

CHAMELEON SKINKS

Chameleon Skinks stalk their prey with infinite patience. Able to blend perfectly into their environment, these peerless hunters silently creep up on their targets, before unleashing a storm of blowdarts covered in the most potent venoms.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dartpipe	16"	2	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Chameleon Skinks has any number of models, each armed with a Dartpipe and Celestite Dagger.

ABILITIES

Chameleon Ambush: *Chameleon Skinks can blend with their surroundings and go into hiding.*

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is hiding as a reserve unit. If you do so, at the end of any of your

movement phases, you can set up this unit on the battlefield more than 9" from any enemy units.

If this unit is on the battlefield at the end of your movement phase, you can remove it and say that it is hiding as a reserve unit. You can reveal it as described above at the end of any of your subsequent movement phases.

Any reserve units that are in hiding and not on the battlefield at the start of the fourth battle round are slain.

Perfect Mimicry: *A Chameleon Skink lurking amidst dense terrain is nearly impossible to spot.*

The cover modifier adds 3 to save rolls for attacks that target this unit, instead of 1.

Star-venom: *The darts used by Chameleon Skinks are coated in deadly toxins.*

If the unmodified hit roll for an attack made with a Dartpipe is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).