

AMBULL [LEGENDS]

M

6"

T

8

SV

3+

W

8

LD

8+

OC

3

85 PTS
Base —



Deep Strike Feel No Pain 5+

1

KOMMANDO

—

2 BEWEGUNG

Borewurm 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 Borewurm Infestation tokens next to this model, removing one each time this ability has been used.

3

BESCHUSS

—

4

ANGRIFF

—

5 NAHKAMPF

Enormous claws

R	A	WS	S	AP	D
Melee	4	3+	6	-2	D3

VERWUNDET

2+ T1–3	3+ T4–5	4+ T6	5+ T7–11	6+ T12+
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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

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VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT
W8 · RW 3+ · 8 LP je Modell
WIRD VERWUNDET MIT

2+ S16+	3+ S9–15	4+ S8	5+ S5–7	6+ S1–4
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RETTUNGSWURF JE DS

DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –
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Feel No Pain 5+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ
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 away from all enemy units.
Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

AUFSTELLUNG
1x Ambull [Legends]
Ausrüstung: Enormous claws