

Skink Hopper

By Jeff Hogg,
as appeared in
[Yahoo! Mordheim eGroup](#).
Transcribed Peter Ward
Edited by The Mordheimer.

See below for details.

Hire Fee: None to hire or upkeep. Surrendering the Plaque of the Comet to the Skink Shaman to hire
+ 0 gold crowns upkeep.

May be Hired: Only by surrendering the Plaque of the Comet. Witch Hunters and Sisters of Sigmar may not hire the Skink Hopper.

Rating: A Skink Hopper increases the warband's rating by 16 point +1 point for each experience point earned by the Skink Hopper.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skink Hopper	6	2	4	3	2	1	4	1	6

Weapons/Armor: As Priests of Morr seldom engage in martial activities, they are only armed with a Dagger. Priests of Morr may never wear armor. He carries a book in which to record the names of the dead.

Skills: The Skink Hopper can choose skills from the Shooting and Speed Lists when he gains a new skill

Special Rules:

- **Infiltration:** A Skaven with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first. (RB 93)
- **Scale Sheer Surfaces:** A warrior with this skill can scale even the highest wall or fence with ease. He can climb up or down a height equal to twice his normal Movement, and does not need to make Initiative tests when doing so. (RB 123)
- *Committed:* The Skink Hopper will not leave the Warband unless he dies. To reflect this if he is taken out of action he is only removed from the list on a roll of 1.
- *Cold Blooded:* All Lizardmen are slow to react to psychology, they may roll 3D6 and select the lowest two dice when taking a psychology test or Rout test. A Lizardmen Warband may never use the Leadership of the Saurus or Kroxigor when taking a Rout test.
- *Aquatic:* Skinks may move through water terrain with no penalty, and count as being in cover whilst they are in the water.