

 Hereditary Spell Rune of Hearth and Hold <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>3+</td><td>Range</td><td>Instantáneo</td></tr></table> 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.	CV	Type	Duration	3+	Range	Instantáneo	 Hereditary Spell Rune of Oath and Honour <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range</td><td>Instantáneo</td></tr></table> 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.	CV	Type	Duration	5+	Range	Instantáneo	 Hereditary Spell Rune of Wrath and Ruin <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range 24"</td><td>Instantáneo</td></tr></table> Effect Causes 2D6 S 4 hits, distributed as per shooting.	CV	Type	Duration	5+	Range 24"	Instantáneo	 Hereditary Spell Rune of Doom <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>3+</td><td>Range 24"</td><td>Instantáneo</td></tr></table> Effect Remains in Play. All units in range get Fear.	CV	Type	Duration	3+	Range 24"	Instantáneo
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3+	Range 24"	Instantáneo																									
 Hereditary Spell Rune of Stone and Steel <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>4+</td><td>Range</td><td>Instantáneo</td></tr></table> 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.	CV	Type	Duration	4+	Range	Instantáneo																					
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