



Legends of the

WHITE DWARF™

The White Dwarf is a warrior king the likes of which the Old World has rarely seen. Adam Troke recounts the tale of one of this mysterious hero's most celebrated battles...

The events that caused Josef Bugman, Gotrek Gurnisson and the White Dwarf to cross paths has been committed to legend by the greatest Dwarf historians, and finds itself within the history books of several Dwarf Holds. This first fateful meeting took place at the Battle of Cragmere, near the sundered Dwarf hold of Karak Varn.

At the Battle of Cragmere a small Dwarf army of just a hundred or so Dwarfs, mostly inexperienced beardslings and weary old veterans, faced a numberless horde of Goblins, Orcs and foul Chaos Beastmen. It was a battle that the Dwarfs could never have won, and yet when hearts were at their lowest new hope was stirred, for a hero from legend arrived. Josef Bugman slipped stealthily through the enemy ranks to stand beside his kinsmen.

The arrival of Bugman rekindled a small flame of courage in the hearts of the Dwarfs who stood surrounded on all sides by mountains and monstrous foes. Even as the Goblin war drums beat out their steady rhythm, a new player entered the game. With steely eyes and hair as bright as flame, Gotrek Gurnisson, most renowned of all Dwarf Slayers, strode forth from the shadows, and vowed to die alongside his Dwarf brothers. Gotrek's axe glittered in the moonlight and his one good eye gleamed with malice.

All gathered knew of Gotrek's prowess and many whispered that while there could not be a victory for the Dwarfs – perhaps a heroic death was within their reach. Then

even the most pessimistic Longbeard gained cause for celebration as moments later the last new participant was revealed. Casting off a dirty cloak, an ancient Dwarf with a beard as white as snow announced himself. It was Grombrindal, the White Dwarf himself, come not to die beside his fellows, but to fight and live!

The battle that followed was brief and bloody, and all three heroes steeped themselves in glory. The songs that tell of it say how Grombrindal slew five thousand Orcs, while Gotrek waded thigh-deep through black blood, the corpse of every last Beastman strewn around about him. They say how each Dwarf there fought like an ancestor god, and how not one was slain thanks to the restorative powers of Bugman's brew.

The truth of such events, of course, is unknowable, for such things are ripe targets for embellishments and the like. However, one grain of truth seems to remain. All who claim to have been at that fateful battle bear witness to two facts: that after there was feasting the like of which none had ever seen, and that Grombrindal, Bugman and Gotrek swore an oath of kinship that could never be broken. This oath they took upon the legendary Ancestor Shield of Karaz-a-Karak. Each of the three swore that should Dwarfkind ever need their aid, that they would come – breaking whatever bonds of death held them – to do battle for their kin. They would fight as one, and just as on that day at Cragmere they would triumph over evil!

Gaming for the unhinged

The rules presented here for the White Dwarf limited edition model are strictly just for fun. They represent what the alliance between these three most famous of Dwarfs could be like, were they ever roused to anger together. As you may imagine, they would be almost unstoppable, and that makes them slightly unbalanced...

Feel free to use the model in battles against your opponent, but you really ought to tell them you're going to play with the new White Dwarf before you start the game. That way your fellow gamer can bring his most powerful and deadly models for these three mighty Dwarfs to pit their skills against – Greater Daemons, Dragons and special characters are all fair game (in fact, anything less won't have much chance at all). That way you can both have a good laugh.

The White Dwarf as he is presented here is not intended for "normal use", so check with your opponent that he's got enough of a "beard" to take on the legendary Grombrindal. On a last note, these rules are certainly not suitable for use in tournaments, events, or pick-up games!

GROMBRINDAL, THE WHITE DWARF Points: 1,000

The White Dwarf	M	WS	BS	S	T	W	I	A	LD
	3	7	4	4	5	4	4	4	10

The White Dwarf model consists of Grombrindal (the White Dwarf himself), carried by Gotrek and Bugman. In these rules "The White Dwarf" refers to the entire playing piece. It is one Lord choice, and has a unit strength of 3.

SPECIAL RULES Ancestral Grudge

Bugman and Gotrek

Grombrindal does battle where the fighting is most dire, and only the hardest heroes could hope to bear him into battle and live. Josef Bugman, most renowned of Dwarf Brewers and Gotrek Gurnisson, the deadliest Dwarf Slayer of this age, are two such individuals.

Gotrek and Bugman each add their own attacks to those of the profile above. All the attacks made by the White Dwarf piece, whatever their source, are magical.

Bugman's attacks are resolved as 4 Strength 5 Attacks, with an Initiative of 4. Gotrek adds 4 Attacks at Initiative 5 that automatically wound any target, and allow no Armour saves. Wounds inflicted by Gotrek cause D3 Wounds. In the case of Daemons or Dragons, this increases to D6.

Grombrindal has no fear!

Grombrindal has faced such horrors that nothing daunts him, and Dwarfs draw courage from his example.

The White Dwarf is Unbreakable and Immune to Psychology. Unlike other Unbreakable characters the White Dwarf may join units without that special rule, and makes that unit Unbreakable while he remains with it.

Strong drinking and strong oaths...

The alliance between Grombrindal, Josef Bugman and Gotrek Gurnisson was first forged over a jug of Bugman's XXXXXX. Such is the case whenever such individuals meet (and drink!) that their strong personalities will sometimes cause a difference of opinion.

The controlling player must roll a D6 at the start of each of his Movement phases and consult the table below. If the unit is engaged in close combat they are too busy to argue, and there is no need to roll.

1-2 Beer! Josef Bugman decides that now is a jolly good time to avail himself of a tankard of beer. The White Dwarf may not move at all that turn, however any wounds suffered up to that point are restored.

3-4 Wisdom of Ages. Grombrindal's wisdom prevails. They act normally this turn.

5-6 By Grimnir's Beard! Overcome with rage that a heroic death has thus far evaded him, Gotrek hurls himself and the group at the enemy. This turn, the White Dwarf must move 12" towards the enemy unit with the greatest points value. If this move results in the White Dwarf making contact with an enemy unit, it counts as a charge.

MAGIC ITEMS

Rune Helm of Zhufbar

Grombrindal's helmet is imbued with powerful magic that fills Dwarf hearts with courage.



In the Rally Fleeing Troops part of the White Dwarf's turn, any fleeing Dwarf unit within 12" will automatically rally – even if it has been reduced to below 25% of its starting strength.

Armour of Glimril Scales

After the battle of Thraag, in which the White Dwarf slew 10,000 Warriors of Chaos, a single scale of armour was found clenched in the teeth of a Lord of Chaos. The Runesmiths were mystified and called it Glimril, believing that the Ancestor Gods themselves had forged it.

Grombrindal's Glimril armour gives the White Dwarf model a 1+ Armour Save and a 4+ Ward Save.

Rune Cloak of Valaya

The runes embroidered on the great cloak worn by the White Dwarf display without a doubt that it was woven by the Goddess Valaya. Sagas relate how Valaya fell in love with Grombrindal on account of his magnificent white beard and gave him the cloak as a token of her esteem.

The White Dwarf model has Magic Resistance (3).

The Rune Axe of Grombrindal

This axe has slain countless foes, and though the blade is pitted and scarred it remains as deadly as the day it was forged. None but the White Dwarf can answer the question of its origins, but it is said that its power rivals even the axe of Grimnir wielded by Thorgrim Grudgebearer.

Grombrindal's (but not Bugman or Gotrek's) hits are resolved at Strength 6. In addition, Grombrindal (but not Bugman or Gotrek) must re-roll all failed rolls to hit or to wound, and opponents wounded by him must re-roll any successful Armour saves.

The Ancestor Shield

The air around the shield throbs with power, as arrows, bolts and cannon shot are halted by its awesome influence.

The Strength of any ranged attacks targeted at the White Dwarf, including Magic Missiles, cannonballs, arrows and anything else which might be considered "ranged" and an attack, is halved.

Such is the magic of the Ancestor Shield, that nothing (not spells, magic items or anything else) can take away its powers. It also protects the Magic items that are carried by the White Dwarf – they will always work and that's that!