H Flight of Zimmeran  4+ Instant  H Fires of U'zhul  4+/7+ Gamma 18"/36" Instant  State on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.  H Fires of U'zhul  4+/7+ Gamma 18"/36" Instant  Style of Shemtek  5+/8+ Gamma 18"/36" Instant  The target must immediately take a Panic test.  The target must immediately take a Panic test.  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.	Army Spell Dogs of War	Army Spell Dogs of War			Army Spell Dogs of War			Army Spell Dogs of War		
Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase  Causes D6 S 4 hits with Flaming Attacks.  The target must immediately take a Panic test. save rolls of 1. Boosted version affects all friendly	H Flight of Zimmeran	H Fires of U'zhul			H Dread of Aramar			H Luck of Shemtek		
move using Fly (10) as if it were the Remaining Moves  Causes D6 S 4 hits with Flaming Attacks.  The target must immediately take a Panic test.  Sub-phase  The target must immediately take a Panic test.  Sub-phase	4+ Instant	4+/7+	Gamma 18"/36"	Instant	5+/8+	Gamma 18"/36"	Instant	6+/12+	Gamma 24"/12"	Instant
	move using Fly (10) as if it were the Remaining Moves	Causes D6	SS 4 hits with Flaming	g Attacks.	The target n	nust immediately take a	a Panic test.	target unit re-ro	olls all To Hit, To Woun . Boosted version affec	d and armour

Army Spell Dogs of War  H Silver Arrows of Arha	Army Spell Dogs of War  H Sword of Rezhebel			
6+/9+ Gamma 24"/24" Instant	3+ Instant			
Causes 2D6/3D6 S 3 hits.	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.			

MARHAMMER BATTLE

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