

<div>Dogs of War</div> <div>Flight of Zimmeran</div> <div>4+Instant</div> <div>Is cast on the wizard itself. They immediately make a move using Fly (10) as if it were the Remaining Moves sub-phase.</div>	<div>Dogs of War</div> <div>Fires of U'zhul</div> <div>4+/7+18"/36"Instant</div> <div>Causes D6 S 4 hits with Flaming Attacks.</div>	<div>Dogs of War</div> <div>Dread of Aramar</div> <div>5+/8+18"/36"Instant</div> <div>The target must immediately take a Panic test.</div>	<div>Dogs of War</div> <div>Luck of Shemtek</div> <div>6+/12+24"/12"Instant</div> <div>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.</div>
<div>Dogs of War</div> <div>Silver Arrows of Arha</div> <div>6+/9+24"/24"Instant</div> <div>Causes 2D6/3D6 S 3 hits.</div>	<div>Dogs of War</div> <div>Sword of Rezhebel</div> <div>3+Instant</div> <div>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.</div>		

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