

Army Spell Vampire Covenant

H H rep Arise!

| | | |
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| 4+ | Augment Gamma 18" | Instant |
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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.

Army Spell Vampire Covenant

H H rep Arise! (Boosted)

| | | |
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| 8+ / 11+ | Gamma 6" aura / 12" aura | Instant |
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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

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