**AMBULL HUNT**

**GOONHAMMER APPROVED**

Gangs compete in the underhive to capture a dangerous bounty.

**BATTLEFIELD**
This mission is played using Zone Mortalis tiles. 9 tiles are used for this scenario, set up in a 3x3 grid. If available, the 3 unlit corridors from Badzone Delta-7 must be used and placed so that they are not at any of the corners of the 3x3 grid.

**CREWS**
This scenario uses the standard rules for choosing a crew (p.122). Players use Custom Selection (X) to choose their crew, as below:

<table>
<thead>
<tr>
<th>NUMBER OF PLAYERS</th>
<th>CREW SIZE</th>
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<tbody>
<tr>
<td>2</td>
<td>9</td>
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<tr>
<td>3</td>
<td>6</td>
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<td>4</td>
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A player’s crew must include their Leader, if possible.

**DEPLOYMENT**
Using Priority order, players deploy their crews. When deploying, a player must place their Leader (or senior-most fighter if their Leader is unavailable) within 6” of one of the corners of the board. They then deploy all other fighters with 6” of their Leader, making sure that none of their fighters are within 12” of another crew.

**TACTIC CARDS**
Each player may deal themselves five random Gang Tactics cards and choose two to keep. The rest are returned to their deck. There is no underdog bonus in this scenario.

**ENDING THE BATTLE**
The battle ends when there are only representatives of one gang on the table AND the Ambull and Borewyrm Infestations are dead OR the only models on the table are either the Ambull or Borewyrms.

**SPECIAL RULES: AMBULL**
Before the Ambull is revealed, no gang can bottle. However, once it is revealed, gangs bottle as normal.

The Ambull and its two offspring clusters, the Borewyrm Infestations, are deployed as “blips.” Use tokens with numbers on one side to represent the blips. Write down which numbers correspond to the Ambull and to the Borewyrm Infestations. One blip is deployed in the center of the center tile, while the other two are deployed in the center of each adjacent tile so that they make a continuous line (i.e. All 3 are deployed in a line in the center row or column). Make sure to mix up the blips before deploying them.

The Ambull Family is treated like a gang for purposes of priority. They get a priority roll and act in order with the other gangs. While blips are not yet revealed, each blip moves D6” in a random direction determined by the scatter dice. The blip can act no further this round. If this takes a blip within range to be revealed, the blip is revealed, but the Ambull’s/Borewyrm’s activation ends.

Blips are turned over and revealed when a fighter gets within 6” and has line of sight. If the blip is wholly within an unlit corridor, that distance is reduced to 3”. Fighters equipped with infra-sights or photo goggles may reveal a blip if they are within 12” and have line of sight, even in unlit corridors.

The Ambull cannot be Pinned and Coup de Grace actions cannot be taken against it. The Ambull ignores the effects of Gasges or Toxins. The Ambull can be lit on fire and take damage as such, but ignores the other effects of the Blaze Condition. Due to its chitinous shell and lack of hair or clothes, the Ambull may roll a dice at the end of any activation while affected by a Blaze marker. On a 4+, the Blaze marker is removed. An Ambull on fire will gain the Blaze trait for its attacks (even unarmed).

Whenever the Ambull activates, it fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter(s). When shooting at the Ambull, fighters do not need to make Cool checks to ignore Borewyrm Infestations or rival fighters, the Ambull will always count as the closest target—such is its threat.

Borewyrm Infestations activate after the Ambull. They must also move, charge, and attack the closest fighter (to them). However, if a Borewyrm Infestation is more than 6” away from the Ambull at the start of the End Phase, it will always attempt to move back to within 3” of the Ambull before taking any other action.
REWARDS

CREDITS
To get the Guilders to pay the bounty offered, a gang must bring proof that the Ambull is dead. If the Ambull dies during the mission, leave its model face down in place. The gang that can fight off the other gangs to claim the prize will add 150 credits to their stash.

The Guilders have also placed a price on the bodies of any Borewyrm Infestations. Unlike the fully grown Ambull, though, these smaller corpses can be picked up and carried off the table using the Carry (Simple) action as described in the rulebook. If a fighter wishes, they can leave the battlefield from their corner carrying a Borewyrm corpse. If either of the Borewyrm corpses are left on the battlefield at the end of the game, the gang that claimed the Ambull’s body also gets credit for these corpses. A Borewyrm corpse is worth 50 credits.

Note – No rolls to see if any fighters are captured are made after this battle. The winning gang is too busy harvesting their prize to care about capturing enemy fighters.

EXPERIENCE
Each fighter that took part in the battle gains 1 xp. Each wound done to the Ambull by a shooting attack is worth 1 xp. Each wound done to the Ambull by a close combat attack is worth 3 xp. The fighter that deals the final blow to the Ambull gains an additional 5 xp. A fighter that takes a Borewyrm Infestation Out of Action gains 2 xp. Regular xp generators like taking enemies out of action and rallying still apply.

REPUTATION
The gang that claims the Ambull’s bounty gains 5 reputation. The gang that took the Ambull out of action gains 2 reputation. Other gangs gain 1 reputation for participating in the hunt. Gangs that bottle lose 1 reputation.