

# WARRIORS OF CHAOS

Warhammer Fantasy Battle, 7<sup>th</sup> Edition

## ARBAAL THE UNDEFEATED, DESTROYER OF KHORNE

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**O**f 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.



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Profile	M	WS	BS	S	T	W	I	A	Ld
Arbaal	4	8	3	5	5	3	7	(2d3+1)	9
Hound of Khorne	7	5	0	5	5	3	4	2	8

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

**Weapons:** Arbaal is armed with the Destroyer of Khorne.

**Armour:** Arbaal wears Chaos Armour.

**Mount:** Arbaal rides the Hound of Khorne

## SPECIAL RULES

### Mark of Khorne:

Arbaal is subject to *Frenzy* and will never lose his Frenzy, even if defeated in combat. In addition, Arbaal is subject to the special rules **Will of the Gods** and **Eye of the Gods** as detailed on p. 43 of the Chaos Warriors army book.

### **Anointed of the Khorne:**

The Collar of Khorne that Arbaal wears is one of particular favour to Khorne. It confers Magic Resistance (2) and a 4+ Ward Save on Arbaal.

### **The Hound of Khorne:**

*The Hound of Khorne is the Blood God's own Flesh Hound, a Daemon of impressive proportions compared to a standard Flesh Hound of Khorne. Only Khorne's chosen Champion is rewarded with such a steed, which Arbaal rides in the same fashion as a **Monstrous Mount**.*

As A Daemonic Steed, the following rules apply to the Hound of Khorne at all times:

*Frenzy; Causes Fear; Magical Attacks; 5+ Ward Save*

While Arbaal is riding the beast, the beast is subject to Arbaal's rules regarding psychology, combat resolution and break tests. However, if Arbaal is slain, the following rules also apply to the Hound of Khorne:

*Immune to Psychology, Magic Resistance (2), Daemonic Instability.*

If the Hound loses combat make a Break Test as normal. However, because the Hound is subject to Daemonic Instability, it will not flee. Instead, the Hound sustains 1 additional wound for every number that the die roll exceeds would have been required to pass a Break Test. No save of any kind is allowed for wounds caused by Daemonic Instability.



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## MAGIC ITEMS

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### **Destroyer of Khorne**

Whilsy armed with the Destroyer of Khorne, Arbaal will make 2d3+1 attacks during his Close Combat Phase (2d3+2 including his Frenzy). Roll at the start of each Close Combat Phase to see how many attacks Arbaal can make against his opponents and he can delegate his attacks as he wishes against opponents in base-to-base contact.

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### Rationalization:

Chaos Lord. Mark of Khorne. Gaze of the Gods removed. Collar of Khorne added plus 30 points for increasing Ward Save to 4+ from 6+. +35 points for unending Frenzy and Destroyer of Khorne. Hound of Khorne taken verbatim.