

JABBERSLYTHE



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Slythey Tongue | 9" | 1 | 3+ | 3+ | -1 | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Vorpal Claws | 1" | * | 3+ | 3+ | -2 | 1 |
| Spiked Tail | 3" | 1 | 4+ | * | -1 | D3 |

| Wounds Suffered | DAMAGE TABLE | | |
|-----------------|--------------|--------------|-------------|
| | Move | Vorpal Claws | Spiked Tail |
| 0-1 | 12" | 6 | 3+ |
| 2-3 | 10" | 5 | 3+ |
| 4-5 | 8" | 4 | 4+ |
| 6-7 | 6" | 3 | 4+ |
| 8+ | 4" | 2 | 5+ |

DESCRIPTION

A Jabberslythe is a single model. It attacks its prey with its horrible Slythey Tongue, unstoppable Vorpal Claws, and crushing Spiked Tail.

FLY

Jabberslythes can fly.

ABILITIES

Aura of Madness: Roll a dice for each enemy unit that is within 6" of this model at the beginning of your hero phase. On a roll of 6, the unit is overcome by madness until your next hero phase. That unit can't be selected to cast spells, move, attack, charge or pile in.

Spurting Bile Blood: Roll a dice for each wound inflicted upon this model in the combat phase. The unit that made the attack suffers D3 mortal wounds for each roll of 4 or more.

KEYWORDS

CHAOS, MONSTERS OF CHAOS, MONSTER, JABBERSLYTHE