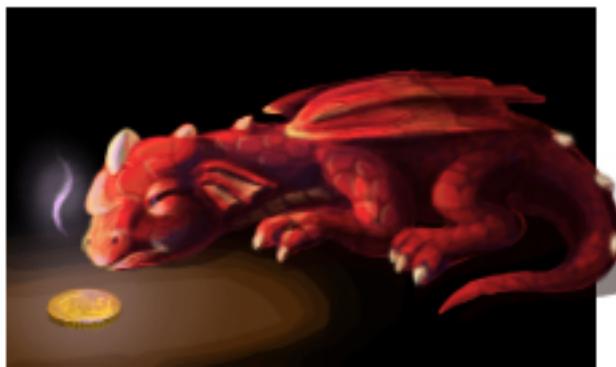
Defensive Grenades

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**POINTS:** 10**DESCRIPTION:**

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 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: 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****RANGE****STR****AP****SPECIAL**

Frost Spit

18"

4

5

Assault 1, Frost(6)

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: 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)

Fast Attack

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

Grand Breath

RANGE

60"

STR

8

AP

3

SPECIAL

Heavy 1, Large Blast, ordnance, barrage

TYPE: Monstrous Creature

STRUCTURE POINTS:

UNIT STATS:	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