

Carmine Dragon

Carmine, or Encarmine Dragons as they are sometimes known to dark legend, are strange and rare beasts even among their storied kin. They are born, it is said according to arcane lore, when a dragon lair in which it is spawned has become saturated by Shyish, the Amethyst wind of death, which is gathered and magnified within the heart and soul of the dragon to be born. They are named for their strange and lustrous scales, supple as sin and harder than steel, which begin a deep ruby red when they are young, darkening to a purple so deep as to be almost black as they age. Carmine Dragons are sinister, clever and deadly creatures, and considered spectres of death in many ancient tales, and one's appearance in the lore of the Dwarfs is always seen as an omen that presages disaster. They are reputed to lair in dark swamps, ancient battle sites and the ruins of fallen cities — anywhere where death has had lease on a great scale, for in some way the echoes of destruction are said to feed their power, and the spirits of the dead whisper to them in the darkness.

The wrath of a Carmine Dragon is truly terrible to behold, and only rarely will they ever submit to an alliance, let alone to be ridden, save as part of some dark purpose or design of their own, although if they do, it is usually only to one themselves knowledgeable in dark and arcane lore.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Carmine Dragon	6	5	-	5	6	6	5	6	8	Monster	1	305
Emperor												
Carmine Dragon	8	8	-	8	9	9	7	8	10	Monster	1	700

SPECIAL RULES

Terror, Large Target, Fly, Scaly Skin (2+) see the *Warhammer* rulebook.

Magic (Emperor Dragon): Some Emperor Dragons are mighty wizards in their own right, able to instinctively wield the power of the Winds of Magic. Emperor Carmine Dragons may be bought up to four Wizard levels for 35 points each. These spells are always drawn from the Lore of Death.

Coruscating Blast: The Carmine Dragon's breath weapon is a sorcerous blast of powerful Amethyst magic capable of withering metal and rendering flesh to dust as if millennia had passed in mere seconds. This breath weapon works similarly to determining the effects of a cannon shot (see the *Warhammer* rulebook). The maximum range of the attack's target point is 12" away from the monster and may be targeted just like a normal breath weapon. After the target point has been selected, roll the Artillery dice to create a line of effect for the blast travelling in a straight line away from the dragon (just as for determining a 'bounce' for a cannon shot). A Misfire result should be re-rolled. Any model caught in the line of the blast suffers D3 wounds, with no Armour saves possible.