LORDS OF THE KARAK ANKOR

If you don’t want some of your favourite classic Dwarf Special Characters to be laid down in the Halls of the Ancestors, then why not update them using the upgrades and runes available in Warhammer Armies: Dwarfs?

KING KAZADOR OF KARAK AZUL

The tale of King Kazador is a tragic story indeed. Once given to the greatest enjoyment of life, such as drinking, singing, Goblin hunting and counting his gold, Kazador is now a joyless shadow of his former self. He sits brooding in his throne room, plotting his revenge against the Ore Warlord Gorfang Rotgut. It was Gorfang that attacked Karak Azul and slaughtered many of Kazador’s subjects, capturing more and dragging them back to his dungeons. Most insulting of all, Gorfang raided the King’s throne room, where he shaved the King’s son and nailed him to the throne as the greatest insult he could imagine. Now Kazador wishes for nothing more than to see Gorfang slain and his prisoners released – or their bodies returned if they no longer live.

King Kazador

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King Kazador is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

**Weapons & Armour:** The Hammer of Karak Azul with the Master Rune of Smiting (causes D6 Wounds); Rune of Striking (+1 WS, on profile); The Armour of the King of Karak Azul bearing a Rune of Stone (+1 save) and a Rune of Resistance (re-roll failed saves); and The Thunderhorn which bears a Master Rune of Dismay (Enemy must take Ld test to charge).

**THE ARMY OF KARAK AZUL**

The army of Karak Azul can include plenty of Longbeards, accompanied by the mercenary Long Drong’s Slayers, and other Dogs of War. Thorek Ironbrow is the greatest Runelord of Karak Azul and in larger battles, can accompany the King with his Anvil of Doom.

Long Drong’s Slayer Pirates join the Karak Azul throng.
RUNELORD KRAGG THE GRIM

Kragg is the Master Runelord of Karaz-A-Karak. He is the oldest and by far the most powerful living Runesmith – a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His expression is one of eternal disapproval, his beeting brow and granite-like face a withering condemnation of younger, more frivolous Dwarfs. Kragg rarely emerges from the Underhalls of Karaz-A-Karak, preferring instead to labour secretly on his lore, which he jealously guards. Perhaps one day he will find a worthy successor, but so far no one has proven themselves, much to the chagrin of many an aspiring Runesmith.

INCLUDING KRAGG THE GRIM IN THE ARMY OF KARAZ-A-KARAK

When Kragg goes to war he brings with him some of the finest rune items he has created. To represent this on the battlefield, you could include several units of elite warriors (such as Longbeards, Ironbreakers and Hammerers) with runic standards. Similarly, don’t be shy with the Engineering runes for your war machines!

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Kragg the Grim is a Runelord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour: Kragg’s Hammer, which bears the Rune of Fury (+1A, included on profile) and a Rune of Might (Double S vs T5 or higher); Kragg’s Armour, this suit of gromril armour bears the Master Rune of Gromril (1+ save); Rune of Shielding (2+ ward versus shooting and magic missiles); Kragg’s Runestaff which bears Rune of Spellbreaking (automatically dispel one spell), a Rune of the Furnace (immune to fire-based attacks) and a Rune of Brotherhood (may deploy with Rangers or Miners).

THE GRUDGE OF DRONG

Several years ago we released the Grudge of Drong campaign pack, detailing events before the War of the Beard. Though I don’t have space to give the background for all of the characters involved, I thought it’d be good to look at those we made specific models for.

QUEEN HELGAR
A Dwarf Lord (Lady) with gromril armour, shield and an axe bearing the Master Rune of Skalf Blackhammer. She is accompanied by Loki Whitebeard, a Battle Standard Bearer.

DRONG THE HARD
Drong is a Dwarf Lord with gromril armour, shield, a great weapon, the Master Rune of Kragg the Grim and two Runes of Cleaving.

SKAG THE STEALTHY
Skag is a Dwarf Thane with gromril armour, a great weapon and three Runes of Luck.

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KING ALRIK RANULFSSON OF KARAK HIRN

Even amongst a race as steeped in custom and tradition as the Dwarfs, King Alrik is regarded as particularly devoted to the customs of his ancestors. Perhaps it is because Karak Hirn, as one of the Grey Mountains holds, is regarded by many Dwarfs as being somehow new and unproven (despite being several thousand years old) that makes Alrik such a stickler for the old ways. Borne into battle upon the shield of his great-great-great-Grandfather Kurgaz, considered a giant amongst Dwarfs and founder of Karak Hirn, Alrik has endeavoured to settle many scores from the Karak Hirn Book of Grudges.

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King Ranulfsson is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

**Weapons & Armour:** Shieldbearers. The Axe of Retribution which bears a Grudge Rune (re-roll to hit one nominated enemy) and a Master Rune of Breaking (destroys magic weapons). Haappi-Ilad, this suit of grimmr armour bears a Rune of Shielding (2+ ward versus shooting and magic missiles); Helm of Eagles which bears a Master Rune of Challenge (enemy unit must charge or flee); Kurgaz’s Shield. The massive shield Alrik stands upon bears a Rune of Luck (a single re-roll to hit, to wound, armour or ward save).

THE ARMY OF KARAK HIRN

Being a staunch traditionalist, King Alrik prefers his army to be equipped with the most tried and tested weapons. This means avoiding black powder weapons such as cannons, Organ Guns and handguns (as well as Gyrocopters, which are positively new-fangled!) and concentrating on Quarrellers, Grudge-Throwers and Bolt Throwers.

King Ranulfsson puts his faith in tried and tested weapons.
ENGINEER GUILDMASTER BURLOK DAMMINSON

Burlok Damminson is regarded as one of the greatest engineers of all time. In his youth he and his accomplice Sven Hasselfreesan made many great discoveries and invented some of the most outlandish and powerful machines ever to grace a Dwarf workshop – not that the Engineers Guild was aware of most of their work at the time. However, following some unwise experimentation with pressure vessels, Burlok lost his left arm. After this near-fatal event, Burlok became much more of a traditionalist, although Sven continued with his illicit research until eventually dismissed from the Guild after enduring the embarrassing Trouser Legs Ritual. Burlok replaced his arm with a mechanical version, which he has tinkered with continually over the years. Nowadays, he is the terror of younger Engineers, who find it hard to believe that he was once considered among the most radical of their order.

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Burlok is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

**Weapons & Armour:** Burlok’s Hammer which bears the Master Rune of Swiftness (always strikes first); Burlok’s Armour, this suit of gromril armour bears the Master Rune of Adamant (+1T; shown on profile); Burlok’s Mechanical Arm which is represented with two Runes of Cleaving (+2 Strength in total, shown on profile).

THE LORDS OF KARAK KADRIN

The rules and background for Ungrim Ironfist and his son, the War-mourner Garagrim Ironfist, can be found in the Storm of Chaos supplement. Although you can use the Slayers of Karak Kadrin army list to represent the forces of these warriors during the dark days of the Storm of Chaos, you can readily field a Karak Kadrin army using the revised Dwarf army list. There is no restriction on units of Slayers, so simply fill up your Special choices with Slayers and already you’ve got a pretty strong theme!

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