## **Vampire Counts**

	Vigour Mortis	
3+	• 6"	Instant
Affe phas	<del>-</del>	n Warrior and Zombie units within range. They gain +1 A and Regeneration (6+) until the start of your next Magic
	Vampire Co	unts
	Scrying Pool	
3+	• 6"	Instant
		oven Throne and all of its constituent parts, including its crew and any character using it as a mount, re-rolls failed To ning player's choice) for the remainder of the turn.
	Vampire Co	unts
	Flaming Death	
4+	• 18"	Instant

Inflicts D6 S 4 hits with Flaming Attacks. In addition, if the target unit moves in the Movement phase, flees or pursues during its next turn, every model in the unit suffers an immediate S 4 hit with Flaming Attacks, after which the spell's effects end. If the unit does not move the spell ends at the start of the caster's next Magic phase. Any unit taking one or more unsaved Wounds from this spell must immediately take a Panic test.





