AMBULL [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
6"	8	3+	8	8+	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Enormous claws	Melee	4	3+	6	-2	D3

ABILITIES

Borewyrm Infestation
Twice per battle, at the end of your opponent's turn, if this model is not within Engagement Range of one or more enemy units, you can remove this model from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed.

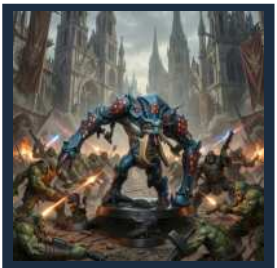
Designer's Note: Place two Borewyrm Infestation tokens next to this model, removing one each time this ability has been used.

Frenzy
Each time an enemy unit is selected to shoot or fight, after it has finished making its attacks, if one or more of those attacks targeted this model and this model is not destroyed, this model can fight as if it were the Fight phase

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



AUFSTELLUNG

1x Ambull [Legends]

Equipped with: Enormous claws

KEYWORDS: Monster, Character, Ambull, Allies: Unaligned Forces
FACTION KEYWORDS: Unaligned Forces