

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+	Alcance 18"/36"	Instant
<p>Causes D6 S 4 hits with Flaming Attacks.</p>		

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

Army Spell Dogs of War		
H	Luck of Shemtek	
6+/12+	Alcance 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+	Alcance 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>		

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE