Caledor Ascendant special rules.

- **The Dragon Lords Rise:** If Imrik is in your army, he must be your General. Otherwise, your General must be a character riding a Dragon or Drake, with characters riding dragons taking priority.
- **Vaul's Anvil Awakened:** All Dragons have +1 initiative, and Dragons can use their Dragon Fire once per turn rather than once per game. Dragon princes of Caledor are core units rather than special.
- **Stand against the Phoenix King:** Anointed, Phoenix Guard, Phoenixes, Handmaidens of the Everqueen, Sisters of Avelorn, and Special Characters other than Imrik cannot be taken in this army.
- **Death to the Egg-Killers:** All models in this army have Hatred (Dark elves). This Hatred applies to every round of combat rather than just the first.
- **The Kingdom of Dragons**: Characters in this army cannot purchase Lion cloaks, cannot ride Great Eagles or Griffons, and if possible must purchase Dragon armor or magic armor. Elven steeds must be upgraded with Ithilmar barding.

Drake

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Drake	8	4	0	5	4	3	4	3	6	Monstrous Beast

Special Rules:

- Dragonscales
- Drake Fire
- Fear

Drake Fire: each drake has a strength 3 breath weapon with the Flaming Attacks special rule. If a drake uses its breath weapon in close combat, it inflicts d6 hits instead of 2d6.

Dragonscales: A model riding a drake receives an armor save bonus of +2, rather than the usual +1 for cavalry mounts.

Princes, Archmages, Nobles, and Mages can ride a Drake for 60 points.

Drake Riders of Caledor (special unit)… 75 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Drake Rider	5	5	4	3	3	1	6	2	9	Monstrous Cavalry
Drakemaster	5	5	4	3	3	1	6	3	9	Monstrous Cavalry
Drake	8	4	0	5	4	3	4	3	6	-

Unit Size: 3+

Equipment:
- Hand weapon
- Lance
- Dragon armor
- Shield

Special Rules:
- Always Strikes First (riders only)
- Dragonscales
- Drake Fire
- Fear
- Martial Prowess
- Valor of Ages

Options:
- May upgrade one Drake Rider to a Drakemaster… 10 points
  - Drakemaster may take a magic weapon and/or armor worth up to a total of… 50 points
- May upgrade one Drake Rider to a Musician… 10 points
- May upgrade one Drake Rider to a Standard bearer… 10 points
  - May take a magic standard worth up to… 75 points
- The entire unit may take Ithilmar barding… 5 points per model

Dragon Mage of Caledor (Hero)… 380 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Dragon Mage	5	5	4	4	3	2	6	2	8	Infantry
Sun Dragon	6	5	0	5	5	5	4	4	7	Infantry

Equipment:
- Hand weapon
- Dragon Armor

Mount
- Sun Dragon

Special Rules (Dragon Mage):
- Always Strikes First
- Martial Prowess
- Reckless
- Valor of Ages
- Unbreakable bond
- Warrior Mage

Special Rules (Sun Dragon):
- Dragon Fire
- Fly
- Large Target
- Scaly Skin (3+)
- Terror
- Unbreakable bond

Magic: A dragon mage is a level 1 Wizard who uses spells from the Lore of Fire.

Options:
- May be upgraded up to level 3 Wizard… 35 points per level
- May take magic items up to a total of… 50 points

Reckless: A Dragon Mage has a +2 bonus to cast spells from the Lore of Fire (cumulative with any other bonuses) but never receives bonuses (of any kind) to dispel attempts.

Unbreakable Bond: each time any hit is made against this model, roll a die. On a 1-5, the Dragon is hit, on a 6, the Mage is hit. The Mage's 6+ ward save and fireborn rule granted by their dragon armor protects the dragon as well. The Sun dragon does not need to make a monster reaction test if the rider is slain. If either is slain, the survivor gains Frenzy that cannot be lost for the rest of the game.

Warrior Mage: The first spell generated by a Dragon Mage is always *Flaming Sword of Rhuin*, regardless of the dice roll.

Imrik, the Dragon King (Lord)… 650 points

	M	WS	BS	S	T	W	I	A	Ld	Troop type
Imrik	-	8	6	4	-	-	9	4	10	-
Minaithnir	6	7	0	8	7	8	2	6	8	Monster

Last of the Dragontamers: Imrik and Minaithnir function as a single model, much like monstrous cavalry. They attack separately, but always use Minaithnir's move, toughness, wounds, and armor save.

Dragonkin: Enemy dragons within 12" of Imrik must make a leadership test at the start of each turn. This test cannot use the rider's leadership. If the test is failed, the dragon cannot make any actions other than directing all of its attacks against its rider in the combat phase. If the rider is slain by their dragon, the dragon will spend each subsequent turn fleeing towards the nearest battlefield edge until it leaves the battle. If the dragon has no rider, it will simply take no action this turn if the test is failed.

Armor of Caledor: Imrik and Minaithnir have a 5+ ward save and the fireborn special rule.

The Star Lance: On a turn in which they charged, Imrik's attacks gain +3 strength, and ignore armor saves.

The Dragonhorn: Once per game, Imrik can sound the Dragonhorn. All friendly Dragon and Drake models gain the Frenzy special rule, and all friendly units can reroll failed leadership tests until the start of the controlling player's next turn.

Always strikes first (Imrik only)
Dragon Fire
Fly
Hatred (Tyrion) (Imrik only)
Large Target
Martial Prowess
Scaly skin (3+)
Terror
Valor of Ages

Dragon Warriors (Core)… 15 points per model

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Dragon Warrior	5	5	4	3	3	1	6	2	9	Infantry
Dragon Noble	5	5	4	3	3	1	6	3	9	Infantry

Unit Size: 5+

Equipment:
- Hand weapon
- Dragon armor
- Shield

Special Rules:
- Always Strikes First
- Martial Prowess
- Valor of Ages

Options:
- May upgrade one Dragon Warrior to a Dragon Noble… 10 points
  - Dragon Noble may take a magic weapon and/or armor worth up to a total of… 50 points
- May upgrade one Dragon Warrior to a Musician… 10 points
- May upgrade one Dragon Warrior to a Standard bearer… 10 points
  - May take a magic standard worth up to… 75 points
- The entire unit may trade their shield for one of the following:
  - Great weapons… 2 points per model
  - Halberds… 2 points per model
  - Additional hand weapons… 1 point per model

Void Dragon (Rare)... 500 points

	M	WS	BS	S	T	W	I	A	Ld	Troop type
Void Dragon	6	8	0	8	8	8	1	7	10	Monster

Unit Size: 1

Special Rules:

- Fly
- Large Target
- Scaly skin (2+)
- Strength of the Cosmos
- Terror
- Void Fire

Options:

- A Void Dragon can purchase up to 4 wizard levels at 35 points per level. It can use the Lore of Fire, Heavens, or Death.

Void Fire: A Void Dragon has a strength 5 breath weapon with the Flaming Attacks and Magical Attacks special rules.

Strength of the Cosmos: When a Void Dragon suffers wounds inflicted by an attack with the Multiple Wounds special rule, it only suffers half as many wounds as normal (round down).

Magic Items

Dragon Hatchling (enchanted item) 40 points
Few eggs are hatched in Caledor in this age. Each newborn dragon is a priceless treasure, carrying hope for the future, and giving their caretaker the will to fight against all odds.
The bearer can make a ranged attack with the following profile:

Range	Strength	Special Rules
6”	3	Flaming attacks, quick to fire

In addition, any Dragon or Drake being ridden by the bearer gains the unbreakable special rule.

Fragments of Ifulvin, the Sword of Imladrik (talisman) 50 points
In the fourteenth siege of Tor Alessi, Ifulvin failed to save its master from the killing blow of Morgrim’s runic axe. It will not fail again.
Magic weapons targeting the bearer or their mount lose all benefits, and are treated as ordinary hand weapons.

Lathrain, the Sword of Caledor I and Caledor II (magic weapon) 40 points
In his dying moments, Caledor II imbued his father’s blade with his eternal hatred for all dwarfs. The sword carries his spite to this day.
The bearer gains Hatred (dwarfs) and their close combat attacks gain the Killing blow special rule when fighting dwarfs.

Banner of the World Dragon (magic standard) 55 points
All models in a unit that carries the Banner of the World Dragon have Magic Resistance (3). Furthermore, all Dragons (friend or foe) within 12” of the Banner of the World Dragon have the Stubborn special rule.

Sunstaff of Caelith Fireheart (arcane item) 40 points
Caelith Fireheart was the first of the Dragon Mages. From the back of his Sun Dragon Rilgaur, he rained fiery death upon the foes of Caledor.
Each time the bearer successfully casts a spell from the Lore of Fire on an enemy unit, the unit suffers an additional d6 strength 4 flaming hits.