

### Army Spell Vampire Covenant

H H rep Arise!

4+	Augment Alcance 18"	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.

### Army Spell Vampire Covenant

H H rep Arise! (Boosted)

8+ / 11+	Alcance 6" aura / 12" 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.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES