

DRAGONLORD



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaver Bow	20"	3	3+	3+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Dragon Lance	2"	3	3+	3+	-1	2
Dragon Blade	2"	4	3+	3+	-1	D3
Dragon's Claws	2"	☀	4+	3+	-1	2
Dragon's Fearsome Jaws	3"	3	4+	☀	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Claws	Fearsome Jaws
0-3	14"	6	2+
4-6	12"	5	3+
7-9	10"	4	3+
10-12	8"	3	4+
13+	6"	2	4+

DESCRIPTION

A Dragonlord is a single model. Many Dragonlords go to war armed with a Dragon Blade and an Enchanted Shield, while others fight with a Dragon Lance and an Enchanted Shield. Some Dragonlords eschew the protection afforded by a shield and wield a Reaver Bow alongside their Dragon Blade or Dragon Lance, so that they might shoot their prey from afar. Some particularly noble Dragonlords carry an Aelven War Horn instead of a shield or bow, to sound the call to arms.

A Dragonlord's mount devours enemies in its Fearsome Jaws and tears them apart with its Claws. The Dragon can also unleash a deadly torrent of Dragonfire to immolate its foes.

FLY

A Dragonlord can fly.

ABILITIES

Dragon Lance: Add 1 to the wound rolls and Damage of a Dragon Lance if the Dragonlord charged in the same turn.

Enchanted Shield: You can re-roll all failed save rolls for a Dragonlord carrying an Enchanted Shield.

Aelven War Horn: Once per game, in your hero phase, a Dragonlord with an Aelven War Horn can blow it to sound the attack. When he does so, all models in **ORDER DRACONIS** units from your army within 10" of this model when they attack in your next combat phase make one extra attack with each of their melee weapons.

Dragonfire: A Dragon can unleash a blast of Dragonfire in your shooting phase. When it does so, pick a visible unit within 12" and roll a dice; on a 1 or 2 that unit suffers a mortal wound, on a 3 or 4 that unit suffers D3 mortal wounds, and on a 5 or 6 that unit suffers D6 mortal wounds.

COMMAND ABILITY

Lord of Dragons: If a Dragonlord uses this ability, then until your next hero phase you can re-roll failed hit rolls for any **ORDER DRACONIS** unit from your army that is within 10" when it attacks in the combat phase.

KEYWORDS

ORDER, AELF, DRAGON, ORDER DRACONIS, HERO, MONSTER, DRAGONLORD