

# Magma Dragon

	M	WS	BS	S	T	W	I	A	Ld	Troop type	Unit Size	Points
Young Magma Dragon	6	5	0	5	6	5	4	4	7	Monster	1	275
Magma Dragon	6	6	0	6	7	6	3	5	8	Monster	1	335
Great Magma Dragon	6	7	0	7	8	7	2	6	9	Monster	1	420
Emperor Magma Dragon	8	8	0	10	9	9	1	8	10	Monster	1	690

## SPECIAL RULES

**Fly, Large Target, Immune to Psychology, Terror, Scaly Skin (4+), Regeneration (5+), Aura of Heat, Brimstone Fire & Largest of Monsters (Emperor Magma Dragon only).**

**Aura of Heat:** Magma Dragons are creatures of raging volcanic fury and primordial power made flesh. They have a 2+ Ward save against flaming attacks and non-magical attacks directed against them have their Strength reduced by -1.

*"...As once was, all shall be again,  
Where they once ruled, they shall rule again,  
When older gods than ours wake to war,  
With the four Great Ruins as before,  
Man, Dwarf, Elf and Beast,  
Shall be but tatters of their Feast..."*

*The Red Book of Strigoi*

**Brimstone Fire:** Magma Dragons breathe a sulphurous poisoned flame that inflicts horrific injuries and is said to be among the most powerful of all Dragons' deadly exhalations, blinding and burning the great beasts that are often their prey. This breath weapon is equal in Strength to the Strength of the Magma Dragon and in addition any model wounded but not slain must pass a Toughness test or permanently lose -1 from its Toughness and Initiative scores.

**Magic (Emperor Dragon):** Some of the most ancient Magma Dragons are mighty Wizards in their own right. An Emperor Magma Dragon can have up to 4 Wizard levels at a cost of 35 points per level. It may choose spells from the Lore of Fire.

