

# DWARFS OF LEGEND

## MASTER BREWER, JOSEF BUGMAN

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**Josef Bugman can be fielded in a Dwarf army and counts as two Hero choices. Alternatively he may be hired as a Dogs of War unit in an Empire, Wood Elf, High Elf or Dogs of War army and counts as a Rare choice. He must be fielded exactly as described here and may not be given any additional equipment. He may not be a Dwarf army's General.**

**J**osef Bugman was the most famous Dwarf Master Brewer of all time. To a Dwarf the art of brewing is a skill as worthy as that of the greatest artisan. All Dwarfs drink vast quantities of ale, and enjoy nothing better than a raucous evening drinking and singing. There are many famous Dwarf ales, and many renowned brewers, but the name of Josef Bugman stands as a paragon of quality. His family originally came from the Dragonback Mountains, and was driven northwards when the mines at Ekrund fell to the Orcs. Some of the Dragonback Dwarfs moved into the Grey Mountains where they founded new strongholds. Later some of these Dwarfs moved into the Empire where they set up as craftsmen and smiths alongside men.



Josef Bugman's father Zamnil set up in the family trade in the eastern forests of the Empire. He built a stout brewhouse beside the crystal clear waters of the river Sol where it cascades down from the foothills of the Grey Mountains. In order to sell his ale more readily in the Empire Zamnil took the name of Samuel Bugman, and when his son was born he called him Josef. If Josef Bugman ever had a proper Khazalid name (which is likely) then it is not recorded. After his father's death, Josef expanded the business and acquired a considerable reputation for the fine quality and potency of his ale. It was easy for Bugman to ship his barrels on barges down the rivers to the great cities of the Empire where it proved very popular. Soon Bugman's brewery had grown into a small Dwarf settlement and other families came from the Grey Mountains to join him.

With a few years Bugman became a prosperous brewing merchant and a reasonably contented Dwarf. With triumphs like Bugman XXXXXX and the notorious Troll Brew to his name he was already famous throughout the Dwarf realms. His small community lay well off the beaten track and was usually ignored by any armies or raiders rampaging through the region.

One day Bugman went up river with a shipment of Bugman's Special Brew for the Emperor. As he returned home he saw the smoke gently rising from his brewery among the trees and thought it was about time that the great chimney was swept. When his barge rounded the bend of the river, Bugman saw the smouldering ruins of his settlement. A Goblin raiding party had found the brewery. All the ale had been consumed in a drunken orgy of destruction, the vats were smashed, empty barrels floated on the river and there was no sign of any inhabitants. Every last one of them had been taken off by the Goblins to who knew what fate.

Bugman and his companions swore vengeance on the Goblins for this foul deed and resolved to hunt them down and rescue their kinfolk if they could. The band trailed the Goblins across the Worlds Edge Mountains and into the wilderness beyond. Little was heard of them again except for rumours of the ravages of Bugman and his band, of cunning ambushes and night raids on Goblin camps. Sometimes the band would suddenly emerge from the wilds, tattered and blood-stained, to join up with a Dwarf army before a great battle with the Goblins. They kept themselves to themselves, huddled around their own campfire, with a strange glint in their eyes and their hands clasped around tankards of precious ale.



### Master Brewer, Josef Bugman

	M	WS	BS	S	T	W	I	A	Ld
Josef Bugman	3	6	4	4(5)	4	2	4	3(4)	10

**Points:** 165 + Rangers

**Weapons & Equipment:** Josef carries a rune axe, crossbow and shield, and wears light armour. He also has the much sought after Bugman's Tankard.

### SPECIAL RULES

#### Ranger Leader:

Josef Bugman leads the most famous Ranger regiment in the Dwarf realms. He must be accompanied by a unit of 5-20 Dwarf Rangers, who do not use up any of the army Öslots' and are in addition to the normal 0-1 unit of Rangers the Dwarf army is allowed. He may not leave this unit or join another unit if they are slain.

#### Josef's Axe:

Bugman's axe bears a Rune of Cleaving (+1 S) and a Rune of Fury (+1 A).

#### Bugman's Tankard:

The invigorating effects of Bugman's beer, in combination with the tankard's magical properties, mean that Josef can Regenerate.

#### Goblin Grudge:

Josef and his Rangers have sworn to slay all of goblinkind for the destruction of their brewery. He and his unit re-roll missed attacks against greenskins in all rounds of combat, not just the first.

# DWARFS OF LEGEND

## BURLOK DAMMINSON, ENGINEER GUILDMASTER

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**Burlok can be fielded in a Dwarf army. He counts as a Lord choice. He must be fielded exactly as described here and may not be given any additional equipment.**

**T**he Dwarf Engineers Guild is an ancient and enduring craftsguild. The craftsguilds are special clans, where fathers pass on their skills and knowledge to their sons. Burlok son of Dammin is the Guildmaster of the entire Engineers Guild, the leader and most important Dwarf in the entire Guild. It is the engineers who make the pumps and engines which keep the Dwarf mines from flooding, and who construct the more technical engines of war such as the flame cannons and gyrocopters.



Engineers are very traditional in their views and take great pride in their workmanship. Dwarf machines are covered with ornate brasswork, elegant decoration, and precise engineering. Such things bring tears of joy to the eyes of Dwarf craftsmen, and Burlok is no exception in his respect. He is also a great traditionalist who discourages innovation and firmly believes that the old tried and tested ways are best. In this respect too he typifies the attitude of the Engineers Guild whose objectives are to preserve knowledge and maintain standards of craftsmanship rather than to explore new ideas. Dwarfs are not very keen on new ideas, which, as any Dwarf will tell you, always lead to trouble. Of course, some of the younger Engineers oppose this view, and sometimes come up with startling and outlandish inventions, but these outrageous individuals invariably come to a bad end.



Burlok is no longer a young Dwarf. Some of the apprentices find it hard to believe that he ever was. In fact, though it is not widely known, Burlok was something of a rebel in his youth, and together with his equally hot-headed friend Sven Hasselfriesian engaged in all kinds of illicit innovation. Amongst their many inventions were the warfire distillery, the surprising aerial wonder rocket, and the legendary steam radiophone. All of these inventions were discovered by Burlok's father when an experimental pressure vessel exploded blowing off Burlok's arm. Afterwards all of Sven and Burlok's devices were destroyed. Subsequently Burlok sobered up a bit and saw the error of his ways. Sven Hasselfriesian went on to invent the alcohol vapour engine and built a boat powered by it. Eventually the Engineers Guild, though tolerant, was compelled to expel the anarchic and adventurous Sven, who was forced to endure the embarrassing Trouser Legs Ritual before he was thrown out of the Guild.

Burlok has gone on to achieve great things and if he ever yearns to relive the wild and technically innovative days of his youth he certainly does not show it. During his long life he has accompanied the Guild to battle on many occasions. His left arm, lost during the massive explosion which ended his youthful exploits, has been replaced with a mechanical device. Over the years Burlok has perfected this contrivance so that it is now superior to an ordinary limb. It is this device which confers his great strength.



### Burlok Damminson, Engineer Guildmaster

	M	WS	BS	S	T	W	I	A	Ld
Burlok Damminson	3	6	4	4	4	3	3	2	9

**Points:** 235

**Weapons & Equipment:** Burlok carries a rune hammer, wears rune armour and has Burlok's Ingenious Offensive New-matic Integrated Constrictor Arm. He may attack with both the arm and his rune hammer, giving him +1 Attack. You must allocate Burlok's attacks between his B.I.O.N.I.C Arm and his rune hammer before rolling to hit. Engineer Burlok is an Engineer and follows the rules given on page 14 of Warhammer Armies ð Dwarfs. In addition, any war engine unit to which he is attached adds +1 to any rolls made on the misfire table for their machine. Rolls of over 6 mean that the misfire has been avoided and the war engine works as normal.

### SPECIAL RULES

#### **Burlok's Hammer:**

Burlok's hammer is inscribed with the Master Rune of Swiftess (always strike first).

#### **Burlok's Armour:**

Burlok has heavy armour engraved with a Rune of Stone (increasing his save to 4+) and the Rune of Iron (6+ ward save).

#### **Burlok's Ingenious Offensive New-matic Integrated Constrictor Arm:**

The B.I.O.N.I.C. Arm was constructed by Burlok himself and is extremely strong. He has Strength 7 when attacking with his artificial arm.

# DWARFS OF LEGEND

## HIGH KING THORGRIM GRUDGEBEARER

Thorgrim is the High King and can be fielded in a Dwarf army. He counts as two Lord choices. He must be fielded exactly as described here and may not be given any additional equipment. He must be the army's General if taken.

**T**horgrim is the descendant of the most ancient and noble of all Dwarf Lords. The very blood of Grungni flows in his veins and the wisdom of Valaya sits upon his beetling brow. The High Kings have kept the Great Book of Grudges, the oldest and most important of the many Books of Grudges which exist throughout the Dwarf realms. This book, known as Dammaz Kron, recounts all the ancient wrongs and deeds of treachery perpetrated against the Dwarf race. Its pages are written in the blood of High Kings, and its tattered parchment is much thumbed and studied.



Occasionally, the Dwarfs have the opportunity to set right some ancient wrong, in which case the High King has the satisfaction of striking out the record in the book. This hardly ever happens as, when it comes down to it, Dwarfs much prefer to hold a grudge rather than let bygones be bygones. Even grudges which have been crossed out can still be read and are never forgotten, but fondly recalled together with the story of how vengeance was finally exacted. Dwarfs are very good at bearing grudges, and Dammaz Kron recounts many episodes of the infamy of other races and of the gods themselves. The Dwarf language has no word for forgiveness, but many subtle variations on revenge, recompense and retribution.



Since an early age Thorgrim has dreamed of avenging his people and perhaps, one day, to put aside the Great Book of Grudges by striking out every single grudge it contains. Such a thing would be impossible even in a thousand lifetimes, but Dwarfs are determined folk and once their mind is made up they are obstinate. The Great Book of Grudges is Thorgrim's constant companion. He keeps the book by his side night and day, sleeping with its gnarled old pages beneath his pillow, and carrying it about with him in his waking hours. He has managed to strike out several long-held grudges, including winning recompense of 1000 gold pieces from the Burgomaster of Altdorf for damage done to the reputation of Borin Bullroarer during the Great Altdorf Stampede.

When Thorgrim goes to war, which is often, for there are many dark deeds of infamy to avenge, he carries the Great Book of Grudges with him. He is borne aloft on the Throne of Power by his four sturdy throne bearers, and brandishes aloft the Axe of Grimnir. Atop his brow he wears the Crown of Karaz-a-Karak.



### High King Thorgrim Grudgebearer

	M	WS	BS	S	T	W	I	A	Ld
Thorgrim	3	7	4	4	5	4	4	4	10

**Points:** 505

**Weapons & Equipment:** Thorgrim wields the Axe of Grimnir, wears the Armour of Skaldour and the Dragon Crown of Karaz and reads from the Dammaz Kron. He is borne into battle upon the Throne of Power.

## SPECIAL RULES

### **Axe of Grimnir:**

This axe bears the Master Rune of Skalf Blackhammer (auto wounds) and a Grudge Rune (nominate character or monster, re-roll to hit against this model). In addition, non-magical armour cannot save against hits from the Axe of Grimnir. Magical and ward saves are taken as normal.

### **Armour of Skaldour:**

This bears the Master Rune of Gromril (1+ save) and the Master Rune of Spite (4+ ward save). It also has the Rune of the Furnace (immune to fire attacks).

### **Dragon Crown of Karaz:**

Thorgrim and any unit he is with is immune to all psychology except Hatred, and become Stubborn.

### **Dammaz Kron:**

The Great Book of Grudges means that Thorgrim and any unit within 12" of him hate all foes.

### **Throne of Power:**

The Throne of Power is carried by four sturdy veterans, which give Thorgrim an additional four normal WS 5, S4 attacks. Any attacks against the Throne must be resolved against Thorgrim himself. When joining a unit, the Throne takes up the same space as ordinary rank-and-file models for the purposes of formation, rank bonus and so on. The Throne has Magic Resistance (2).



# DWARFS OF LEGEND

## RUNELORD KRAGG THE GRIM

Kragg can be fielded in a Dwarf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means he will take up both a Lord and a Hero choice. He must be fielded exactly as described here and may not be given additional equipment.

**K**ragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the greatest living Runesmith -a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His mighty white beard reaches to his feet. His great beetling brows cover eyes deep as wells set over features as rough hewn as a granite cliff. His expression is one of eternal disapproval. This is quite normal for a Dwarf of his age who has seen many wonders and watched the inevitable decline of craftsmanship and respect. Runesmiths come from all over the Dwarf realms to sit at his feet and listen to his wise words. He knows many of the secrets of ancient days, long forgotten by others, and is a living link with near legendary past times. Kragg emerges only rarely from the Underhalls of Karaz. Within the city's deepest depths he has what virtually amounts to his own personal realm, a complex of mines and forges near the roots of the mountain where many Runesmiths labour on great projects under Kragg's supervision.



Kragg is armed with the finest weapons that a Runesmith can fashion. His great hammer, which he forged when he was a young Master Runesmith, bears Kragg's own hidden and secret rune. The old Dwarf is jealous of his lore and protective of his reputation and so far he has not shared the secret of his master rune with any of his apprentices, so only he may use it. Perhaps some day the master will teach it to his successor, but so far he has not found a Runesmith worthy enough to inherit his knowledge.



### Runelord Kragg The Grim

	M	WS	BS	S	T	W	I	A	Ld
Kragg The Grim	3	6	4	4	5	3	3	2(3)	10

**Points:** 420

**Weapons & Equipment:** Kragg wears rune-inscribed armour and wields his personal runestaff and rune hammer.

## SPECIAL RULES

### Kragg's Hammer:

This bears Kragg's Master Rune, his own potent creation. The bearer counts as having a Strength of 10, and in addition has the effects of a Rune of Fire (burning attacks) and a Rune of Fury (+1 A).

**Kragg's Armour:**

The Runelords armour bears a Master Rune of Gromril (1+ armour save), a Rune of resistance (re-roll failed saves) and a Rune of Warding (+1 dispel dice against spells targeted at wearer)

**Kragg's Runestaff:**

Kragg's staff bears the Rune of the Furnace (immune to fire attacks), two Runes of Spellbreaking (auto dispels) and a Master Rune of Balance (take one power dice from enemy and add to dispel pool).

**Runelord:**

As a Runelord, Kragg adds an extra dice to the Dwarfs' dispel pool.



# DWARFS OF LEGEND

## KING KAZADOR OF KARAK AZUL

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**Kazador is the King of Karak Azul. He can be fielded in a Dwarf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means he will take up both a Lord and a Hero choice. He must be fielded exactly as detailed below, and may not be given any additional equipment or magic items. He must be the army's General if taken.**

**K**azador is the aged King of Karak Azul. He is a massive Dwarf, and incredibly strong even by the extraordinary standards of Dwarf kings. He is said to have once lifted a fully-laden ore pony which had stumbled and become trapped in a crevasse. In his younger days he would cheerfully repeat the performance when challenged. It is said that he could (and frequently did) out drink all the Dwarfs in his kingdom. His younger days were full of feasting and fighting, bawdy songs and raucous humour, and, of course, battles. Lots of battles, so that the Orcs soon started to avoid the area altogether. Ruling over a kingdom surrounded by greenskins gave Kazador few worries. In fact he found it rather convenient, and spent the summer months hunting Goblins in the mountains.



Sadly those days are long gone. Today nothing gives King Kazador joy. He no longer has any appetite and food always displeases him. Ale is always weak and is unable to lift his spirits. He no longer hunts Goblins in the mountains or bellows with laughter at some casual jest. Today he sits in the darkness of Karak Azul and broods. His subjects trace his decline to the Orc attack when Gorfang the Warlord of Black Crag infiltrated the stronghold, pillaging and looting. Although the Orcs were driven out they took captives, including many of Kazador's own kin. Even today Kazador knows that his own people are rotting in the dungeons of Black Crag, and so far he has been unable to recover them or to avenge their deaths (if dead they be).

Kazrik, the king's son, suffered a fate nearly as bad. Captured along with his kin folk in the king's own throne room, the young Dwarf Lord was not taken captive but shaved and nailed firmly to Kazador's throne as a gesture of contempt. The king has promised half his hoard to the Dwarf who brings his kinsfolk back alive; a quarter of it to anyone who brings their dead bodies back to rest in Karak Azul. To anyone who kills Gorfang he has promised the pick of his treasures. Since Kazador is wealthy as only a Dwarf king can be this offer has caused a lot of excitement in the Dwarf realms.

The only thing that lightens Lord Kazador's gloom is being able to settle old scores and to this end he has led armies all over the Dwarf realms. He has become a dark and brooding avenger, a pursuer of his people's enemies, and callous destroyer of evil wherever he finds it. As he leads his armies into battle he sounds the great Thunderhorn to proclaim that King Kazador has come to take his revenge once more. Perhaps he hopes that one day he will meet Gorfang in battle, so that at last he can avenge himself on his enemy and lift the burden of responsibility that lies upon his heart.



**King Kazador of Karak Azul**

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	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
<b>King Kazador</b>	3	7(8)	4	5	5(6)	3	4	4	10

**Points:** 425

**Weapons & Equipment:** Kazador is armed with the great Hammer of Karak Azul and the Armour of the King of Karak Azul. He carries an ancient horn of immense proportions called the Thunderhorn.

## SPECIAL RULES

### **Hammer of Karak Azul:**

This mighty hammer bears the Master Rune of Death. Any model wounded by the hammer (after saves, etc.) is automatically and immediately slain. In addition, the Hammer of Karak Azul bears a Rune of Striking (+1 WS) and a Rune of Might (Double S against T5 or more models)

### **Armour of Karak Azul:**

This Gromril armour bears the Master Rune of Adamant (+1 T) and a Rune of Resistance (re-roll failed armour saves)

### **The Thunderhorn:**

The Thunderhorn bears the Master Rune of Dismay (one use only, enemy units must pass Ld test to declare charges next turn).

# DWARFS OF LEGEND

## GOTREK GURNISSON & FELIX JAEGER

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Gotrek and Felix are a special kind of Dogs of War unit and can be included as a Rare choice in any army of Dwarfs, Empire, Bretonnians (although they are not normally allowed Dogs of War) or Dogs of War. They must be fielded exactly as detailed below, and may not be given any additional equipment or magic items.

**G**otrek Gurnisson is certainly the most, or the least, successful Slayer in this age of the world. His quest to find death at the hands of a worthy opponent has yet to be fulfilled, but in his search he has slain monsters, Skaven, Orcs, Beastmen and Goblins beyond count. His adventures have taken him from the Old World across the Western Sea to the lost continent of Lustria. No one knows why he shaved his head and took the Slayer's Oath and no one has ever had the courage to ask him.



Felix was a student at the University of Altdorf but was expelled from the University for accidentally killing a fellow student in a duel. He became a street corner agitator and was one of the instigators of the Window Tax march, which ended in a bloodbath. Felix was saved by Gotrek, and since he was being pursued by the authorities and knew the Dwarfish attitude to oathbreakers, he had no choice but to leave the city in the company of the Slayer and thereby begin his most extraordinary adventures.

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### Gotrek And Felix

	M	WS	BS	S	T	W	I	A	Ld
<b>Gotrek Gurnisson</b>	3	7	2	4	5	3	5	4	10
<b>Felix Jaeger</b>	4	5	5	4	4	2	5	3	8

**Points:** 455 (Felix 162 points, Gotrek 313 points)

**Weapons:** Gotrek carries his Rune Axe, Felix is armed with the Wyrmslayer Blade.

**Armour:** Felix wears light armour.

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## SPECIAL RULES

### Skirmishers:

Gotrek and Felix form a skirmishing unit of two models. Even though they must remain together both are characters and all the rules for characters apply (challenges, targeting restrictions, victory points, etc). They can move freely like other skirmishers, and have a 360° arc of sight.

**Gotrek:**

Gotrek Gurnisson is the most accomplished Slayer in the Warhammer world, having felled mighty creatures from the Badlands to the Realms of the Chaos. As a Daemon Slayer he is Unbreakable and while he lives so is Felix. In addition, Gotrek's Strength is always equal to the Toughness of his target, unless it would normally be higher. This means he always wounds on a minimum of 4+. His modified Strength is used for armour save modifiers. Note that for Gotrek there is no maximum limit to how high his Strength can be increased with this skill. As a Dwarf, Gotrek hates all Greenskins, and pursues and flees 2D6-1". Whilst Gotrek is alive, Felix may only flee and pursue 2D6-1" as well. Note: Gotrek is also relentless (may march within 8" of the enemy) although as a skirmisher he may already do this.

**Gotrek's Axe:**

Gotrek's mighty Rune Axe is empowered with potent spells of cutting and cleaving. For each of Gotrek's initial Attacks that hit, he gains one extra Attack. Roll to hit with his first Attacks and then allocate and roll to hit for any bonus Attacks he gains. In addition, any opponent with Toughness 5 or more who suffers a wound (after saves, etc) loses 2 Wounds. No armour saves are allowed against Gotrek's axe.

**Wyrmslayer Blade:**

*This enchanted sword thirsts for the blood of Dragons, urging its wielder to confront these monstrous beasts and imbuing them with unnatural ferocity and speed.*

The Wyrmslayer Blade adds +2 to Felix's Attacks. In addition, if there is a Dragon within his charge range you must declare a charge against it. Against Dragons, the Wyrmslayer blade allows Felix to re-roll missed attacks and failed rolls to wound.

**Gotrek's Doom:**

The Dwarf Ancestor Gods seem to have some plan for Gotrek, driving him towards an unknown doom. Since swearing his oath to accompany the Slayer, Felix has also been bound into this mysterious destiny. Although this means that they are forever wandering, unable to settle, they are also able to survive battles that see thousands of others die. To represent this, Gotrek and Felix have a 4+ Ward save and Magic Resistance (2) – note this is two Dispel dice for the both of them, not two each. However, Gotrek may never join a unit, and so while he still lives Felix may not join a unit either. If Gotrek is removed as a casualty his Doom has no further effect on Felix.