

<div data-bbox="98 116 201 215"></div> <div data-bbox="322 140 454 185">Dwarfs</div> <div data-bbox="199 225 486 253">Rune of Hearth and Hold</div> <div data-bbox="145 261 539 290">3+ Sofortig</div> <div data-bbox="107 469 568 609"> <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> </div>	<div data-bbox="593 116 696 215"></div> <div data-bbox="817 140 949 185">Dwarfs</div> <div data-bbox="694 225 990 253">Rune of Oath and Honour</div> <div data-bbox="640 261 1034 290">5+ Sofortig</div> <div data-bbox="602 456 1064 624"> <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> </div>	<div data-bbox="1086 116 1189 215"></div> <div data-bbox="1310 140 1442 185">Dwarfs</div> <div data-bbox="1187 225 1467 253">Rune of Wrath and Ruin</div> <div data-bbox="1135 261 1529 290">5+ 24" Sofortig</div> <div data-bbox="1120 512 1536 566"> <p>Causes 2D6 S 4 hits, distributed as per shooting.</p> </div>	<div data-bbox="1579 116 1682 215"></div> <div data-bbox="1803 140 1935 185">Dwarfs</div> <div data-bbox="1680 225 1850 253">Rune of Doom</div> <div data-bbox="1628 261 2022 290">3+ 24" Sofortig</div> <div data-bbox="1590 526 2051 553"> <p>Remains in Play. All units in range get Fear.</p> </div>
<div data-bbox="98 801 201 900"></div> <div data-bbox="322 831 454 876">Dwarfs</div> <div data-bbox="199 916 481 944">Rune of Stone and Steel</div> <div data-bbox="145 952 539 981">4+ Sofortig</div> <div data-bbox="112 1161 568 1302"> <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> </div>			

**WARHAMMER
BATTLE**

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