



1

KOMMANDO

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2

BEWEGUNG

—

3

BESCHUSS

Dragon Fusion Gun

ASSAULT

MELTA 3

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Dragon Fusion Pistol

ASSAULT

MELTA 3

PISTOL

R	A	BS	S	AP	D
6"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Dragon's Breath Flamer

ASSAULT

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6+2	N/A	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Exarch's Dragon Fusion Gun

ASSAULT

MELTA 6

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Firepike

ASSAULT

MELTA 3

R	A	BS	S	AP	D
18"	1	3+	12	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Assured Destruction

In your Shooting phase, each time a model in this unit makes a ranged attack that targets a Monster or Vehicle unit, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Dragon Axe

R	A	WS	S	AP	D
Melee	3	3+	6	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

VERTEIDIGUNG

—

IMMER / EINMALIG

Aspect Shrine Token

Once per battle for each Aspect Shrine token this unit has, you can change the result of one Hit roll or one Wound roll made for a model in this unit (excluding CHARACTER models) to an unmodified 6.

Designer's Note: Place an Aspect Shrine token next to the unit for each Aspect Shrine token it has, removing one each time this ability is used.

GEGEN DIESE EINHEIT

W3 · RW 3+ · 5++ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	

REGELN & KEYWORDS KURZ

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below: ■ Incursion - 2...

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

MELTA

This ability always takes the form [MELTA X].

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4-9x Fire Dragon

1x Fire Dragon Exarch

Ausrüstung:

Dragon Fusion Gun, Dragon Fusion Pistol, Dragon's Breath Flamer, Exarch's Dragon Fusion Gun, Firepike, Close combat weapon, Dragon Axe

▪ Each Fire Dragon Exarch can replace its Exarch's Dragon Fusion Gun with Dragon's Breath Flamer, Firepike or Dragon Fusion Pistol & Dragon Axe.