

## Army Spell Vermin Swarm

H H The Awakened Swarm

6+ Ground Instant  
Portée 12"

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.

## Army Spell Vermin Swarm

H H The Awakened Swarm (Boosted)

7+ Portée 18" Instant

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.

