



SKINKS



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
Meteoric Javelin	1"	1	6+	5+	-	1
Boltspitter	1"	1	5+	6+	-	1
Moonstone Club	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Skinks has 10 or more models. Some units wield Meteoric Javelins and carry Star-bucklers. Others loose crackling projectiles from Boltspitters and either wield Moonstone Clubs or carry Star-bucklers, while some fight up close with Moonstone Clubs and Star-bucklers.

ALPHA

The leader of this unit is the Alpha. An Alpha makes 2 attacks rather than 1 in the combat phase.

ABILITIES

Celestial Cohort: A large group of skinks fighting in unison is a terrifying foe,

becoming deadlier as celestial energy coruscates between them. Add 1 to hit rolls for this unit in the shooting phase if it has at least 20 models, or add 2 if it has at least 30 models.

Star-buckler: Some Skinks carry bucklers as resilient as the scales of stardrakes. When you make save rolls for a unit carrying Star-bucklers, ignore the enemy's Rend characteristic unless it is -2 or better.

Wary Fighters: When it is this unit's turn to pile in and attack, it can withdraw instead. Move each model in the unit up to 8", so that each one ends up at least 3" from the enemy.

MAGIC

SLANN WIZARDS know the Summon Skinks spell, in addition to any others they know.

SUMMON SKINKS

Summon Skinks has a casting value of 5. If successfully cast, you can set up a unit of up to 10 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 10 or more, set up a unit of up to 20 Skinks instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINKS