

Army Spell Vampire Covenant

H Arise!

4+ / 8+ (Choose
casting value before Instant
rolling to cast)

Targets one (Casting Value of 4+) / two (Casting Value of 8+) friendly units within 12" of the caster. If the target has a joined Character, then choose if the unit or the Character is affected. The targets recover a number of Health Points previously lost equal to their Resurrected Value (Rsr stat on profile).

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES