

Rune of hearth and hold

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Rune

DW

2+: Until you next Shooting phase, all Dwarf units may reroll Fear and Terror tests.
4+: Until you next Shooting phase, all Dwarf units may reroll Panic and Break and are immune to Fear and Terror.

Illus. Baron Wolf

2+/4+

Rune of Oath and honour

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Rune

DW

2+: One non-Gyrocopter Dwarf unit that didn't rally this turn may move/march/charge.
4+: D3 non-Gyrocopter Dwarf units that didn't rally this turn may move/march/charge.

Illus. Baron Wolf

2+/4+

Rune of Wrath and Ruin

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Rune

DW

2+: Any unit on table takes D6 S4 hits, Flyers targetted can't fly next turn, other units halve their Mv.
4+: D3 unit on table takes 2D6 S4 hits, Flyers targetted can't fly next turn, other units halve their Mv.

Illus. Baron Wolf

2+/4+