

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.



Q 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 power-armoured 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 Borewurm 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 Borewyrms 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 Borewyrms Infestation model within 1" of the Ambull. On a 3, set up 2 Borewyrms Infestation models within 1" of the Ambull. If the Ambull or any Borewyrms 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 Borewyrms Swarms:

- The Ambull and Borewyrms Infestation models are treated as an enemy model by all players' kill teams, and vice versa.
- The Ambull and Borewyrms 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 Borewyrms Infestations are always made by the player with initiative that round. Players cannot pick the Ambull or Borewyrms 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 Borewyrms Infestations.
- The Ambull and Borewyrms Infestations cannot be broken and do not take Nerve tests.

AMBULL

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 claws.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Enormous claws	Melee	Melee			User	-3	D3	-		
ABILITIES	Rad-Maggot Symbiosis: At the start of each battle round, this model regains D3 lost wounds.									
SPECIALISTS	None									
FACTION KEYWORD	UNALIGNED									
KEYWORDS	MONSTER, AMBULL									

BOREWYRM INFESTATION

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Borewyrms Infestation	4"	4+	6+	3	4	2	3	5	4+	2
This model is armed with vicious jaws.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Vicious jaws	Melee	Melee			User	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved at AP -2 instead.		
ABILITIES	Hard to Hit: Your opponent must subtract 1 from hit rolls for ranged weapons that target this model.									
SPECIALISTS	None									
FACTION KEYWORD	UNALIGNED									
KEYWORDS	SWARM, BOREWYRM INFESTATION									