

FIRE DRAGONS - AELDARI - AELDARI
LIBRARY

120–240 PTS

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

INVULNERABLE
SAVE

5+

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.

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

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).

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 model or unit the benefit of cover (e.g. Stealth).

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.*

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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.