

<p align="center"><b>Dogs of War</b></p> <p align="center">Flight of Zimmeran</p>	<p align="center"><b>Dogs of War</b></p> <p align="center">Fires of U'zhul</p>	<p align="center"><b>Dogs of War</b></p> <p align="center">Dread of Aramar</p>	<p align="center"><b>Dogs of War</b></p> <p align="center">Luck of Shemtek</p>
<p>4+ Instant</p>	<p>4+/7+ 18"/36" Instant</p>	<p>5+/8+ 18"/36" Instant</p>	<p>6+/12+ 24"/12" Instant</p>
<p>Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.</p>	<p>Causes D6 S 4 hits with Flaming Attacks.</p>	<p>The target must immediately take a Panic test.</p>	<p>Until the start of the caster's next Magic phase, the target unit re-rolls all To Hit, To Wound and armour save rolls of 1. Boosted version affects all friendly units within range.</p>
<p align="center"><b>Dogs of War</b></p> <p align="center">Silver Arrows of Arha</p>	<p align="center"><b>Dogs of War</b></p> <p align="center">Sword of Rezhebel</p>		
<p>6+/9+ 24"/24" Instant</p>	<p>3+ Instant</p>		
<p>Causes 2D6/3D6 S 3 hits.</p>	<p>Remains in Play. Is cast on the Wizard itself. The sword gives the wizard +1 To Hit, +2 S, +1 A and Flaming Attacks and Magical Attacks to their close combat attacks.</p>		

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