

# THE WAR OF THE BEARD

## Part III: Mighty heroes of this epic conflict

This month we have the third and final part of our series focusing on the tragic War of the Beard. Anthony Reynolds takes a look at legendary Dwarf and Elf heroes who fought in the war.

*Last month we decided to extend the War of the Beard series to include the special characters Lord Salendor and Brok Stonefist. Games Development have done us proud and have even created another two characters!*

*As well as background and rules, we have come up with a few conversion ideas for how to represent these supreme warriors on the battlefield.*

*These characters have been designed to be used in the War of the Beard armies of Elves and Dwarfs featured in WD264 and 265. However, there is no reason why you have to restrict them to War of the Beard games (although you might find them a bit powerful!) and with your opponent's consent, you might like to try them out against different opponents (how would they fare against Grimgor, I wonder?).*

*Special characters are a great way of capturing the feel of a race, and if you have never tried making any yourself, give it a try! Even simply naming your general and heroes will add an extra level of depth to your games.*

*We asked the renowned High Elf general Mark Raynor to create some conversions for the High Elves and, when we were searching for someone to tackle the Dwarfs, Paul Sawyer leapt at the chance.*

Mark Raynor has recently put aside his beloved Vampire Counts army and embarked on collecting the formidable High Elves. He fought with them in the battle report in WD 265.

To make Lord Salendor, Mark used the body from the Shadow Warrior commander. He carefully removed the head, arrows, and bow. Then, using Green Stuff, covered up the scalemail as Lord Salendor doesn't wear armor, and made a hood and scroll case. Salendor's new head is from the Archer frame, as is his left hand and sword.



Lord Salendor conversion

### LORD SALENDOR OF TOR ACHARE

Points: 345

Proud and noble, Lord Salendor was a skilled swordsman who was well-versed in the magical arts. He had unnatural foresight and was a brilliant tactician, as well as having near supernatural reflexes. The only Elven general to have matched Brok Stonefist in terms of strategy and personal combat, the two had a mutual respect and fought each other with ferocity on numerous occasions throughout the War of the Beard.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lord Salendor	5	8	6	4	3	4	9	5	10

Lord Salendor was a famous and skilled strategist, as well as a masterful swordsman. He may be taken as a Lord choice in a High Elf army, and will always count as the army general, with no need to roll for Intrigue at Court.

**Weapon:** Two hand weapons.

**Magic:**

- Lord Salendor is a Level 2 Wizard and will always use High Magic.

**Special Rules:**

- **Master Tactician:** After deployment has finished, the High Elf player may choose to redeploy one of his units. The unit can be moved to any area within his deployment zone.
- **Unmatched Reflexes:** Salendor will always attack first in close combat, even if charged. If an enemy has the same power because of a magic item or spell, hits are resolved in order of Initiative. If Salendor and his enemy have the same Initiative, roll a dice to decide who attacks first. In addition, so swift are his reflexes that he can avoid many attacks, his body becoming a blur of movement. As a result, Salendor has a Ward save of 4+.
- **Critical Strike:** Salendor is adept at striking his attacks past his opponent's defenses. As such, all hits by Salendor confer an additional -1 armor save modifier.



## BROK STONEFIST

Points: 371

Brok Stonefist was a mighty warrior renowned for his knowledge of the ancient tunnels that zig-zagged beneath the ground, linking the ancient Dwarf Karaks. He fought with great success against the Elves during the War of Vengeance, leading the army of Karak-Azgal with ingenuity and bravery. Relentless to the end, he met his fate fighting his nemesis, the Elf Lord Salendor. Though neither could best their opponent, the burning inferno of the doomed city Athel Maraya eventually claimed these two mighty heroes.

Profile	M	WS	BS	S	T	W	I	A	Ld
Brok Stonefist	3	7	4	4	5	3	4	4	10

Brok was a mighty warrior who led the armies of Karak Azgul into battle countless times during the War of the Beard. He can be taken as a Lord choice in a Dwarf army, and will always count as the army general.

**Weapons & Armor:** Garaz Makaz, Rune Armor of Karak-Azgal.

### Rune Items:

- **Garaz Makaz**

An ancient and powerful weapon and mining tool, Garaz Makaz is a family heirloom handed down from Brok's great grandfather, who was a renowned miner.

Garaz Makaz counts as a great weapon. In addition, the weapon is inscribed with the Master Rune of Breaking (if Brok scores a hit against an enemy with a magical weapon, the opponent's weapon is destroyed immediately) and the Master Rune of Alaric the Mad (no armor saves are allowed against wounds caused by Garaz Makaz).

- **The Rune Armor of Karak-Azgal**

This is a revered suit of armor, intricately designed and wrought with the finest runes. After Brok's death, the blackened armor was recovered and carried with reverence back to Karak Azgul, where it has remained ever since, deep within its vaults.

The Rune Armor of Karak Azgul is inscribed with the Master Rune of Gromril (giving him a 1+ save) and the Master Rune of Steel (opponents must re-roll successful rolls to wound Brok).

- **The Talisman of Stone**

This talisman is an ancient rune item gifted to Brok by a Rune Lord of Karak Azgul when Brok saved the Rune Lord's nephew. It imbues him with great power, healing otherwise fatal wounds unnaturally fast.

The Talisman of Stone gives Brok the Regeneration special ability.

### Special Rules:

- **Lord of the Tunnels:** 0-2 units of Miners may be taken as Core choices in an army led by Brok. In addition, when using the Underground Advance special rule, these units may re-roll the dice each turn to see if they arrive on the battlefield.

Paul Sawyer is a well known Dwarf general. You can see more pictures of his Kazad Bolg Expeditionary Force on page 43 of the Dwarf Armies book.

Paul used the Dwarf Miner Champion model to represent Brok Stonefist. As the model is so suitable, there was no need to carry out any conversion work!



Brok Stonefist

Before attempting this conversion Mark Raynor had a root through his extensive bits box. Having just constructed a High Elf army, this was packed full of useful components. He took a Dragon Prince rider and chopped through the waist, replacing the upper torso with one with a more feminine shape from the Dark Elf crossbowman frame. The right arm and lance came from the same Dragon Prince whilst the left arm was donated by a Silver Helm. The new head came from the Shadow Warrior champion and then Green Stuff was used to create the sashes and scarves that Liandra wears to disguise herself.

## LIANDRA ATHINOL

Points: 575

Liandra was the first and last girl-child born into the doomed Athinol family of Caledor. Both her father and brother were slain in the war against the Dwarfs, leaving Liandra as the last one to carry the Athinol bloodline. Distraught and filled with anger, she donned her brother's ornate Dragon armor and rode into battle in the guise of a Dragon Prince astride the mighty dragon Borgash, the steed of her father. Tragically, the Athinol line died with her, for she gave her life defending the Phoenix King, her dragon's heart skewered by an immense bolt thrower bolt and her body hewn by countless axe-blades.

Profile	M	WS	BS	S	T	W	I	A	Ld
Liandra Athinol	5	6	6	4	3	2	7	3	9
Borgash	6	6	0	6	6	6	4	5	8

Liandra Athinol was a proud and strong warrior who fought with hatred against the Dwarfs when the last of her family was killed. She may be taken in a High Elf army, but will take up three Hero choices.

**Weapons & Armor:** Lance, hand weapon, Dragon armor, Shield of Ithinar.

### Magic:

- Borgash is a Level 1 Wizard and will always use Fire magic.

### Magic Items:

- The Shield of Ithinar

The Shield of Ithinar is an ancient family heirloom borne into battle by Liandra's father and her brother after him. The dragon engraved on its surface seems to be in constant motion, coiling and spiraling, disorienting Liandra's opponents.

Anyone attempting to strike Liandra in hand-to-hand combat suffers a penalty of -1 to hit. In addition, the shield provides a 5+ armor save. Note that this -1 to hit does not affect attacks directed against Borgash, her dragon steed.

- The Signet of Athinol

As the last of the family of Athinol, Liandra bears the Signet of Athinol, a large and impressive gemstone. A wall of force projects outwards from the gem, reducing the power of attacks made against Liandra.

Any hits made against Liandra, including hand-to-hand attacks, missile fire and magical attacks that use a Strength value, are worked out with a Strength modifier of -2.



Liandra Athinol conversion



## CRAZED KHARGRIM

Points: 266

Crazed Khargrim was a mighty Dwarf Slayer, desperately seeking his own demise when the War of the Beard broke out. He threw himself recklessly into combat, battling mighty Elven heroes and slaying a number of Dragons and young Drakes, until he was captured and imprisoned by the Elves. In chains for years and denied the chance to die in combat, he slowly lost his tenuous grip on sanity and devolved into a mindless killing machine. Ripping the chains free of his stone imprisonment, he went wild within the Elf fortress, slaughtering countless warriors with his chains before escaping. He was directed into battle by his fellow Slayers for the remainder of the War of the Beard, unsuccessfully seeking his own doom. As the war drew to an end, he vanished into the mountains, traveling north, and his name was never recorded in the history books again.

Profile	M	WS	BS	S	T	W	I	A	Ld
Crazed Khargrim	3	7	3	4	5	3	5	4	10

Crazed Khargrim was a powerful and dangerous Daemon Slayer driven mad by his imprisonment by the Elves. He may be taken as a Lord choice in a Dwarf army.

**Weapon:** Chains of Binding.

### Magic Items:

- **Chains of Binding**

These were the chains that the Elves used to hold Khargrim, and they were fashioned to resist magic, so that even sorcery could not break their bond.

The Chains of Binding give Khargrim Magic Resistance 2. In addition, the chains count as a Great Weapon.

### Special Rules:

- **Unbreakable:** (see page 112 of the Warhammer rulebook).
- **Slayer:** (see page 7 of the Dwarf Armies book).
- **Unhinged:** His years of imprisonment slowly eroded what sanity was left in Khargrim. He may not join any unit, not even a unit of Slayers. In addition, he can never be the army's general.
- **Counter-charge:** In the first round of any close combat, Khargrim will always attack first, even if charged. If an enemy has this same ability, such as by a magic item or spell, hits are resolved in order of Initiative. If Khargrim and his enemy have the same Initiative, roll a dice to decide who attacks first.
- **Frenzy:** A result of his imprisonment, Khargrim is subject to *frenzy*. Note that even if beaten in combat, Khargrim will never lose his *frenzy*.
- **Hatred:** After being chained for several years by the Elves, Khargrim has developed an intense hatred of all Elves. As a result, he is subject to *hatred* towards Elves (of all kinds). Note that this is an exception to the normal rules, and he is subject to *hatred* despite being otherwise immune to Psychology.



Crazed Khargrim conversion

Paul Sawyer used the Blood Bowl Star player Grim Ironjaw to make his conversion of Crazed Khargrim.

He drilled above and below the models fists, and then filled the resulting holes with green stuff. Paul then took short lengths of the Forge World Tank Chain and made hooks from the end links of each section so he could attach them to Khargrim's fists. Finally, he pressed the hooks into the green stuff-filled holes and the conversion was finished.

