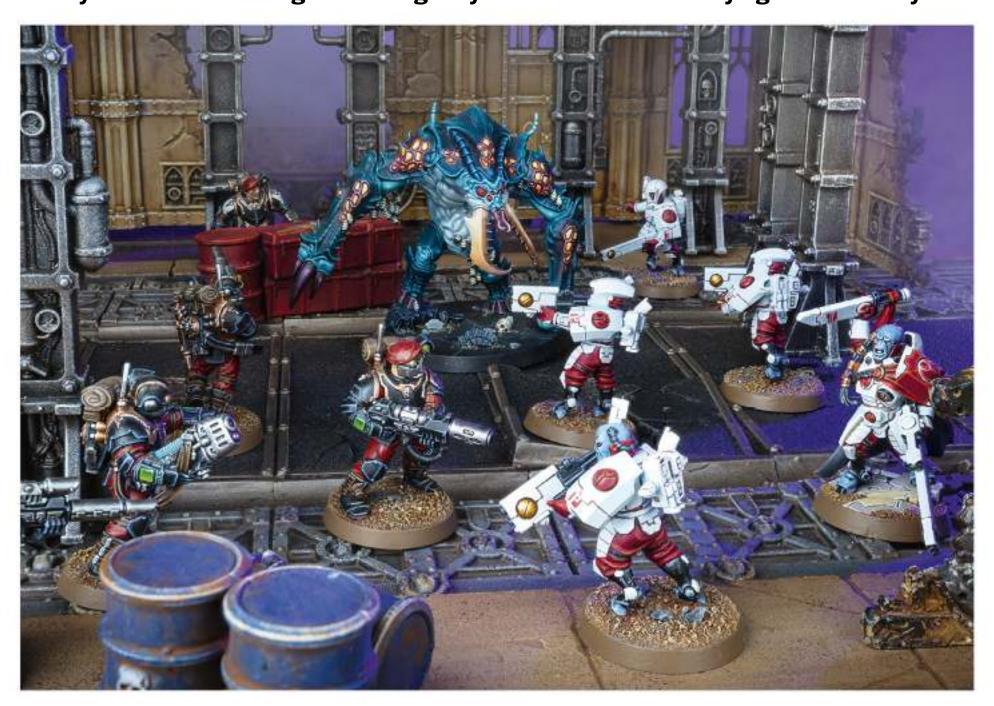


UNEXPECTED ENCOUNTER

Disrupting supply lines. Destroying key defensive positions. Assassinations. These are just some of the many deadly missions that Kill Teams are sent on. But sometimes the enemy isn't the most dangerous thing they'll encounter while carrying out their duty.



uite what attracts an Ambull to the sounds of battle is a mystery, though were the combatants aware of its proximity they would almost certainly find somewhere else to fight! Those in the know may recognise the signs of its presence: disturbed earth where it has been burrowing, evidence of a nest, or perhaps even the Ambull's young, known as Borewyrms. But in the midst of battle, there are often more pressing concerns, and these signs are often overlooked to the possibly fatal detriment of all concerned. Erupting from beneath the ground in an explosion of dust and dirt, an Ambull is a truly monstrous foe for any warrior to fight. Their claw-tipped limbs can eviscerate even a powerarmoured Space Marine in the blink of an eye, while their oversized mandibles are more than capable of decapitating or mutilating an unfortunate victim.

THE DREADED AMBULL!

The best (well, only) way to get your hands on an Ambull, is to pick up the Dreaded Ambull expansion pack for Blackstone Fortress.

The set also includes the Borewyrm Infestations that you'll need should the Ambull rear its ugly head.



USING AN AMBULL IN KILL TEAM

Over to the right you will find full rules for using an Ambull in your games of Kill Team. While these rules can be used in any type of Kill Team game, they are best suited to narrative campaigns, as the appearance of an Ambull in a matched play tournament, for example, could really tip the game in someone's favour (or otherwise, as the case may be).

TOP TIPS FOR DEALING WITH AMBULLS

Try and avoid the centre of the battlefield until the Ambull appears.

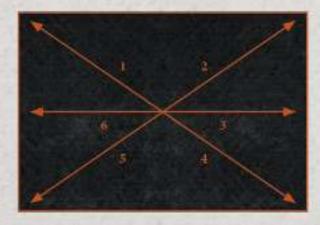
The Ambull moves first every round and will move towards the closest target. Make sure your fighters are not closest!

If you are going to shoot it, use multiple-damage weapons. Otherwise, it will just heal itself!

HOW TO USE THE DREADED AMBULL IN KILL TEAM

The Ambull and its Borewyrm offspring do not form a kill team in the traditional way. Instead, they may appear during your kill team battles in the form of a deadly third party.

If you choose to use these rules, set up your battlefield as normal, but, in addition, set up a small counter (the Ambull location marker from *Blackstone Fortress: The Dreaded Ambull* is ideal) in the centre of the battlefield. At the start of each Movement phase, the player with initiative rolls a D6 and adds the battle round number. If the total is 6 or more, the Ambull surfaces. Roll a D6 and move the Ambull counter 2D6" in the direction shown on the diagram below.



If the marker is moved under any other models or terrain features, reduce the distance moved. Then, replace this marker with the Ambull miniature, setting it up as close to the centre of the marker as possible. Once the Ambull has been set up, roll a D3. On a 1, nothing happens. On a 2, set up 1 Borewyrm Infestation model within 1" of the Ambull. On a 3, set up 2 Borewyrm Infestation models within 1" of the Ambull. If the Ambull or any Borewyrm Infestations are set up within 1" of any models (other than each other), they are treated as having made a successful charge move this round.

The following rules apply to the Ambull and Borewyrm Swarms:

- The Ambull and Borewyrm Infestation models are treated as an enemy model by all players' kill teams, and vice versa.
- The Ambull and Borewyrm Infestations always move before any models from kill teams each round. They will always move as fast as possible towards the closest enemy model. If they are within 12" of this model, they will attempt to charge. Charge reactions can be taken as normal by the target of this charge.
- Any rolls which are required for the Ambull or Borewyrm Infestations are always made by the player with initiative that round. Players cannot pick the Ambull or Borewyrm Infestations as the target of the Decisive Move, Decisive Strike, or Gritted Teeth Tactics and cannot use the Tactical Re-roll Tactic to re-roll any rolls made for the Ambull or Borewyrm Infestations.
- The Ambull and Borewyrm Infestations cannot be broken and do not take Nerve tests.

STATE OF STREET	elem				AM	BUL	L				
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max	
Ambull	6"	3+	6+	6	6	7	4	6	3+	1	
This model is armed with	enormous c	laws.									
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES		
Enormous claws	Melee	Mel	lee		User	-3	D3	-			
ABILITIES	Rad-Ma	ggot Sy	mbiosis:	At the	start of e	ach bat	tle round	d, this n	nodel re	egains D3 lost w	ounds.
SPECIALISTS	None										
FACTION KEYWORD	UNALI	GNED									
KEYWORDS	MONS'	TER, A	MBUL	L							HOI II

BOREWYRM INFESTATION												
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	Max		
Borewyrm Infestation	4"	4+	6+	3	4	2	3	5	4+	2		
This model is armed with	vicious jaws	. 11					5 A I		0 .			
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES			
Vicious jaws	Melee Melee				User	0	1		Each time you make a wound roll of 6+ for th weapon, that hit is resolved at AP -2 instead.			
ABILITIES	Hard to	Hit: Yo	ur oppor	nent mu	ıst subtra	ct 1 fro	m hit ro	lls for ra	anged v	veapons that target this model.		
SPECIALISTS	None		7,45		TO L		1000					
FACTION KEYWORD	UNALI	GNED	115			470	7.257	111				
KEYWORDS	SWARN	A. BOI	REWY	M IN	FFSTAT	ION						