

WARRIORS OF CHAOS

Warhammer Fantasy Battle, 7th Edition

AEKOLD HELBRASS, CHAMPION OF TZEENTCH

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.

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.



Profile	M	WS	BS	S	T	W	I	A	Ld
Aekold Helbrass	4	8	3	5	4	2	6	4	8

Points: 240

Weapons: Aekold carries the Windblade.

Armour: Aekold wears Chaos Armour.

SPECIAL RULES

Mark of Tzeentch:

Aekold has a 6+ Ward Save. In addition, he is subject to the Will of the Gods and Eye of the Gods Special Rules as indicated on p. 43 of the Warriors of Chaos army book.

The Breath of Life:

Aekold has the Regeneration special rule as described on p. 96 of the Warhammer rulebook. In addition, any character model in base-to-base contact with Aekold, friend or foe, also gains Regeneration as long as they stay in contact with him. If Aekold is killed during the 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 counts as a Great Weapon. In addition, before the battle, roll a d6 and consult the chart below to see what effects the Windblade will have on its bearer:

- 1-2 The Windblade allows its bearer to walk the Winds of Magic and move with an astonishing speed. Aekold may Fly as detailed on p. 68 of the Warhammer rulebook.
- 3-4 The Windblade becomes as light as a feather in the hands of its bearer, and yet, still radiates its deadly power. The Windblade will therefore Always Strike First in close combat, regardless of Initiative and charging and still confer its +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 as a thrown weapon with a range up to 12". 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.



Rationalization:

Exalted Hero with +1 WS. Mark of Tzeentch (resulted in removal of Sorcerer's ability). Regeneration. +70 points for the abilities specific to Aekold and his magical items.