

Army Spell Dogs of War

H Flight of Zimmerman

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.

Army Spell Dogs of War

H Fires of U'zhul

4+/7+ Gamma 18"/36" Instant

Causes D6 S 4 hits with Flaming Attacks.

Army Spell Dogs of War

H Dread of Aramar

5+/8+ Gamma 18"/36" Instant

The target must immediately take a Panic test.

Army Spell Dogs of War

H Luck of Shemtek

6+/12+ Gamma 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.

Army Spell Dogs of War

H Silver Arrows of Arha

6+/9+ Gamma 24"/24" Instant

Causes 2D6/3D6 S 3 hits.

Army Spell Dogs of War

H 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

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE