



AMBULL

*"To hunt when hunted is the most dangerous. I know this, and the Ambull knows this also."
- Dahjak Grekh*

Move: 3

Wounds: 16

Size: Huge

WEAPONS

Weapon	Range		
	1	2-3	4+
Enormous Mandibles and Claws ¹	▲▲	N/A	N/A

¹**Viscerating Blows:** Each time an explorer or hostile suffers a wound or grievous wound from Enormous Mandibles and Claws, they also suffer an additional wound.

SPECIAL RULES

Hulking Creature: When the Ambull is activated, it takes two actions, one after the other. Roll on the behaviour table for the first action, then take it. Then roll on the behaviour table again for the second action, and then take it. In addition, the Ambull never has to halt if it moves into a hex that is adjacent to an enemy.

Symbiotic Healing: When the Ambull is activated, if it has any wound counters next to it, remove 1 wound counter that is next to it. If it has no wound counters, but does have a grievous wound counter next to it, instead remove 1 grievous wound counter.

Driven Off: Once the damage caused to the Ambull equals or exceeds its Wounds value, the Ambull tunnels away to recover from its wounds, and is removed from play. Place the Ambull location marker on the hex the model was removed from. For all rules purposes, the Ambull is treated as having been slain. If the Ambull is returned as a result of a reinforcement roll, instead of being deployed adjacent to a portal, it must be deployed as close as possible to the Ambull location marker. The Ambull location marker is then removed.

Tenacious: You can return the Ambull to the board on a reinforcement roll of 1, 2 or 3, instead of just 1.



AMBULL ENRAGED

"RRRAAAAAAHHHRRR!"

Move: 3

Wounds: 24

Size: Huge

WEAPONS

Weapon	Range		
	1	2-3	4+
Enormous Mandibles and Claws ¹	◆◆	N/A	N/A

¹**Viscerating Blows:** Each time an explorer or hostile suffers a wound or grievous wound from Enormous Mandibles and Claws, they also suffer an additional wound.

SPECIAL RULES

Hulking Creature: When the Ambull is activated, it takes two actions, one after the other. Roll on the behaviour table for the first action, then take it. Then roll on the behaviour table again for the second action, and then take it. In addition, the Ambull never has to halt if it moves into a hex that is adjacent to an enemy.

Protective: The Ambull always treats an explorer carrying an Ambull egg as the closest explorer.

Symbiotic Healing: When the Ambull is activated, if it has any wound counters next to it, remove 1 wound counter that is next to it. If it has no wound counters, but does have a grievous wound counter next to it, instead remove 1 grievous wound counter.



BOREWYRM INFESTATION

*"They look delicious."
"I bet they think the same about you."
- Rein and Raus*

Move: 2

Wounds: 3

Size: Small

WEAPONS

Weapon	Range		
	1	2-3	4+
Vicious Jaws ¹	□	N/A	N/A

¹**Swarming:** When a Borewyr Infestation attacks, make three attack rolls. Carry out each attack one at a time, one after the other. The target chosen for the second and third attacks must either be the same as the target of the previous attack, or in the same hex as the target of the previous attack.

SPECIAL RULES

Numerous: Re-roll reinforcement rolls if Borewyr Infestation reinforcements fail to arrive.

Hard to Hit: If a Borewyr Infestation is in cover from an explorer, it is treated as not being visible to that explorer.



AMBULL

BEHAVIOUR TABLE

ROLL	HIDDEN No line of sight to an explorer	ENGAGED Adjacent to a visible explorer	CLOSE Range to the closest visible explorer is 2 or 3 hexes	PROTECTIVE An explorer is adjacent to 1 or more Borewurm Infestations.	OTHER Any other situation
1-3	Hold	Advance	Advance	Charge	Hold
4-6	Advance	Advance	Advance	Charge	Fall Back
7-9	Advance	Advance	Charge	Charge	Fall Back
10-12	Advance	Advance	Charge	Charge	Charge
13-15	Charge	Onslaught	Charge	Charge	Charge
16-17	Charge	Onslaught	Charge	Charge	Charge
18-20	<i>Tunnel</i>	<i>Swipe</i>	<i>Tunnel</i>	<i>Tunnel</i>	<i>Tunnel</i>

UNIQUE ACTIONS

Tunnel: Remove the Ambull from the battlefield and place the Ambull location marker on the hex it was removed from - any remaining actions during this activation are lost. The next time the initiative card for the Ambull is reached, do not roll on the behaviour table for the Ambull's first action. Instead, the Ambull is placed in a hex as close as possible to the explorer that is closest to the Ambull location marker. Once the Ambull has been placed, remove the Ambull location marker and roll for the Ambull's second action as normal.

Swipe: Make an attack against each explorer that is adjacent and visible to the Ambull.

AMBULL ENRAGED

BEHAVIOUR TABLE

ROLL	HIDDEN No line of sight to an explorer	ENGAGED Adjacent to a visible explorer	CLOSE Range to the closest visible explorer is 2 or 3 hexes	ENRAGED An explorer is carrying 1 or more egg counters.	OTHER Any other situation
1-3	Hold	Advance	Advance	Charge	Hold
4-6	Advance	Advance	Advance	Charge	Advance
7-9	Advance	Advance	Charge	Charge	Advance
10-12	Advance	Advance	Charge	Charge	Charge
13-15	Charge	Onslaught	Charge	Charge	Charge
16-17	Charge	Onslaught	Charge	Charge	Charge
18-20	<i>Tunnel</i>	<i>Swipe</i>	<i>Tunnel</i>	<i>Tunnel</i>	<i>Tunnel</i>

UNIQUE ACTIONS

Tunnel: Remove the Ambull from the battlefield and place the Ambull location marker on the hex it was removed from - any remaining actions during this activation are lost. The next time the initiative card for the Ambull is reached, do not roll on the behaviour table for the Ambull's first action. Instead, the Ambull is placed in a hex as close as possible to the explorer that is closest to the Ambull location marker. Once the Ambull has been placed, remove the Ambull location marker and roll for the Ambull's second action as normal.

Swipe: Make an attack against each explorer that is adjacent and visible to the Ambull.

BOREWYRM INFESTATION

BEHAVIOUR TABLE

ROLL	HIDDEN No line of sight to an explorer	ENGAGED Adjacent to a visible explorer	IN COVER In cover from all visible explorers	CLOSE Range to the closest visible explorer is 2 or 3 hexes	OTHER Any other situation
1-3	<i>Tunnel</i>	<i>Tunnel</i>	<i>Tunnel</i>	<i>Tunnel</i>	<i>Tunnel</i>
4-6	Hold	Advance	Hold	Fall Back	Fall Back
7-9	Sneak	Advance	Hold	Charge	Charge
10-12	Sneak	Advance	Hold	Charge	Charge
13-15	Advance	Onslaught	Charge	Charge	Charge
16-17	Advance	Onslaught	Charge	Charge	<i>Consume</i>
18-20	<i>Consume</i>	<i>Consume</i>	<i>Consume</i>	<i>Consume</i>	<i>Consume</i>

UNIQUE ACTIONS

Tunnel: Remove the Borewurm Infestation from the board and place it in the same hex as the discovery marker that is furthest from any explorers or other hostiles (other than the Ambull or any other Borewurm Infestations). If this is not possible, treat this result as a Sneak result instead.

Consume: Double this hostile's Move value when they take this action. Move the Borewurm Infestation towards the nearest discovery marker. If it finishes this move in a hex with a discovery marker, remove that discovery marker, then remove any wound counters next to this Borewurm Infestation. If there are no discovery markers, or the only discovery markers on the board are showing the ▲ side, treat this result as a Sneak result instead.

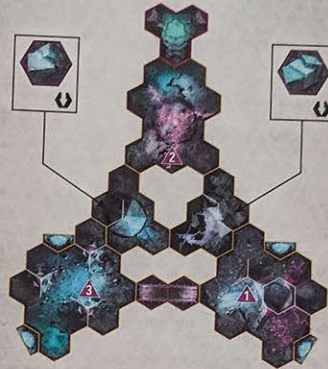
COMBAT



COMBAT AMBUSH!



COMBAT



COMBAT



COMBAT



When starting this combat, search the encounter deck for a Dreaded Ambull encounter card and place it in the hostile group 1 space on the combat track. If the Ambull is driven off, the explorer who inflicted the last wound or grievous wound on it takes an Ambull trail counter.

CHALLENGE

A SPECIMEN FOR STUDY

The explorers come across a swarm of rad-maggots, flowing along the wall of a corridor and through a crack in the wall.

If one of the explorers is carrying the Specimen Stasis Tube, that explorer can search the discovery deck for the Xenologist's Report card and take it, so long as it has not already been taken by another explorer. Then shuffle the discovery deck and place it face down on the Precipice board.



CHALLENGE

HIDDEN TROVE

Half buried in the rubble surrounding an Ambull tunnel entrance are what appear to be valuable clues to its whereabouts. First, however, the explorers will have to dig them out without crushing them.

In leader order, roll two activation dice for each explorer. If the result on either of these dice is a 6, that explorer draws a discovery card.



CHALLENGE

STRANGE RUMBLING

The explorers feel a vibration through the floor, as if the whole corridor is shifting even as they proceed through it.

Make an agility roll for each explorer, in leader order. If the roll is a failure, make a defence roll for that explorer as the floor collapses into an Ambull tunnel right under their feet. If the defence roll is a failure, that explorer suffers 1 wound.



CHALLENGE

RUN!

With the maglev chamber in sight, a crashing sound reveals the Ambull emerging into the corridor behind the group.

Resolve this challenge in the same way as a combat, with the following exceptions.

1. The explorers start in the hexes marked E.
2. Instead of drawing an encounter card for discovery marker 1, set the Ambull up in the hex with that marker.
3. The rules for reinforcements are not used.



CHALLENGE

BOREWYRM SWARM

A chattering, clacking sound echoes down the corridor. Rounding the bend is a carpet of Borewyrms and rad-maggots. The explorers must leap onto any raised object they can find or be consumed by the swarm!

In leader order, each explorer rolls one activation dice, re-rolling the result if it has already been rolled by another explorer. The explorer that scores lowest suffers a number of wounds equal to the difference between their roll and the second lowest roll from the other explorers.



ENCOUNTER

THE DREADED AMBULL

1

1 Ambull

2

1 Borewyrms Infestation

3

1 Borewyrms Infestation

4

Nesting Borewyrms: Each time an explorer takes a Search action during this combat, roll an activation dice for that explorer. On a 1, that explorer suffers a wound.



ENCOUNTER

THE DREADED AMBULL

1

1 Ambull

2

1 Borewyrms Infestation

3

1 Borewyrms Infestation

4

Unstable Footing: Each time a Move action is taken during an explorer's activation, the activation dice score required for that action increases by 1 until the end of that activation.



ENCOUNTER

THE DREADED AMBULL

1

1 Ambull

2

1 Borewyrms Infestation

3

1 Borewyrms Infestation

4

Toxic Atmosphere: The Recuperate (1+) action becomes Recuperate (3+) for the duration of this combat.





ARCHEOTECH

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AMBULL SPOOR

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SPECIMEN STASIS TUBE

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AMBULL SPOOR

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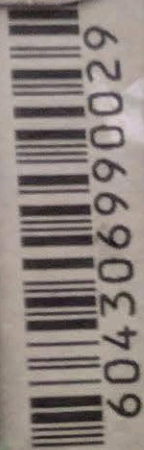
ARCHEOTECH
XENOLOGIST'S REPORT

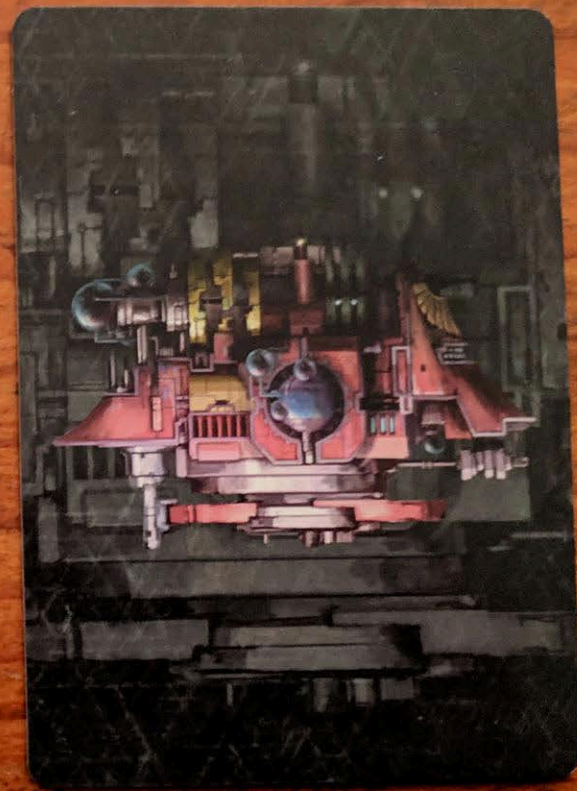
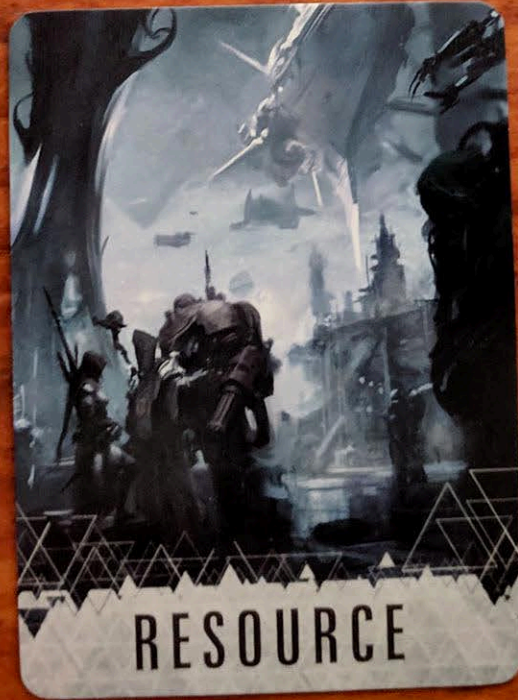
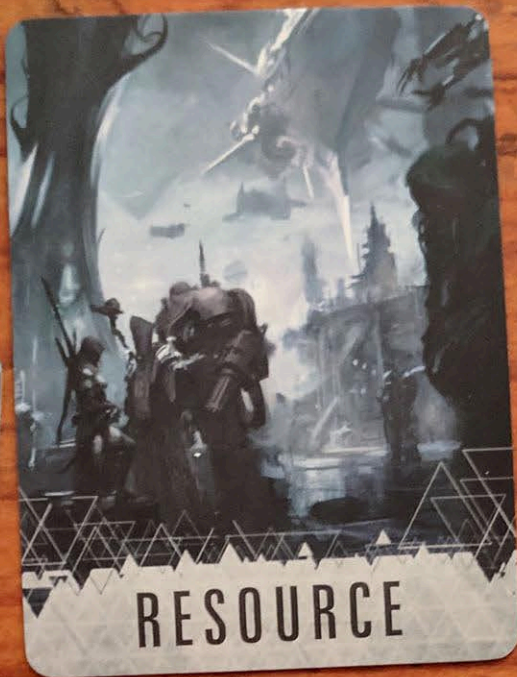
Use this card to re-roll failed attack rolls for this explorer if the target is an Ambull.

The background of the envelope is a dark, atmospheric photograph of a cave interior. The scene is dimly lit, with a grid pattern overlaid on the image, suggesting a virtual or augmented reality environment. The cave walls are rocky and uneven, with some light reflecting off the surfaces. The overall tone is mysterious and dark.

LAIR OF THE BEAST ENVELOPE

DO NOT OPEN UNTIL THE AMBULL'S LAIR QUEST HAS BEEN COMPLETED





SETT VII BIO-CONTAINMENT FACILITY

AMBULL ADRENA-GLAND DISTILLATION

Discard this card when this explorer is activated to add 2 to this explorer's Move value for that turn.

Discard this card if an explorer is carrying it at the end of an expedition.



SETT VII BIO-CONTAINMENT FACILITY

BOREWYRM HYPER-ACTION CONCENTRATE

Discard this card after making activation rolls in the initiative phase. Pick one activation dice for this explorer and re-roll it.

Discard this card if an explorer is carrying it at the end of an expedition.



SETT VII BIO-CONTAINMENT FACILITY

RAD-MAGGOT SALIVAL EXTRACT

Discard this card to remove a grievous wound counter from this explorer.

Discard this card if an explorer is carrying it at the end of an expedition.



SETT VII BIO-CONTAINMENT FACILITY

When setting up future expeditions, during step 3 you can set up the Sett VII Bio-containment Facility on its 'Completed' side, instead of its 'Under Construction' side. If you do so, explorers can use the Illicit Experiments rule below.

Illicit Experiments: After set-up step 11 is complete but before the leader reads aloud the text for step 12, in leader order, explorers can choose to trade with the Sett VII Bio-containment Facility in the same way as they would with a spacecraft during the trading step whilst on Precipice. Place the three Sett VII Bio-containment Facility resource cards in a row beside the Sett VII Bio-containment Facility at Precipice. Each explorer may only purchase a single resource card from this facility at the start of each expedition. Archeotech (and Ambull spoor) can be converted to trade points at this stage in exactly the same manner as described on page 5 of the *Blackstone Fortress: Precipice* book. Once all explorers have traded, chosen not to trade, or if all three resource cards have been purchased, set-up continues as normal.