

# SLAUGHTER QUEEN

It is a Slaughter Queen's role to embody the aggression and martial prowess of Khaine himself, and to lead the charge into battle. With a blade in each hand, the Slaughter Queen hacks and spins in the maelstrom of close combat, chanting battle rites to inspire Khainites and urging them forward to smite down all who oppose them. To bathe in the blood of her foes is her only true desire...



## MELEE WEAPONS

Blade of Khaine

Deathsword

Range

1"

1"

Attacks

4

3

To Hit

3+

3+

To Wound

4+

3+

Rend

-1

-1

Damage

1

D3

## DESCRIPTION

A Slaughter Queen is a single model. She wields a Blade of Khaine and a Deathsword.

## ABILITIES

**Priestess of Khaine:** In your hero phase, a Slaughter 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 Slaughter Queen knows the Rune of Khaine, Touch of Death and Dance of Doom prayers:

*Rune of Khaine:* The Slaughter 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.

*Dance of Doom:* Until your next hero phase, this model can be chosen to pile in and attack twice in the combat phase.

**Pact of Blood:** A Slaughter Queen can attempt to unbind one spell in the enemy hero phase as if it were a WIZARD.

## COMMAND ABILITY

**Orgy of Slaughter:** If this model is your general, you can use this ability. If you do, pick a friendly **DAUGHTERS OF KHAINE** unit within 14" of this model. If that unit is within 3" of an enemy unit, it can pile in and attack as if it were the combat phase.

KEYWORDS

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