

SKINK PRIEST

The priestly leaders of the skink communities do not shy away from fighting alongside their followers. Bearing relics of their lost creator-gods, these reptilian clerics passionately inspire their kin to fight all the harder.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starbolt	18"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Staff	1"	1	4+	4+	-1	1

DESCRIPTION

A Skink Priest is a single model armed with a Starbolt and Star-stone Staff.

ABILITIES

Star-stone Staff: *A Skink Priest can use their Star-stone staff to fill their skink followers with a measure of Azyrite energy.*

In your hero phase, you can pick 1 friendly **SKINK** unit wholly within 12" of this model and roll a dice. On a 3+, until your next hero phase, that unit can run and still shoot and/or charge in the same turn, and you can add 1 to save rolls for attacks that target that unit. A unit cannot benefit from this ability more than once per phase.

COMMAND ABILITIES

Herald of the Old Ones: *The chirruped sermons and holy exhortations of a Skink Priest embolden their followers to fight all the harder.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SKINK** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SKINK, HERO, PRIEST