

INVADERS

BATTLE TRAITS - THE DESPOILER'S ART

FIGUREHEADS OF THE DARK PRINCE

An Invaders host is led by numerous warlords, each vying with the others for control and glory. Below these figureheads fight a whirling riot of Slaanesh's minions.

Your army can have up to 3 generals instead of 1. Only 1 of your generals can have a command trait, but all 3 are considered to be a general for the purposes of using command abilities. However, none of your generals can use a command trait or command ability while they are within 12" of any of your other generals. In addition, each time 1 of your generals is slain for the first time, you receive 1 command point.

ESCALATING HAVOC

Invaders wreak havoc upon the lands in their attempts to outdo one another in Slaanesh's name.

At the end of your battleshock phase, you receive 1 depravity point if any of your generals are wholly within enemy territory. If 3 of your generals are wholly within enemy territory at the end of your battleshock phase, you receive D3 depravity points instead of 1.

INVADERS HEDONITE HOST

An Invaders host contains a vast multitude of Daemonettes.

Hedonite Hosts (pg 100) in your army must include 2-4 Epicurean Revellers battalions instead of 1-3, and 0-2 Seeker Cavalcades instead of 1-3.

COMMAND TRAITS - OBSESSIONS OF THE INVADER

INVADERS HERO general only.

D6 Command Trait

- 1 **Best of the Best:** *This warlord has to be at the apex of their craft at all times, and will fight all the harder if another threatens to eclipse them.*

You can re-roll wound rolls for attacks made by this general while it is within 6" of another HERO.

- 2 **Glory Hog:** *This warlord wants nothing more than to revel in the defeat of their enemies.*

At the end of the combat phase, if any enemy units were destroyed in that phase and this general is on the battlefield, you receive 1 command point.

- 3 **Hurler of Obscenities:** *The wicked tongue of this warlord can drive a foe into a reckless rage.*

At the start of the combat phase, you can pick 1 enemy HERO within 6" of this general. Until the end of that phase, add 1 to hit rolls for attacks made by that HERO that target this general, but subtract 1 from save rolls for attacks that target that HERO.

- 4 **Territorial:** *This warlord has staked their claim, and will not relinquish it this side of the grave.*

You can re-roll hit rolls for attacks made with melee weapons by this general if they are wholly within your territory.

- 5 **Skin-taker:** *This warlord takes trophies to show their supremacy, and finds bursts of power in each act of self-aggrandisement.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this general's attacks in that phase, you can heal up to D3 wounds allocated to this general.

- 6 **Delusions of Infallibility:** *It doesn't even enter this warlord's head that failure might be possible, and that unshakeable confidence gives them great stamina.*

Add 2 to the Wounds characteristic of this general.