

GREAT CHAOS DRAGON (v1)

Great Chaos Dragons are the twisted remnants of once might Emperor Dragons, taken by the dark god Tzeentch and turned into evil, two-headed creatures, wreathed in smoke, flame and noxious gases. Their scarred and rotten bodies are now held together by the daemonic power of Chaos.

Great Chaos Dragons are amongst the most terrible foes of the civilised world, and the emergence of such a beast from the Chaos wastes in the cause for many prophecies of doom and despair. Rumours of such a beast are likely to bring heroes and their retinues questing into the Chaos wastes to slay them. Most do not return!

In times of war, Great Chaos dragons answer the call of their gods, joining the hosts of the most powerful Chaos Lords, who can bend such a beasts will to serve them.

Great Chaos Dragon

960 pts

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|----|---|---|----|
| 6 | 8 | 0 | 8 | 8 | 10 | 6 | 8 | 10 |

Fly, Large Target, Flame Breath, Scaly Skin 3+, Daemonic Aura (5+ Ward save), Terror, Immune to Panic

Special Rules.

Unit Size: A Chaos Dragon counts as having a unit size of 30.

Fly. The Dragon's great wings allow it to fly. They follow the rules for flyers in the Warhammer rulebook.

Large Target. Chaos Dragons are very big, and count as a large target.

Breathe Attacks. The Chaos Dragon's has two different breath attacks. It may use both in the same turn. Each turn, one head breathes fire, with a Strength of 4 and the other breathes a cloud of corrosive gas, resolved at Strength 2 with a -3 to Armour saves.

Scaly Skin. A Chaos Dragon's thick, iron-hard scales give it an armour save of 3+. It also has a 5+ Ward save against non-magical attacks.

Terror. Chaos Dragons cause Terror as described in the Warhammer rulebook.

Immune to Panic. Nothing scares a Chaos Dragon. They do not take Panic tests.

Points

960 points. The Great Chaos Dragon counts as three Rare choices for a Hordes of Chaos army.