

SKINKS

The smallest of all Seraphon subspecies, skinks are swift and clever warriors. Though physically frail they are capable of covering ground with impressive speed, swarming as a scaly mass to unleash a storm of poison-tipped projectiles.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelin	8"	1	5+	4+	-	1
Boltspitter	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Dagger	1"	1	5+	5+	-	1
Moonstone Club	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Skinks has any number of models. The unit is armed with one of the following weapon options: Meteoric Javelin, Celestite Dagger and Star-buckler; Boltspitter and Moonstone Club; Boltspitter, Celestite Dagger and Star-buckler; or Moonstone Club and Star-buckler.

SKINK ALPHA: 1 model in this unit can be a Skink Alpha. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Swarming Cohort: *Large cohorts of skinks can bring down the mightiest foes through sheer weight of numbers.*

Add 1 to the Attacks characteristic of weapons used by this unit while it has 15 or more models.

Star-buckler: *Some skinks carry bucklers as resilient as the scales of a Stardrake.*

Add 1 to save rolls for attacks that target a unit armed with Star-bucklers.