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|  <h3 style="text-align: center;">Dwarfs</h3>  |  <h3 style="text-align: center;">Dwarfs</h3>   |  <h3 style="text-align: center;">Dwarfs</h3> |  <h3 style="text-align: center;">Dwarfs</h3> |
| <p style="text-align: center;">Rune of Hearth and Hold</p>   | <p style="text-align: center;">Rune of Oath and Honour</p>  | <p style="text-align: center;">Rune of Wrath and Ruin</p>   | <p style="text-align: center;">Rune of Doom</p>   |
| <p>3+ <span style="float: right;">Instant</span></p>   | <p>5+ <span style="float: right;">Instant</span></p>  | <p>5+ <span style="margin-left: 20px;">24"</span> <span style="float: right;">Instant</span></p>                                | <p>3+ <span style="margin-left: 20px;">24"</span> <span style="float: right;">Instant</span></p>                                |
| <p>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.</p> | <p>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.</p> | <p style="text-align: center;">Causes 2D6 S 4 hits, distributed as per shooting.</p>  | <p>Remains in Play. All units in range get Fear.</p>  |

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|  <h3 style="text-align: center;">Dwarfs</h3>  |
| <p style="text-align: center;">Rune of Stone and Steel</p>   |
| <p>4+ <span style="float: right;">Instant</span></p>   |
| <p>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.</p> |

**WARHAMMER  
BATTLE**

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