



CARMINE DRAGON

The Carmine Dragon is a creature saturated with the arcane power of Shyish, its claws and fangs rippling with amethyst magic. With every roar, it unleashes deadly blasts of dark energy that strip its terrified victims of their souls.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soul-sheering Blast	12"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raking Claws	2"	☀	4+	3+	-2	2
Amethyst Fangs	3"	3	3+	☀	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Raking Claws	Amethyst Fangs
0-3	16"	8	2+
4-6	14"	7	3+
7-9	11"	6	4+
10-12	9"	5	5+
13+	6"	4	6+

DESCRIPTION

A Carmine Dragon is a single model armed with Raking Claws, Amethyst Fangs and a Soul-sheering Blast.

FLY: This model can fly.

ABILITIES

Deathly Dark Scales: *The Carmine Dragon's hide is nigh-on impenetrable to all but the strongest of blows.*

Roll a dice each time you allocate a mortal wound to this unit. On a 5+, that mortal wound is negated.

Soul-sheering Blast: *Gouts of amethyst flame erupt from the Carmine Dragon's open maw, sheering souls from their mortal forms and leaving bodies rendered to nothing more than a purple-glowing pile of ash.*

Do not use the attack sequence for an attack made with a Soul-sheering Blast. Instead roll a dice. On a 5+, the target unit suffers D6 mortal wounds.

Spell Devourer: *With the amethyst energies of the Realm of Endings coalescing through its body, the Carmine Dragon can force a magical effect to die off with a single pulse of thought.*

Each time this model is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell on this model.

KEYWORDS ORDER, DRAGON, MONSTER, CARMINE DRAGON