

Warpfire Dragon

Thankfully a rare sight in the Old World, Warpfire Dragons are hateful and ruinous creatures. Their long, charred-black bodies twist and undulate, throwing off disturbing patterns of baleful fire as they move, never still, constantly twitching and shuddering as if tortured eternally by unseen blades. Clusters of strange crystals mar their scaled skins and each individual hosts its own affliction and minor deformities of limb and hue hinting at their exotic and corrupt origins. The very air around Warpfire Dragons throbs with tainted power, shrivelling plants and burning the very ground their claws touch. When brought to battle the energy caged within Warpfire Dragons works upon those foes foolish enough to close with them, leaving each a burning carcass in its wake. When unleashed its breath is like no other Dragon's, a coruscating blast of scintillating red-black lightning that burns their victims in all-consuming flames, scorching even spirits and creatures of magic.

Warpfire Dragons fuel their destructive powers and maintain their tortured bodies by devouring pure warpstone, turning their bodies into vast vessels of arcane power. Only the mighty constitution of a Dragon could withstand the effect of so much concentrated energy and Chaotic taint without ripping itself to pieces; although upon their violent death the loss of control often leads to a spectacular and explosive end to these Dragons' marauding. The scarcity of warpstone in the Old World frequently leads the Warpfire Dragons into conflict with the Skaven, assaulting their fortresses and digging out their burrows to get to their hoards of the tainted stone, although some will seek out the inhabitants of the Chaos Wastes or the dark holdfasts of the restless dead in search of prey, or at least to devour creatures themselves tainted with foul magics to sustain them. It is also by the promise of this most powerful and most malignant of materials — warpstone — that insane and arrogant Wizards bargain with Warpfire Dragons for their might in battle, for it is said these beasts are too quixotic and factious even for the great binding scrolls to alone contain, while their strange hunger to some points to their true origin—the blasted Southern Wastes of Chaos, a region legendarily inhabited by Daemons and littered with the warpstone laden debris of Morrslieb's birth.

No Warpfire Dragon has ever been sighted (by any that have survived) that rivals the great size of the Old World's Emperor Dragons, though such monstrous creatures may exist somewhere in the trackless and unknown southern wastes, while the myths of far Cathay hold tales of 'daemon-dragons' of the south, which may be one-and-the-same to them. Some scholars theorise that some blasted region far away from the sight and knowledge of Man may be dominated by these great wyrms, grown to such massive proportions on the glut of unharvested warpstone there that they rival legendary Kalgalanos the Black in size. If this were true it would explain why many of the younger Warpfire Dragons make the long and arduous migration to the Old World, escaping a land ruled by these terrifyingly powerful creatures.

	M	WS	BS	S	T	W	I	A	Ld	Troop type	Unit Size	Points
Young Warpfire Dragon	6	5	0	5	5	5	4	4	7	Monster	1	285
Warpfire Dragon	6	6	0	6	6	6	3	5	8	Monster	1	350
Great Warpfire Dragon	6	7	0	7	7	7	2	6	9	Monster	1	440

SPECIAL RULES

Fly, Scaly Skin (3+), Terror, Enchanted Attacks, Warpfire Aura, Explosive Demise, Warpfire Blast, Large Target & Regeneration (6+).

Warpfire Aura: A Warpfire Dragon exudes a baleful radiation that can kill by mere proximity, and distorts and deranges the flow of the winds of magic in its vicinity. At the beginning of each Close Combat phase every model (friend or foe) within 3" of the Warpfire Dragon must pass a Strength test or suffer a single wound. No Armour saves may be taken against this. A Warpfire Dragon also gains a 4+ Ward save against weapons that have the Warpstone Weapon rule, and in addition any magic spell directed against them will miscast on any roll of a double '1' in addition to failing, as well as the usual double '6' (which also results in Irresistible Force).

Explosive Demise: When a Warpfire Dragon loses its final wound and is removed from the table, all models (friend or foe) within 2D6" are engulfed in a blast of magical energy. These models suffer a wound on a 4+ from the death of a Young Warpfire Dragon, 3+ from a Warpfire Dragon and 2+ from a Great Warpfire Dragon. Armour saves are taken as normal against these wounds.

Enchanted Attacks: A Warpfire Dragon's close combat attacks are magical.

Warpfire Blast: The boundless destructive energies of a Warpfire Dragon enable it to unleash potent blasts of hellish power. This is a shooting attack (rather than a standard Breath weapon) and uses one of the following profiles based on the Warpfire Dragon's age. The blast uses the round 3" template, which may be placed anywhere within range and line of sight of the Dragon. Roll the Artillery dice and Scatter dice to resolve where the blast lands. If a misfire is rolled, the blast fails and the Warpfire Dragon suffers D3 wounds with no armour save allowed.

	Range	Strength	Special
Young Warpfire Dragon	6"-24"	3(5)	Multiple Wounds (D3)*
Warpfire Dragon	6"-24"	4(6)	Multiple Wounds (D3)*
Great Warpfire Dragon	6"-24"	5(7)	Multiple Wounds (D3)*

*Against models with the Ethereal special rule or that are classed as Daemons or Undead, this increases to Multiple Wounds (D6).

Magic: Some of the most ancient Warpfire Dragons are mighty Wizards in their own right. They can have up to 4 Wizard levels at a cost of 35 points per level, choosing from Dark Magic spells,