

Dogs of War

Flight of Zimmeran

4+

Instant

Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.

Dogs of War

Fires of U'zhul

4+/7+

• 18"/36"

Instant

Causes D6 S 4 hits with Flaming Attacks.

Dogs of War

Dread of Aramar

5+/8+

• 18"/36"

Instant

The target must immediately take a Panic test.

Dogs of War

Luck of Shemtek

6+/12+

• 24"/12"

Instant

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.

Dogs of War

Silver Arrows of Arha

6+/9+ • 24"/24" Instant

Causes 2D6/3D6 S 3 hits.

Dogs of War

Sword of Rezhebel

3+

Instant

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.

**WARHAMMER
BATTLE**

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