

Army Spell Dwarfs

H Rune of Hearth and Hold

3+ Instant

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.

Army Spell Dwarfs

H Rune of Oath and Honour

5+ Instant

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.

Army Spell Dwarfs

H Rune of Wrath and Ruin

5+ Range 24" Instant

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

Army Spell Dwarfs

H Rune of Doom

3+ Range 24" Instant

Remains in Play. All units in range get Fear.

Army Spell Dwarfs

H Rune of Stone and Steel

4+ Instant

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.

**WARHAMMER
BATTLE**

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