

<b>Dogs of War</b>		
Flight of Zimmeran		
4+		Instant
<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>		

<b>Dogs of War</b>		
Fires of U'zhul		
4+/7+	18"/36"	Instant
<p>Causes D6 S 4 hits with Flaming Attacks.</p>		

<b>Dogs of War</b>		
Dread of Aramar		
5+/8+	18"/36"	Instant
<p>The target must immediately take a Panic test.</p>		

<b>Dogs of War</b>		
Luck of Shemtek		
6+/12+	24"/12"	Instant
<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>		

<b>Dogs of War</b>		
Silver Arrows of Arha		
6+/9+	24"/24"	Instant
<p>Causes 2D6/3D6 S 3 hits.</p>		

<b>Dogs of War</b>		
Sword of Rezhebel		
3+		Instant
<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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