



WARHAMMER

CHAMPIONS

OF CHAOS

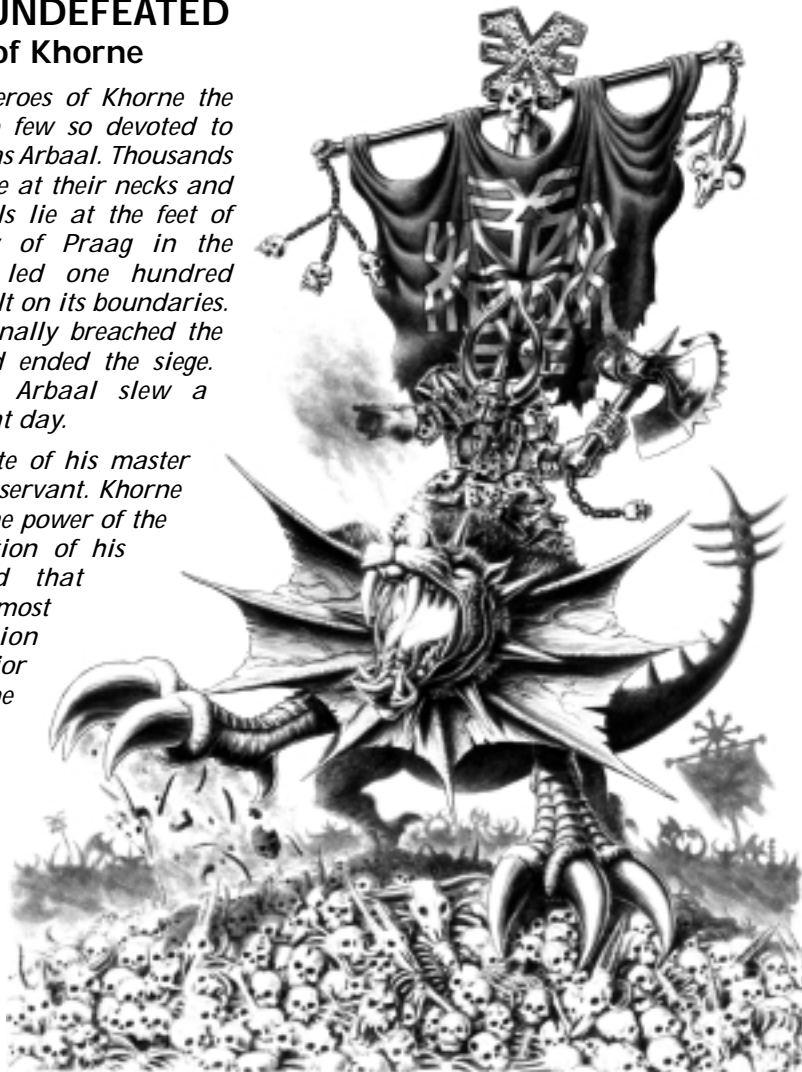
Original background by Tuomas Pirinen, new rules by Anthony Reynolds.
We know many Chaos players out there will have the older special characters in their armies, so Anthony has updated the rules for all of them for the latest edition of Warhammer.

ARBAAL THE UNDEFEATED

Destroyer of Khorne

Of all the warrior heroes of Khorne the Blood God, there are few so devoted to their thirsting master as Arbaal. Thousands have felt his axe blade at their necks and now their white skulls lie at the feet of Khorne. At the city of Praag in the northlands, Arbaal led one hundred Daemons in the assault on its boundaries. It was Arbaal who finally breached the gates of the city and ended the siege. Legends claim that Arbaal slew a thousand warriors that day.

Arbaal is the favourite of his master and his most devoted servant. Khorne has gifted him with the power of the Destroyer in recognition of his devotion, a reward that belongs to Khorne's most favoured Champion alone. Only one warrior may bear the gift of the Destroyer of Khorne. Should his Champion be defeated Khorne's wrathful eye will turn Arbaal to foul Chaos Spawn, for only the victorious are worthy enough to serve Khorne.





ARBAAL THE UNDEFEATED, Destroyer of Khorne

	M	WS	BS	S	T	W	I	A	Ld
Arbaal	4	8	3	5	5	3	8	5*	9
									*(2D3+1)
Hound	7	5	0	5	5	3	4	2	8

Arbaal can be taken as a Lord choice, but will take up a Hero slot as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 425 (315 for Arbaal, 110 for the Hound of Khorne).

Weapons: Arbaal is armed with the Destroyer of Khorne.

Armour: He wears Chaos Armour.

Mount: Arbaal rides the Hound of Khorne.

SPECIAL RULES

Mark of Khorne: Arbaal bears the Mark of Khorne as described on p.47 of Hordes of Chaos.

Challenge: Arbaal must always issue a challenge if possible. If a challenge is issued to Arbaal or a unit he is with then he must meet it if at all possible.

Gaze of the Gods: See Hordes of Chaos, p.52

The Hound of Khorne: The Hound of Khorne is the Blood God's own Flesh Hound, a Daemon of huge proportions combining the attributes of a Flesh Hound with massive size and power. Only Khorne's chosen Champion is rewarded with the Hound of Khorne, which the Champion rides in the fashion of a monstrous beast.

The Hound of Khorne has the following special rules:

Daemonic Mount: The Hound follows all the rules for daemons as detailed on p.29 of Hordes of Chaos, as well as those for Daemonic Mounts on page 31 of Hordes of Chaos.

Frenzy: The Hound is an insatiable hunter, and is subject to the rules for Frenzy, even if otherwise immune to psychology.

Magical Resistance: The Hound benefits from the protection of its magic-hating god, embodied by the heavy collar around its neck. It has Magic Resistance (2) as described on p.114 of the Warhammer rulebook. This also benefits Arbaal himself.

MAGIC ITEMS

Destroyer of Khorne

The Destroyer of Khorne is the gift Khorne, the god of war, gives to his most favoured of Champions. It turns Arbaal into a tireless warrior; a hurricane of fury and destruction upon the battlefield.

Whilst armed with the Destroyer of Khorne, Arbaal will make 2D3+1 (+1 additional attack due to his frenzy, so 2D3 +2) attacks during the hand-to-hand combat phase instead of his normal 5. Roll at the start of each close combat phase to see how many attacks Arbaal can make against his opponents. In addition, Arbaal will never lose his Frenzy, even if he is defeated in combat.





EGRIMM VAN HORSTMAN Sorcerer of Tzeentch

At the edge of the Screaming Hills stand the Silver Towers of the Cabal. Here Tzeentch's Sorcerers study arcane lore and augur divinations, trying to foretell the moment when the Storm of Chaos will arise again, and how to harness it to their will. The Sorcerers of the Cabal do not speak: instead they communicate using telepathy, even over great distances. This way no-one will know their plans.

The Chaos warriors of the Cabal are called the Thralls – they are the willing slaves of van Horstmann. Upon joining the Cabal, a warrior or wizard must swear unending loyalty to the master of the Cabal and his lord Tzeentch. He is branded with the magical sign of Tzeentch on his forehead so that he can never rebel against the will of his masters. In return he is initiated into the secrets of the Cabal.

The armour of the Cabal is archaic and ceremonial to the point of impracticality covered in a mass of talismans, ribbons and warding sigils. Their weapons are often magical, ensorcelled by the sorcerers of the Cabal. In battle their blades give off an eerie glow that is frightening and yet at the same time fascinating. The Cabal are a terrifying foe: they act and fight in perfect synchronicity, guided by the mad genius of the Chaos sorcerers. Their battle plans are infinitely complex and often seem contradictory, and yet they are always victorious. Their opponents feel that they are part of an act in which their roles are predestined, and trying to resist is like struggling against invisible chains. The symbol of the Cabal is the unblinking withering eye of Tzeentch on an open palm. Their banner bears this symbol, and it is a source of pride to the Cabal that it has never been captured. It is said that a man who gazes into the Withering Eye will grow old and waste away in mere moments.

EGRIMM VAN HORSTMANN Chaos Sorcerer of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld
Egrimm	4	8	3	5	5	3	8	5	9
Baudros	6	7	0	6	6	6	3	6	8

Egrimm can be taken as a Lord choice, but will take up a Hero slot as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 890 points (525 for Egrimm, 365 for Baudros).

Equipment: Egrimm van Horstmann wears Chaos armour and carries a Chaos Runesword.

Baudros: Egrimm rides on the back of the Dragon Baudros, a mighty twin-headed Dragon of Chaos. Baudros has the following special rules: Large Target, Terror, Two Breath Weapons, Fly and Scaly Skin (3+).

Mark of Chaos. Egrimm van Horstmann has the Mark of Tzeentch. He is a Llevel 4 Wizard and uses spells from the Lore of Tzeentch.

SPECIAL RULES

Cunning of Tzeentch: Egrimm is blessed with the deep wisdom and cunning of Tzeentch himself. In battle he can confuse enemy plans and foil their attacks. The opposing generals are like puppets in a play staged by Egrimm.

Any army led by Egrimm gets +1 on its dice when rolling to see which player gets to choose table sides, and when rolling to determine who gets the first turn.

MAGIC ITEMS

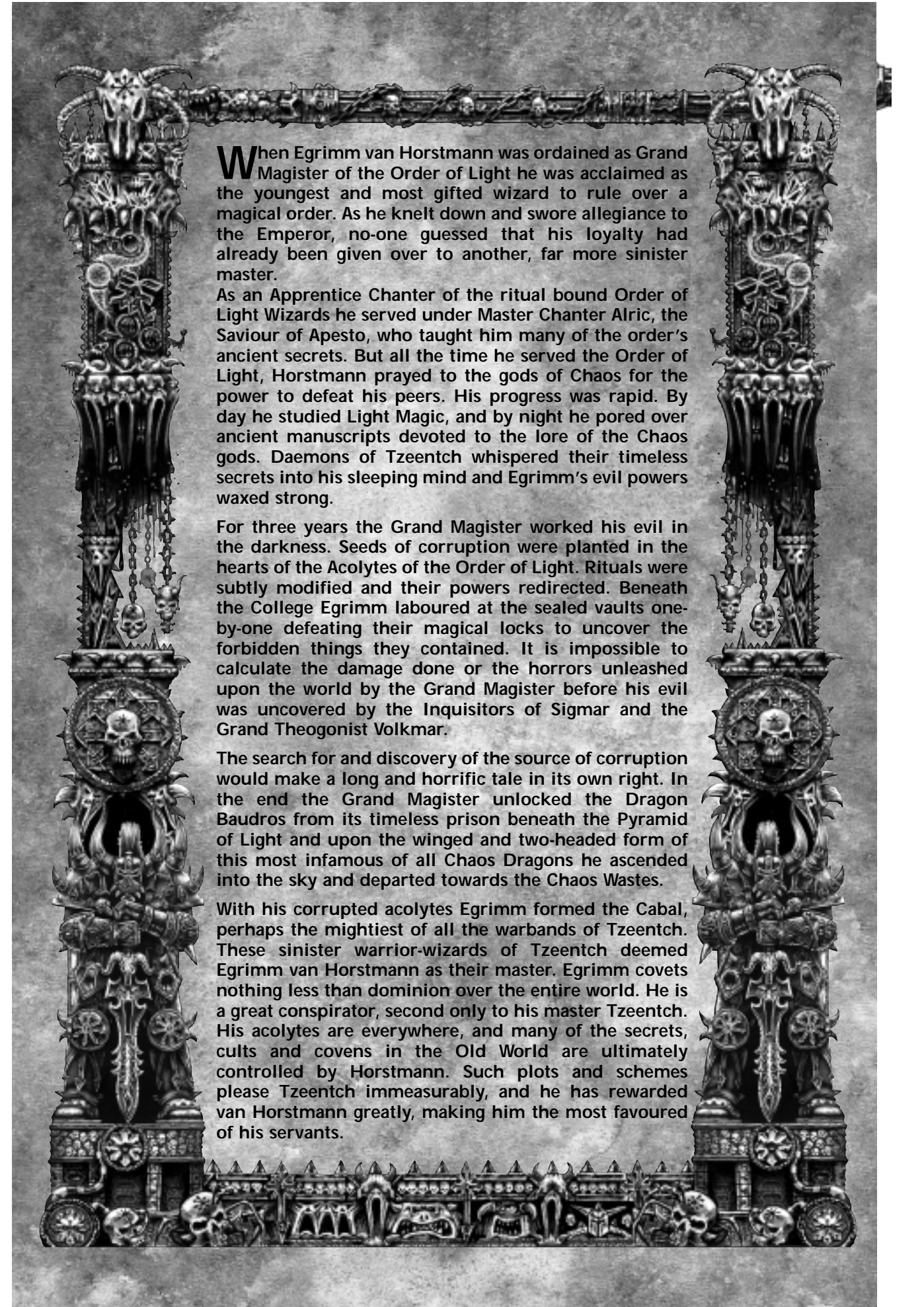
Chaos Runesword: see p.50 of Hordes of Chaos.

Spell Familiar: see p.52 of Hordes of Chaos.

Skull of Katam: see p.52 of Hordes of Chaos

(note that Egrimm being able to take two items from the Arcane Items section of the Magic Items is an exception to the usual rules).





When Egrimm van Horstmann was ordained as Grand Magister of the Order of Light he was acclaimed as the youngest and most gifted wizard to rule over a magical order. As he knelt down and swore allegiance to the Emperor, no-one guessed that his loyalty had already been given over to another, far more sinister master.

As an Apprentice Chanter of the ritual bound Order of Light Wizards he served under Master Chanter Alric, the Saviour of Apesto, who taught him many of the order's ancient secrets. But all the time he served the Order of Light, Horstmann prayed to the gods of Chaos for the power to defeat his peers. His progress was rapid. By day he studied Light Magic, and by night he pored over ancient manuscripts devoted to the lore of the Chaos gods. Daemons of Tzeentch whispered their timeless secrets into his sleeping mind and Egrimm's evil powers waxed strong.

For three years the Grand Magister worked his evil in the darkness. Seeds of corruption were planted in the hearts of the Acolytes of the Order of Light. Rituals were subtly modified and their powers redirected. Beneath the College Egrimm laboured at the sealed vaults one-by-one defeating their magical locks to uncover the forbidden things they contained. It is impossible to calculate the damage done or the horrors unleashed upon the world by the Grand Magister before his evil was uncovered by the Inquisitors of Sigmar and the Grand Theogonist Volkmar.

The search for and discovery of the source of corruption would make a long and horrific tale in its own right. In the end the Grand Magister unlocked the Dragon Baudros from its timeless prison beneath the Pyramid of Light and upon the winged and two-headed form of this most infamous of all Chaos Dragons he ascended into the sky and departed towards the Chaos Wastes.

With his corrupted acolytes Egrimm formed the Cabal, perhaps the mightiest of all the warbands of Tzeentch. These sinister warrior-wizards of Tzeentch deemed Egrimm van Horstmann as their master. Egrimm covets nothing less than dominion over the entire world. He is a great conspirator, second only to his master Tzeentch. His acolytes are everywhere, and many of the secrets, cults and covens in the Old World are ultimately controlled by Horstmann. Such plots and schemes please Tzeentch immeasurably, and he has rewarded van Horstmann greatly, making him the most favoured of his servants.



AEKOLD HELBRASS Champion of Tzeentch

Aekold Helbrass, Champion of Tzeentch, bears a most unusual gift – the gift that is known as the Breath of Life. Where Aekold walks the grass springs green and meadow flowers blossom. When he walks upon desert sands and stony rocks, the land bursts into life as he passes.

Any living thing he touches springs into new and vigorous growth. The long-dead wood of doors and staves takes root upon his touch. His touch can restore to health creatures that are upon the threshold of death, for such is the power of the Breath of Life. His touch is as indiscriminate as it is potent, behind him he leaves a trail of new life and everything he touches is affected.

While lifegiving is the gift of Aekold, he slays his opponents without pity or care for their life, for he knows all life is but an endless dance of change, dictated by Tzeentch, the Master of Fate.



AEKOLD HELBRASS, Champion of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld
Aekold	4	8	3	5	4	2	7	4	8

Aekold can be taken as a Hero choice, but will use up two Hero slots rather than one. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 290

Weapons: Aekold carries the Windblade

Armour: Aekold wears Chaos armour

SPECIAL RULES

Mark of Tzeentch: Aekold is a Level 2 Wizard and uses the spells from the Lore of Tzeentch.

The Breath of Life: The Breath of Life is one of the mysterious and bizarre gifts Tzeentch has granted to his most favoured of followers.

Aekold has the Regeneration special rule, as described on p.113 of the Warhammer rulebook. In addition to this, any character model in base-to-base contact with Aekold Helbrass, friend or foe, also gains Regeneration as long as they are in contact with him. If Aekold is killed during a battle, roll a dice at the end of the game. On a 4+ he recovers and does not count as slain, so your opponent does not gain any Victory points for killing him.

MAGIC ITEMS

The Windblade

The Windblade is the great double-handed broadsword of Aekold, granted to him by his master, Tzeentch. Like all the favours given by the Changer of Ways, it is an erratic and unpredictable weapon. The Windblade counts as a Great Weapon. In addition, before the battle roll a D6 and consult the chart below to see what effect the Windblade will have on its bearer:

1-2 The Windblade allows its bearer to walk the winds of magic and move with an astounding speed. Aekold may fly as detailed in the Warhammer rulebook.

3-4 The Windblade becomes as light as a feather in the hands of its bearer, and yet still retains its deadly power. The Windblade will therefore always strike first in hand-to-hand combat, regardless of Initiative and charging, and will still confer the +2 Strength bonus. If both sides are allowed to strike first because of magic items or spells, revert to Initiative order. If both models have the same Initiative, roll a dice.

5-6 The Windblade swirls and leaps from the hands of its wielder, striking enemies at a great distance before returning to his hand. Aekold may throw the Windblade in the Shooting phase at any target within 12" that is within his line of sight. Use Aekold's Ballistic Skill to determine whether the Windblade hits its target or not. If the unit is hit it suffers D3 S5 hits.



SCYLA ANFINNGRIM Chaos Spawn

Once Scyla of the Tribe of the Hound enjoyed the favour of his Chaos god. At one time Scyla's Raiders plagued the northern coasts of the Empire. His name was feared by the Kislevite merchants of Erengard. Many remembered the daring night raids that left the docklands of the Lynsk an inferno of destruction. But power of such magnitude has its cost, and Scyla paid the highest price for his ambition.

At first his body swelled with chitinous plates. This gift made him even more powerful, but it was the beginning of the end for Scyla. Within the year his head had grown elongated and reptilian, and a beaked tail sprouted from his back. His limbs lost their

clean human shape becoming long, hairy, and ape-like. Soon he could no longer grasp his sword and fell upon all fours like a beast. At last his mind gave up its grip and Scyla was lost in the depths of gibbering abomination, becoming a Chaos Spawn.

Scyla's warband took pity on him; some even revered him in his new form and paid homage to him as a living god. Subsequently, his trusted lieutenant One-Eyed Erlock was chosen as Khorne's Champion, and Erlock placed around Scyla's malformed head the potent Collar of Khorne. When Erlock led the warriors to battle he took Scyla with him, directing the horrific creature like a tamed beast. The ultimate fate of Scyla is not recorded, but he was said to have fallen at the Gates of Kislev, the titanic battle that ended the Great War against Chaos.





SCYLA ANFINNGRIM

	M	WS	BS	S	T	W	I	A	Ld
Scyla	2D6	4	0	5	5	3	2	D6+2	7

Scyla can be taken as a Rare choice.

Points: 135

SPECIAL RULES

Scyla follows all the special rules for Spawn of Chaos (see p.27 of Hordes of Chaos), including Special Movement, Special Attacks, Unbreakable, Fear, Unit Strength 3.

Iron Hard Skin: This gives Scyla a 4+ armour save.

MAGIC ITEMS

Collar of Khorne: see p.52 of Hordes of Chaos.



DECHALA The Denied One

Dechala is the mistress of the Tormentors, the greatest of all of Slaanesh's warbands to ever roam the Chaos Wastes. She is as cruel as she is beautiful and as pitiless as she is beguiling.

The earliest records of the ravages of Dechala reach down through the centuries. Some say that she was blessed with great age by Slaanesh, or maybe the legends that she was once a High Elf princess are true.

Dechala is mutated beyond recognition, making her a creature of Chaos more akin to a Daemon than a mortal. Her skin is smooth and milk-white. Her legs have been replaced by the lithe and sinuous body of a snake. Her multi-headed tail cracks like a whip, and drips with poison. Her multitudinous arms grasp heavy-bladed swords and her deep blue eyes glow with an inner light, promising terrible pain and pleasure to any who dare to stand before her. She has beauty that only Slaanesh may grant, but it is as unearthly and disturbing as it is irresistible. Her visage evokes loathing as much as it arouses pleasure.

Dechala seeks the ultimate self-indulgence and freedom from the shackles of law and order, but she desires this pleasure only for herself: others can suffer and die as long as her wishes are fulfilled. She is served by a

host of slaves, victims of her hideous poison that erodes both the will and the body.

In battle Dechala is an enchanting sight, her snake-like body dancing to amuse her patron. And as delicate and sensuous as her movements are, they are nonetheless lethal to those who dare to oppose her, and many an opponent has been cut to pieces while entranced by her dance.





DECHALA

	M	WS	BS	S	T	W	I	A	Ld
Dechala	7	8	3	4	4	2	9	6	8

Dechala can be taken as a Hero choice, but will use up two Hero slots instead of one. She must be fielded exactly as presented here and no extra equipment or magic items can be bought for her.

Points: 245

Weapons: Dechala carries a multitude of poisoned swords.

Armour: Dechala wears Chaos Armour.

SPECIAL RULES

Mark of Slaanesh: See p.47 of Hordes of Chaos.

Poison: Dechala's blades drip with potent venom. All her attacks count as having the Poisoned Attacks special rule, as described on p.114 of the Warhammer rulebook.

DANCES OF SLAANESH

Even battle is a way for Dechala to please her master. She dances across the battlefield sensuously, her blades making eerie whistling music to accompany her movements. In combat she may pick one of the following dances. The effect applies for that Close combat phase only. You cannot choose the same dance in two consecutive turns of the same combat engagement.

The Praise of Slaanesh: Dechala fights with dancing movements that enthrall her enemies, and her twisting body becomes almost impossible to hit. All successful rolls to hit against her in close combat must be re-rolled.

Dance of Destruction: Dechala swirls with frantic energy, cutting limbs and severing heads with her whistling blades. Dechala gains +1 to all her to hit rolls.

Daggerdance: Dechala's twisting blades make a wall of steel around her that no sword master can penetrate. She gains a 5+ Ward save.



AZAZEL

Prince of Damnation

Azazel sees into the very hearts and souls of men, and even their deepest desires and hidden passions are plain to him. With his silvery voice Azazel whispers to his opponents, promising them all they have ever desired if they abandon the folly of opposing Slaanesh and embrace the Prince of Chaos instead.

And there are very few that can resist his temptations. All who know of him dread to face him in battle, for the cost of losing to Azazel is not only the death of the body, but the damnation of the soul as well.

At the Battle of the Moors a force of zealous Templars of Ulric had made vows before the

Flame of Ulric in Middenheim that they would banish Azazel or perish trying. But before the battle ended the Templars had been reduced to gibbering imbeciles, slaves to the slightest whim of Azazel. He set collars around their necks and made them walk on all fours like dogs to amuse his patron Slaanesh. The Questing Knight, Guido de Brionne, sought out Azazel, intending to challenge him to single combat to fulfil his grail quest, but instead he kneeled before the Daemon Prince, begging him to accept his undying devotion. Laughing, Azazel severed the head of the Bretonnian Knight, who stood unmoving, convinced in the justification of the act. Woe to those who face Azazel, the right hand of Slaanesh.



AZAZEL

	M	WS	BS	S	T	W	I	A	Ld
Azazel	6	8	0	5	5	4	9	5	9

Azazel can be taken as a Lord choice, but will also take up a Hero slot. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 575

Weapon: Daemonblade.

SPECIAL RULES

Azazel has the following special rules: Daemonic, Terror, Fly, Unit Strength 3

In addition, he has the Daemonic Gifts Aura of Slaanesh, Soporific Musk (see p.49 of Hordes of Chaos)

Mark of Slaanesh: (see p.48 of Hordes of Chaos).

Sorcerer: Azazel is a Level 2 Wizard, and uses spells from the Lore of Slaanesh.

Temptator: Those who come face-to-face with the awesome presence of Azazel risk gambling with their very souls. Many who see him lose their free will and become

incapable of opposing him. They are used as playthings by Azazel until he grows bored of them and disposes of them as he sees fit.

At the beginning of the Close Combat phase select one model in base contact with Azazel. The selected model must take a Leadership test. If the test is failed, the victim is controlled by the Chaos player in that Close Combat phase. The model will direct its attacks against his own side. The model cannot be attacked by either side during that Close Combat phase but after combat resolution has been worked out, he reverts immediately to the original player's control and can therefore use his Leadership for any Break tests and can be broken and pursued as normal. If the model has no friendly models in base contact, it will not attack that round and attacks can be directed against it, hitting automatically.

MAGIC ITEMS

Daemonblade: Azazel wields a mighty enchanted blade, a deadly living weapon against which mortal armour is no proof. No armour saving throws are allowed against attacks made with the Daemonblade.

