

The Lizard-people of the new world are very apt to come to the Old World and are even less likely to fight alone as they feel a strong tie to their people. Yet sometimes a small one of their race which they call a Skink can be found scrounging around an old library or archeologist's lab for remnants of their old plaques and inscriptions. Skinks will work for gold, as they know what it is but usually do not obey orders in any other tongue but their own incomprehensible language.

Skink Skirmisher.....25 GC to hire +10GC upkeep

M WS BS S T W I A LD

6 3 4 4 2 1 5 2 6

Armor/Equipment: A Skink Skirmisher is armed with a short bow and sword.

Special Rules:

Scaly Skin: A skink has a tough skin which is much like armor. The skin of a skink gives a basic 6+ save that will never be modified by strength.

Poison: A skink's blood is poisonous and it will use this poison on all of it's weapons. All the skink's weapons count as being coated with Dark Venom as long as he is hired. This applies to the arrows of the short bow as well. Poison will never be sold or given to any other warband member.

Bite: A skink has two attacks, one regular with his sword and an extra attack from biting with his sharp teeth. The bite attack uses the skink's regular strength and offers a -1 armor save to it's enemy as it is likely to strike for an exposed area like the neck or hands.

Cold Blooded: Skinks are cold blooded killers, literally! When making Leadership tests, roll three dice and choose two scores. This also accounts for psychology tests and Leadership tests against magic.

Incomprehensible: A Skink's language is very difficult to understand and there are few who know another rudimentary language, as such a Henchmen may never test on the Skink's leadership and the skink may not test on the Leader's Leadership value. He is basically alone to fight and distinguish his enemies. This rule is ignored if the Skink becomes a hero, as he somehow learns enough small words to speak like an infant.

Skills: A Skink Skirmisher may choose from the Shooting or Speed skills when they acquire a new Skill.

Skink Maximum Statistics:

M WS BS S T W I A LD

6 4 5 4 3 2 6 3 7

SPECIAL RULE:

This Hired Sword is hard to find unlike the others in the rulebook as he

frequently does not come to Mordheim unless on a whim or such. As so, all rules regarding Hired Swords apply, but to find this hired sword, a hero must take an Initiative test as if looking for a Special Character and then may hire as a normal Hired Sword.