UNALIGNED FORCES

AMBULL [LEGENDS]

Deep Strike | Feel No Pain 5+

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

85 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

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.

3 BESCHUSS

—

4 ANGRIFF

—

5 NAHKAMPF

Enormous claws

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

VERWUNDET

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

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W8 · RW 3+ · 8 LP je Modell

WIRD VERWUNDET MIT

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

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

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" horizo…

Feel No Pain 5+ This ability always takes the form Feel No Pain X+.

AUFSTELLUNG

1x Ambull [Legends]

Ausrüstung: Enormous claws

KEYWORDS Monster, Character, Ambull, Allies: Unaligned Forces · **FRAKTION** Unaligned Forces