



## Marée de Vermine

H The Awakened Swarm

6+

12"

Immédiat

The range of this spell can be measured from the Caster or from the center of any friendly Tunnel Marker on the Battlefield. The target suffers 2D6 hits with Strength 2 and Armour Penetration 1. Any unit that suffers one or more hits from The Awakened Swarm must take a March Test in its next Movement Phase.

