# AMBULL AND BOREWYRM INFESTATIONS

As well as showing you how to assemble the models from the Dreaded Ambull expansion, this booklet contains datasheets that allow you to fight battles with your new Blackstone Fortress miniatures in games of Warhammer 40,000. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

1 a

1
2

1 b

3
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1 a

1 c

1 b
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1 d

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2 a

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2 b

2 a

3 a

10
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3 b

3 a

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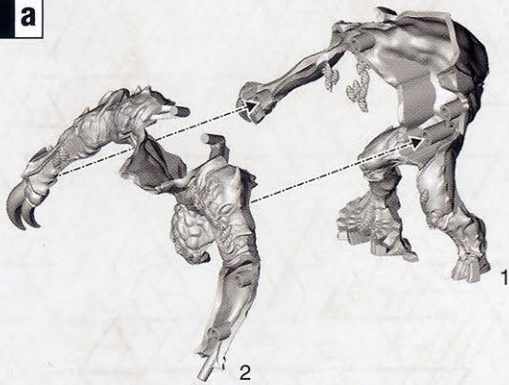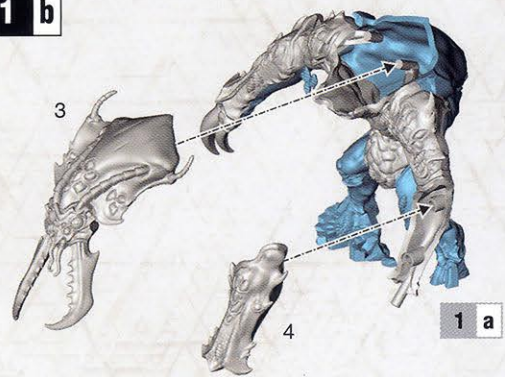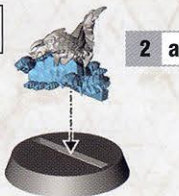
AMBULL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ambull	6"	3+	6+	6	6	7	4	6	3+

An Ambull is a single model armed with enormous claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enormous claws	Melee	Melee	User	-3	D3	-

ABILITIES

Rapid Tunnelling: At the start of your Movement phase, you can remove this model from the battlefield. At the end of your next Movement phase, set it up again, anywhere on the battlefield, more than 9" away from any enemy models.

Rad-Maggot Symbiosis: At the start of each battle round this model gains D3 lost wounds.

FACTION KEYWORDS UNALIGNED, DREADED AMBULL

KEYWORDS MONSTER, AMBULL

BOREWYRM INFESTATION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Borewyrm Infestation	4"	4+	6+	3	4	2	3	5	4+

This unit contains 1 Borewyrm Infestation. It can include up to 1 additional Borewyrm Infestation (**Power Rating +1**). Each 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

Rapid Tunnelling: At the start of your Movement phase, you can remove this unit from the battlefield. At the end of your next Movement phase, set it up again, anywhere on the battlefield, more than 9" away from any enemy models.

Hard to Hit: Your opponent must subtract 1 from hit rolls for ranged weapons that target this unit.

FACTION KEYWORDS UNALIGNED, DREADED AMBULL

KEYWORDS SWARM, BOREWYRM INFESTATION

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your units to determine your army's total points value.

UNIT	MODELS PER UNIT	POINTS PER MODEL (INCLUDES WARGEAR)
Ambull	1	70
Borewyrm Infestation	1-2	12

AMBULL

CARAPACE

BASE	STEGADON SCALE GREEN
SHADE	NULN OIL
LAYER	SOTEK GREEN
LAYER	TEMPLE GUARD BLUE
EDGE	BLUE HORROR

SKIN

BASE	CELESTRA GREY
SHADE	DRAKENHOF NIGHTSHADE
LAYER	THUNDERHAWK BLUE
LAYER	TEMPLE GUARD BLUE
EDGE	BLUE HORROR

MANDIBLES

BASE	ZANDRI DUST
SHADE	REIKLAND FLESHSHADE
LAYER	KARAK STONE
LAYER	SCREAMING SKULL

BOREWYRM INFESTATIONS

SCALES

BASE	RHINOX HIDE
SHADE	NULN OIL
LAYER	GORTHOR BROWN
LAYER	KARAK STONE