

Army Spell Vampire Covenant

H Arise!

Augment

4+ [8+] {11+} Portée 18" [6" Aura] Instant
{12" Aura}

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.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES