

# SPITESWARM HIVE

With a humming chant, a sorceress versed in the magic of Ghyran can summon a Spiteswarm Hive. The air thrums near the comb, and the luminescent Spiteswarms buzz forth, the insect-clouds obscuring friendly formations or diving forth to deliver vitalising bites that can re-energise weary troops.

## DESCRIPTION

A Spiteswarm Hive is a single model.

## MAGIC

**Summon Spiteswarm Hive:** *The air is filled with the buzzing of a thousand wings as a swarm of iridescent insects bursts from its hive.*

Only **SYLVANETH WIZARDS** can attempt to cast Summon Spiteswarm Hive. It has a casting value of 7. If successfully cast, set up a Spiteswarm Hive model wholly within 15" of the caster.

## ABILITIES

**The Hive Nourishes:** *Winged spites pour forth from a Spiteswarm Hive's honeycombed depths. Their mandibles laden with raw life magic, they bestow invigorating bites on their Sylvaneth allies, or else swarm about them to form a brief veil of protection.*

At the end of the hero phase, if this model is on the battlefield, the player who set it up can pick one of the effects below and immediately resolve that effect. The same unit cannot be picked to be affected by this ability more than once per hero phase.

**Vital Venoms:** Roll a dice for each **SYLVANETH** unit wholly within 8" of this model. On a 2+ add 3" to that unit's normal moves and charge moves until the end of the turn.

**Shielding Swarm:** Roll a dice for each **SYLVANETH** unit wholly within 8" of this model. On a 2+ re-roll save rolls of 1 for attacks that target that unit until the end of the turn.