



## Marée de Vermine

H The Awakened Swarm

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6+

• 12"

Instant

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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.

