



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**    **Core**    **Special**    **The Suffering**    **Swift Death**  
 (40 Max)    (25 Least)    (0 NoLimit)    (20 Max)    (30 Max)

### Magics

Racial Trait Spell

This spell has a second Boosted version, which is shown using {{this colour-coding}}.

	Casting	Range	Type	Duration
<b>H rep Arise!</b>				
Mf	(4+) {8+ / 11+}	(18") {6" aura / 12" aura}	Translation missing: en.magic_spell.type_target.Augment	Instant
<p><i>When resolving the spell, choose one of the following effects for each target:</i></p> <ul style="list-style-type: none"> <li>• The R&amp;F part of the target Raises a number of Health Points equal to its Reanimated value.</li> <li>• Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.</li> </ul> <p><i>Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</i></p>				

### Model Rules

### Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.