

# HAG QUEEN

A Hag Queen is a priestess of Khaine, learned in blood rituals and murder rites. Her curses bring death, and her draughts of witchbrew can stoke the fury of nearby Khainites, driving them to new, feverish heights of violence. Never to be outdone, a Hag Queen stabs, thrusts and slices with her deadly blade, offering her own gory tributes up to her god.



## MELEE WEAPONS

Blade of Khaine

Range

1"

Attacks

4

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

## DESCRIPTION

A Hag Queen is a single model. She carries a Blade of Khaine and a chalice of Witchbrew.

## ABILITIES

**Priestess of Khaine:** In your hero phase, a Hag Queen 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. A 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.

**Witchbrew:** Distilled from the blood of Slaughter Queens, witchbrew drives the imbiber 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.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, HERO, PRIEST, HAG QUEEN