

FIRE DRAGONS

120–240 PTS

M	T	Sv	W	LD	OC
7"	3	3+	1	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

4-9x Fire Dragon
1x Fire Dragon Exarch
Equipped with: Dragon Fusion Gun, Dragon Fusion Pistol, Dragon's Breath Flamer, Exarch's Dragon Fusion Gun, Firepike, Close combat weapon, Dragon Axe

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dragon Fusion Gun ASSAULT MELTA 3	12"	1	3+	9	-4	D6
Dragon Fusion Pistol ASSAULT MELTA 3 PISTOL	6"	1	3+	9	-4	D6
Dragon's Breath Flamer ASSAULT IGNORES COVER TORRENT	12"	D6+2	N/A	6	-2	1
Exarch's Dragon Fusion Gun ASSAULT MELTA 6	12"	1	3+	9	-4	D6
Firepike ASSAULT MELTA 3	18"	1	3+	12	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Close combat weapon	Melee	2	3+	3	0	1
Dragon Axe	Melee	3	3+	6	-4	D6

ABILITIES

- 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.
- 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.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Ignore 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 model or unit the benefit of cover (e.g. Stealth).



KEYWORDS: Infantry, Grenades, Fire Dragons, Aeldari, Aspect Warrior, Ynnari
FACTION KEYWORDS: Asuryani

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

Torrent

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