

# SLAUGHTER QUEEN ON CAULDRON OF BLOOD

There is no greater calling for carnage than when a Slaughter Queen rides to battle atop a Cauldron of Blood. Upon her shrill invocation, the great icon of Khaine glows, emanating a heady smell of blood and an aura of violence that inspires the Daughters of Khaine to new heights of ferocity. Any foes not sliced apart are ground beneath iron-shod wheels or melted in geysers of boiling blood.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Burning Blood	10"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Aelves' Sacrificial Knives	1"	✱	3+	4+	-	1
Slaughter Queen's Blade of Khaine	1"	4	3+	4+	-1	1
Slaughter Queen's Deathsword	1"	3	3+	3+	-1	D3
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 Slaughter Queen on Cauldron of Blood is a single model. The Slaughter Queen opens the throats of her victims with a Blade of Khaine, and decapitates them using her Deathsword. 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 swaths 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 the saving throw of 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.

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

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

**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**.

## 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, TOTEM, HERO, PRIEST, WITCH AELVES, SLAUGHTER QUEEN, AVATAR OF KHAINE, CAULDRON OF BLOOD