

JABBERSLYTHE

Grotesque conglomerations of monstrous body parts, Jabberslythes lurch forth from their swampy lairs to hunt. Their anarchic form drives those who look upon them to madness, while their corrosive blood melts those foolish enough to attack them.



MISSILE WEAPONS

Slythey Tongue

Range

9"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Vorpal Claws

Spiked Tail

Range

1"

3"

Attacks

6

1

To Hit

3+

4+

To Wound

3+

3+

Rend

-2

-1

Damage

1

D3

DESCRIPTION

A Jabberslythe is a single model armed with a Slythey Tongue, Vorpal Claws and a Spiked Tail.

FLY: Jabberslythes can fly.

ABILITIES

Aura of Madness: *Simply being in the presence of a Jabberslythe is enough to drive a seasoned warrior to insanity.*

At the start of your hero phase, roll a dice for each enemy unit that is within 6" of any friendly **JABBERSLYTHES**. On a 6 that unit cannot attempt to cast or unbind spells, move, or attack until the start of your next hero phase.

Spurting Bile Blood: *Jabberslythes are filled with deadly acidic blood that can cause horrific burns to those who dare attack them.*

Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.