

AMBULL [LEGENDS]

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

AUFSTELLUNG

1x Ambull [Legends]

Equipped with: Enormous claws

✂ MELEE WEAPONS

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

ABILITIES

RULES - Deep Strike, Feel No Pain 5+

Borewyrms 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 Borewyrms 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

