Hereditary Spell

Rune of Hearth and Hold

CV	*Type*	*Duration*
3+	Range	Inst.

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

CV	*Type*	*Duration*
5+	Range	Inst.

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

CV	*Type*	*Duration*
5+	Range 24"	Inst.

Effect

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

Hereditary Spell

Rune of Doom

CV	*Type*	*Duration*
3+	Range 24"	Inst.

Effect

Remains in Play. All units in range get Fear.

Hereditary Spell

Rune of Stone and Steel

CV	*Type*	*Duration*
4+	Range	Inst.

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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