



*Hereditary Spell*

### **Rune of Hearth and Hold**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
3+	Range	Instant

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*Effect*

Targets a single friendly Dwarf unit anywhere on the battlefield. The target unit gains Stubborn until the start of the next friendly Magic phase. If the unit is already Stubborn, it becomes Unbreakable instead.



*Hereditary Spell*

### **Rune of Oath and Honour**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+	Range	Instant

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*Effect*

Targets a single friendly Dwarf Infantry unit anywhere on the battlefield. The target unit may immediately make an additional move as if were the Remaining Moves sub-phase. Note that no unit may be moved more than once per turn by this spell.



*Hereditary Spell*

### **Rune of Wrath and Ruin**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+	Range 24"	Instant

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*Effect*

Causes 2D6 S 4 hits, distributed as per shooting.



*Hereditary Spell*

### **Rune of Doom**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
3+	Range 24"	Instant

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*Effect*

Remains in Play. All units in range get Fear.



*Hereditary Spell*

### **Rune of Stone and Steel**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
4+	Range	Instant

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*Effect*

Targets a single friendly Dwarf unit anywhere on the battlefield. The target unit increases their armour save by 1 (to a maximum of 1+) until the start of the next friendly Magic phase.

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