

| Army Spell Dogs of War | | |
|---|---------------------|---------|
| H | Flight of Zimmerman | |
| 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> | | |

| Army Spell Dogs of War | | |
|---|-----------------|---------|
| H | Fires of U'zhul | |
| 4+/7+ | Gamma 18"/36" | Instant |
| <p>Causes D6 S 4 hits with Flaming Attacks.</p> | | |

| Army Spell Dogs of War | | |
|---|-----------------|---------|
| H | Dread of Aramar | |
| 5+/8+ | Gamma 18"/36" | Instant |
| <p>The target must immediately take a Panic test.</p> | | |

| Army Spell Dogs of War | | |
|---|-----------------|---------|
| H | Luck of Shemtek | |
| 6+/12+ | Gamma 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> | | |

| Army Spell Dogs of War | | |
|---------------------------------|-----------------------|---------|
| H | Silver Arrows of Arha | |
| 6+/9+ | Gamma 24"/24" | Instant |
| <p>Causes 2D6/3D6 S 3 hits.</p> | | |

| Army Spell Dogs of War | | |
|---|-------------------|---------|
| H | 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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