

# Lord of Legend

The greatest Dwarf hero of all time can be yours to command!

**The White Dwarf has been round for a very long time, but rarely has he been seen in battle. Now The White Dwarf returns, with rules by Anthony Reynolds.**

This legendary Dwarf is known in Khazalid – the Dwarfish tongue – as Grombrindal, which roughly translates as ‘The White-Bearded Ancestor’. He has been given many names over the centuries, but this is the one by which he is most widely known.

## THE SAGA OF THE WHITE DWARF

No one knows where the White Dwarf will appear. He turns up wherever and whenever his folk are hard pressed. When the odds are against the Dwarfs, he comes. He has been seen many times throughout the long history of the Dwarfs, his strange and unexpected appearance in the darkest hour of battle is recorded in many sagas. Each time he appears, the tide has turned back in the

Dwarfs’ favour. There was the time when Umthi the Doomed and his folk were surrounded by Goblins. When all seemed lost, the Goblin horde shrank back in dismay. Umthi’s clan warriors were heard to whisper in awe “the White Dwarf”.

Deep in the midst of the foe the white-bearded one could be seen swinging his mighty axe, cutting a swathe through the ranks of the enemy. Inspired by the sight, Umthi’s folk, though bleeding and exhausted, took heart and surged forward one last time in a desperate effort to reach the White Dwarf, who stood alone amid the Goblins. When the victory was won, and Umthi gazed across the stricken field, the White Dwarf was gone and no trace of him was found, except for the heaps of slain enemies. A shrine to Grombrindal now stands in this place, one of many throughout the Dwarf realms.

Some say that the White Dwarf is none other than Snorri Whitebeard, the Dwarf King of Karaz-a-Karak, who was the only Dwarf to receive the due and proper

respect of the High Elf Phoenix King of Ulthuan. That was a long, long time ago though – before the War of the Beard – and if it is true, then the White Dwarf is truly an Ancestor, and in some uncanny way must surely have crossed the bounds of mortality.

In the Saga of Grombrindal it says that he wanders the Worlds Edge Mountains, following the old Dwarf roads disguised as an aged prospector, swathed in a great cloak. He accepts a swig of good Dwarf ale from any traveller he meets and in return offers them a prophecy.

Many are the times when a strange lone Dwarf of this very description has been seen in the Dwarf camp on the eve of a great battle, keeping his own company. Sometimes such a figure has been seen walking the ramparts of a besieged stronghold and this is held as an omen of victory and hope. In the battle the following day the White Dwarf has appeared, bedecked in all his regal panoply of war, like some ancient king of legend, a true Ancestor, a figure come to life from the old Dwarf carvings.

*The White Dwarf reveals himself once more in a time of need.*



# THE WHITE DWARF

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

**Cost:** 526 points.

The White Dwarf may be chosen as a Lord choice, but he will also take up a Hero choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

## SPECIAL RULES

### Disguised

*The White Dwarf wears a disguise until he is ready to reveal his true self. This disguise is usually in the form of a huge cloak he wraps around himself to conceal his enormous white beard, a clear sign of an Ancestor!*

If you wish, the White Dwarf may start the game hidden in any Dwarf unit except a war machine and its crew.

If disguised, the White Dwarf is not placed on the table, but is assumed to move along with the unit within which he is hidden. At the start of the game, make a note of which unit he is concealed in. If the unit is wiped out or flees then the White Dwarf will be revealed, and will stand his ground even though the rest of the unit may be fleeing or slain.

The White Dwarf may reveal his true self at the start of any Close Combat phase. At this point he is immediately placed in the front rank of his chosen unit, displacing one of the normal rank-and-file models. If there are no such models in the front rank, then he must be placed in the second rank.

Once revealed, the White Dwarf operates as any other character model.

Note that if the White Dwarf is the army general, then units only benefit from his Leadership after he has been revealed.

### Has no Fear!

The White Dwarf is so ancient and battle-hardened that he is Unbreakable. He will, however, always maintain his hatred of greenskins. So fearless is he that if his chosen unit breaks and flees, for any reason, he will stand his ground. If the unit was engaged in combat, he will stand firm and continue to fight while his unit flees.

## MAGIC ITEMS

### Rune Helm of Zhufbar

*Those Dwarfs who have glimpsed the awesome helmet worn upon the White Dwarf's troubled brow have described the sight they beheld. Runesmiths have identified this magnificent helmet as the Lost Rune Helm of Zhufbar, which vanished many years ago when that particular stronghold was overrun by greenskins.*

Any fleeing unit of Dwarfs will always rally automatically if they are attempting to rally within 12" of the Rune Helm of Zhufbar.



### Armour of Glimril Scales

*After the battle of Thraag, in which the White Dwarf slew 10,000 Warriors of Chaos to rescue the foolhardy Ungi No-Chance and his folk, a single scale of armour was found clenched in the teeth of the Lord of Chaos. It was a metal totally unknown by the Dwarf folk. The Runesmiths were completely mystified and called it Glimril, believing that perhaps it had been forged by the Ancestor Gods themselves!*

This gives the White Dwarf a 1+ Armour save, and also a 4+ Ward save.

### Rune Cloak of Valaya

*The runes embroidered on the great cloak worn by the White Dwarf display, without doubt, that it was woven by Valaya herself. At least one saga relates that Valaya, the Dwarf Ancestor Goddess and protector of the Dwarf folk, fell in love with the White Dwarf on account of his magnificent white beard and gave him the cloak as a token of her esteem.*

The White Dwarf has Magic Resistance (3) when wearing the Rune Cloak.

### Rune Axe of Grimnir

*The mighty axe wielded by the White Dwarf answers the description of the Rune Axe of Grimnir, mentioned in several sagas and legends. Perhaps Grimnir gave the legendary weapon to the White Dwarf?*

This axe gives the wielder +2 Strength and requires two hands to use (but does not automatically strike last). The Rune Axe of Grimnir allows the White Dwarf to re-roll any failed rolls to hit, and any failed rolls to wound. In addition, opponents must re-roll any successful Armour saves.

