Army Spell Vampire	Army Spell Vampire
Covenant	Covenant
H H rep Arise!	H H rep Arise! (Boosted)
4+ Augment Instant	8+ / 11+ Alcance 6" aura / 12"
Alcance 18"	aura Instant
 When resolving the spell, choose one of the following effects for each target: The R&F part of the target Raises a number of Health Points equal to its Reanimated value. Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value. Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase. 	 When resolving the spell, choose one of the following effects for each target: The R&F part of the target Raises a number of Health Points equal to its Reanimated value. Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value. Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.

