

CAULDRON OF BLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Aelves' Sacrificial Knives	1"	☼	3+	4+	-	1
Death Hag's Deathsword	1"	2	3+	3+	-1	D3
Death Hag's Blade of Khaine	1"	4	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Sacrificial Knives	Bloodshield
0-2	6"	6	9"
3-5	5"	5	7"
6-8	4"	4	5"
9-10	3"	3	3"
11+	2"	2	1"

DESCRIPTION

A Cauldron of Blood is a single model. It is crewed by two Witch Aelves, who leap from its dais to attack with their Sacrificial Knives, and a Death Hag, who opens the throats of her victims with a Blade of Khaine. Some Death Hags wield Deathswords to shed even more blood, whilst others gift their followers with draughts of Witchbrew from her Chalice.

ABILITIES

Bloodshield: The powerful magic that fuels the Cauldron of Blood grants it and any **DAUGHTERS OF KHAINE** models from your army protection so long as they are within range of the Bloodshield. The range of this ability is shown in the damage table above. If any of these models suffer a wound or a mortal wound, roll a dice. Add 1 to the result if the model is a **WITCH AELF**. If the roll is a 6 or more, that hit has been absorbed by the Bloodshield and the wound or mortal wound is ignored.

Witchbrew: Witchbrew drives the imbibers into such an ecstasy of destruction that they will fight on in the face of impossible odds. If the Death Hag has a Witchbrew Chalice, then in your hero phase the Cauldron of Blood's attendants or a unit of Witch Aelves within 3" can drink the Witchbrew. If a unit does so, you can re-roll wound rolls of 1 for the unit and it does not need to take battleshock tests until your next hero phase.

Pact of Blood: A Death Hag attending a Cauldron of Blood can attempt to dispel one spell in each enemy hero phase as if she were a wizard.

Strength of Khaine: In your hero phase the Cauldron of Blood's Death Hag can pray to Khaine. If she does so, pick a **DAUGHTERS OF KHAINE** unit from your army within 14" and roll a dice; on a 1 the prayer is found unworthy and the Cauldron of Blood suffers a mortal wound. On a roll of 2 or more, the unit you picked is infused with Khaine's strength; until your next hero phase you can add 1 to any wound rolls for that unit in the combat phase.

COMMAND ABILITY

Orgy of Slaughter: If a Death Hag atop a Cauldron of Blood uses this ability, pick a **DAUGHTERS OF KHAINE** unit within 14". That unit is gripped by a bloody frenzy and can be chosen to pile in and attack twice that turn instead of only once.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, TOTEM, HERO, PRIEST, WITCH AELVES, DEATH HAG, CAULDRON OF BLOOD