



ZOMBIE DRAGON

With a deafening roar, the Zombie Dragon dives into battle on tattered wings and darkest magic. Eye sockets aglow with the necromantic energy that animates it, the beast shreds flesh, bone and steel with equal ease, its massive talons and snapping maw matched in their lethality only by its billowing pestilential breath.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	3+	★	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Snapping Maw	3"	3	4+	3+	-2	D6
Sword-like Claws	2"	★	4+	3+	-1	2

DESCRIPTION

A Zombie Dragon is a single model. The Zombie Dragon rips apart its foes with its Sword-like Claws and Snapping Maw, and its Pestilential Breath can strip flesh from bone.

FLY

A Zombie Dragon can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the roll is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

Wounds Suffered	DAMAGE TABLE		
	Move	Pestilential Breath	Sword-like Claws
0-3	14"	2+	7
4-6	12"	3+	6
7-9	10"	4+	5
10-12	8"	5+	4
13+	6"	6+	3

KEYWORDS

DEATH, FLESH-EATER COURTS, MONSTER, ZOMBIE DRAGON