

# HAG QUEEN ON CAULDRON OF BLOOD

Greatest of all the Daughters of Khaine icons are the Cauldrons of Blood. These altars of war bear not only an iron effigy of Khaine, but also a sacrificial cauldron that is key to many powerful rituals. The presence of a Cauldron of Blood inspires nearby worshippers, offering them mystical protections while it crashes into enemy battle lines, wreaking havoc in the name of its murderous god.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Reid	Damage
Torrent of Burning Blood		10"	6	3+	3+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Reid	Damage
Witch Aelves' Sacrificial Knives		1"	✱	3+	4+	-	1
Hag Queen's Blade of Khaine		1"	4	3+	4+	-1	1
Avatar of Khaine's Sword		2"	4	3+	3+	-2	3

Wounds Suffered	DAMAGE TABLE		
	Move	Sacrificial Knives	Bloodshield
0-2	6"	8	18"
3-5	5"	7	14"
6-8	4"	6	10"
9-10	3"	5	6"
11+	2"	4	2"

## DESCRIPTION

A Hag Queen on Cauldron of Blood is a single model. The Hag Queen opens the throats of her victims with a Blade of Khaine whilst gifting the god's worshippers with draughts of Witchbrew from her chalice. The Cauldron of Blood upon which she stands is crewed by two Witch Aelves, who leap from its dais to attack with their Sacrificial Knives. Atop the cauldron looms an Avatar of Khaine, a towering statue that can be animated by powerful blood rites to spew forth a Torrent of Burning Blood before smiting anything that stands in its way with destructive sweeps of its giant Sword.

## ABILITIES

**Bladed Impact:** Roll a dice if this model ends a charge move within 1" of any enemy units. On a 2+ the nearest enemy unit suffers D3 mortal wounds.

**Bloodshield:** The powerful magic that fuels the Cauldron of Blood grants it and nearby followers protection. The range of this ability is shown in the damage table above. Add 1 to saving throws for friendly **DAUGHTERS OF KHAINE** units that are wholly within this range of this model. A unit can only be affected by a single **CAULDRON OF BLOOD's** Bloodshield ability at any one time.

**Witchbrew:** Distilled from the blood of Slaughter Queens, witchbrew drives the imbibers into such an ecstasy of destruction that they will fight on in the face of impossible odds. In your hero phase, you can pick a friendly **DAUGHTERS OF KHAINE** unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for that unit's melee weapons, and you do not need to take battleshock tests for the unit.

**Priestess of Khaine:** In your hero phase, a Hag Queen on Cauldron of Blood can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. The Hag Queen knows the Rune of Khaine and Touch of Death prayers:

**Rune of Khaine:** The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

**Touch of Death:** Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

**Wrath of Khaine:** If your army includes any **AVATARS OF KHAINE**, friendly **DAUGHTERS OF KHAINE PRIESTS** know the Wrath of Khaine prayer in addition to any other prayers they know:

**Wrath of Khaine:** Pick a friendly **AVATAR OF KHAINE** on the battlefield; until your next hero phase it is now Animated (see below).

**Animated:** This model cannot use its Torrent of Burning Blood or Avatar of Khaine's Sword unless a friendly **DAUGHTERS OF KHAINE PRIEST** used the Wrath of Khaine prayer to animate its statue of Khaine in your preceding hero phase.

**Idol of Worship:** Add 1 to the Bravery characteristic of friendly **DAUGHTERS OF KHAINE** units that are within 7" of any friendly **AVATARS OF KHAINE**.

## KEYWORDS

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