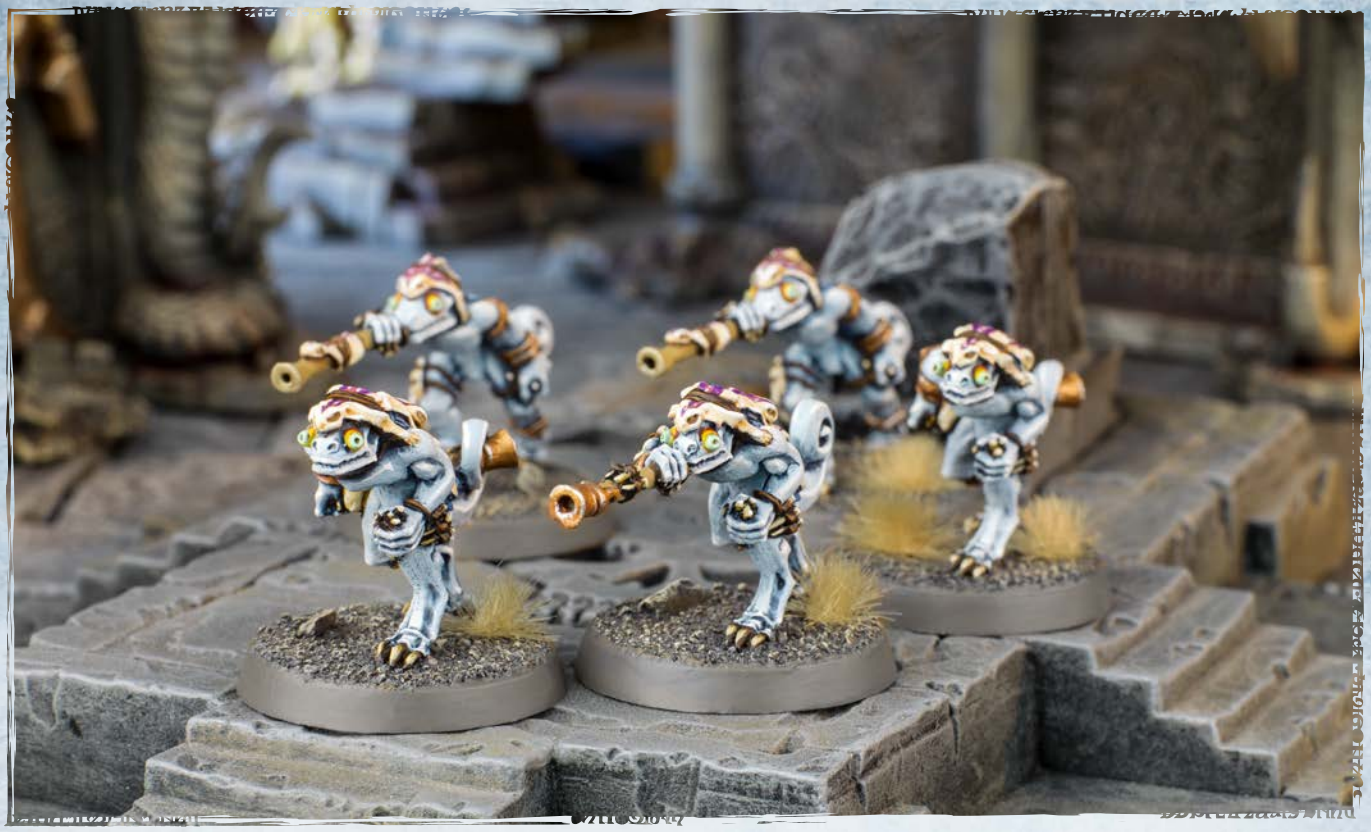

CHAMELEON SKINKS

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**
Envenomed Dart	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Chameleon Skinks has 5 or more models armed with Dartpipes that loose lethal projectiles sparkling with deadly star-venom. They prefer to keep the enemy at range, but are able to defend themselves by wielding their darts in close quarters.

ABILITIES

Chameleon Ambush: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is in hiding. In any of your movement phases, you can reveal a unit that is in hiding by setting it up anywhere on the battlefield.

Disappear from Sight: In your hero phase, this unit can blend with its surroundings and go into hiding. If it does so, remove it from the battlefield. You can reveal it as described above in any subsequent turn.

Perfect Mimicry: If all models in this unit are within or on a terrain feature, their Save characteristic is 3+ rather than 6+. This includes the bonus for being in cover.

Star-venom: If the hit roll is 6 or higher when a model attacks with a Dartpipe, the attack's Damage characteristic is 2 rather than 1, or 3 rather than 1 if the target is a **Chaos Daemon**.

MAGIC

Slann Wizards know the Summon Chameleon Skinks spell, in addition to any others they know.

SUMMON CHAMELEON SKINKS

Summon Chameleon Skinks has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Chameleon Skinks within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Chameleon Skinks instead.

KEYWORDS ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, CHAMELEON SKINKS