

MERCENARY DRAGONS.

General rules

- ❑ Mercenary dragons can only be used in mercenary commands. All rules for mercenaries apply.
- ❑ Mercenary dragons cannot be warchiefs, battle leaders or individuals.
- ❑ Add 10 points to the cost if you want the dragon to also be a champion.
- ❑ The cost of leadership is included in the total.
- ❑ If the dragon is threatened it can include a musician and a friendly terrible creature in the threat test, provided whatever is threatening has a lesser strength.
- ❑ If the dragon has to make four or more saving throws at any one time it must then take the relevant test, and obey any potential reactions.
- ❑ Dragons have two movement rates. The smaller of the two is the distance the creature can move on the ground (that is, when not flying) and the larger is the distance it moves when flying. **The movement measures are in centimetres.**
- ❑ Rules for “**Giant creatures**” and “**Linebreaker**” apply.
- ❑ **They can be enlisted as mercenaries by all the armies.**

Flying dragons

Junior dragon (base size 5 x 10 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Jr. Dragon	Vet.	Fan.	+.6	-4	8	Xh	T&C	15/35	4	yes	no	329	-	1	1

Dragon (base size from 7.5 x 10 cm to 7.5 x 12.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Dragon	Vet.	Fan.	+.7	-8	10	Xh	T&C	15/35	4	yes	no	423	-	1	1

Supreme dragon (base size greater of 7.5 x 10 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
S. Dragon	Vet.	Fan.	+.9	-12	15	Xh	T&C	15/35	4	si	no	660	-	1	1

Terrestrial dragons

Junior dragon *(base size 5 x 10 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Jr. Dragon	Vet.	Fan.	+.6	-4	8	Xh	T&C	20	4	yes	no	289	-	1	1

Dragon *(base size from 7.5 x 10 cm to 7.5 x 12.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Dragon	Vet.	Fan.	+.7	-8	10	Xh	T&C	25	4	yes	no	393	-	1	1

Supreme dragon *(base size greater of 7.5 x 10 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
S. Dragon	Vet.	Fan.	+.9	-12	15	Xh	T&C	30	4	yes	no	645	-	1	1

Dragon breath:

The rules for the dragon breath as reported in the F.W. Companion by Nick Lund are changed by the following:

Dragons can shoot powerful fire bools that they are considered as missile weapons and they have the following parameters:

Quality: Veteran
Range: 15 cm (always considered in short distance)
Strength: 1 / 3 of that of the dragon (round off for excess)
Value: 1 / 2 of that of the dragon (round off for excess)
Weapon of reference: HANDGUN
Use: during the shooting phase