

DWARFS OF LEGEND

KING KAZADOR OF KARAK AZUL

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.

Kazador 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

	M	WS	BS	S	T	W	I	A	Ld
King Kazador	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).