

THE LURID HAZE

The Invaders known as the Lurid Haze announce their presence by unleashing great billows of suffocating, perfumed mist that sweep across the battlefield, concealing their movements and heightening every sensation. Striking from the midst of this intoxicating cloud, they indulge their every sadistic passion upon their foes.

Originally hailing from the misty canyons of the Ulguan Fadelands, the Lurid Haze are a band of sadists who roam the realms in search of the extreme sensations of battle. They heighten their senses even further with Prince's Skin, an incense made from the perfumed hides of their victims and a blend of forbidden ingredients: the tears of tormented prisoners, droplets of fragrant daemon blood and other repulsive and esoteric substances. When burned, this incense unleashes great gouts of sweet-smelling smoke that cover the land in a heady pall, enhancing their killing instincts while obscuring the enemy's vision. This practice has allowed the Lurid Haze to mask themselves from the retribution of both Malerion and Morathi, who have long sought to drive all Invaders from the Realm of Shadow.

Their minds and bodies raised to dizzying heights of sensation by the swirling vapours, the warriors of the Lurid Haze strike from the mist, eviscerating their quarry in an orgy of bloodletting before disappearing as quickly as they appeared. War leaders of the Lurid Haze often bear aloft censers filled with Prince's Skin, spreading the perfumed mist ever further and driving those warriors nearby into an exultant state that renders them all but immune to even the most lethal strikes.



ABILITIES

Billowing Mists: *The Lurid Haze unleash clouds of perfumed smoke to conceal their movements.*

After set up is complete but before the first battle round begins, you can remove D3 friendly LURID HAZE INVADERS HOST units from the battlefield and say that they are set up in ambush as reserve units (any set-up restrictions in the battleplan being used still apply). If you do so, at the end of your first movement phase, you must set up those friendly LURID HAZE INVADERS HOST units on the battlefield, wholly within 6" of the battlefield edge and more than 9" from any enemy units.

COMMAND TRAIT

A LURID HAZE INVADERS HOST general must have this command trait.

Feverish Anticipation: *Lurid Haze warriors cannot wait to glut themselves with the sensations of battle.*

You can re-roll run rolls for friendly LURID HAZE INVADERS HOST units that are wholly within 12" of this general when the run roll is made.

COMMAND ABILITY

Intoxicating Pall: *Immersed in the swirling vapours of their incense, warriors of the Lurid Haze find their reactions honed to a formidable edge.*

You can use this command ability once per turn in the combat phase. If you do so, pick 1 friendly LURID HAZE INVADERS HOST unit wholly within 12" of a friendly LURID HAZE INVADERS HOST HERO with this command ability. Until the end of that phase, add 1 to save rolls for attacks that target that unit. The same unit cannot benefit from this command ability more than once per turn.

ARTEFACT OF POWER

The first LURID HAZE INVADERS HOST HERO to receive an artefact of power must be given the Oil of Exultation.

Oil of Exultation: *This profane blend of unguents toughens the skin and heightens the senses.*

Add 1 to the Wounds characteristic of the bearer.