

# WARHAMMER

AGE OF SIGMAR

The cover art features a central figure, a warrior in ornate blue and silver armor, riding a large, red, dragon-like creature with a single horn and a long, flame-tipped tail. The warrior holds a glowing blue sword aloft. The background is a dark, stormy sky with swirling clouds and a faint, glowing figure in the distance. The overall color palette is dominated by blues, reds, and oranges.

FACTION PACK

IDONETH  
DEEPKIN

# BATTLE TRAITS

Idoneth Deepkin armies can use the following abilities:

## ☀ Once Per Battle (Army), Deployment Phase

**ETHERSEA VOYAGERS:** *The Idoneth spend their entire lives in the ocean depths, emerging for one reason only: to enact raids on the land-dwelling races.*

**Declare:** Pick a friendly regiment led by an **IDONETH DEEPKIN HERO**. No units in that regiment can have already been deployed.

**Effect:** Set up those units in reserve **travelling the ethersea**. They have now been deployed.

KEYWORDS

DEPLOY

## ☀ Your Movement Phase

**RAIDERS FROM THE DEEP:** *The Idoneth Deepkin are merciless reavers, as cold and cruel as the abyssal depths that they call home. They surge forth on a tide of ocean magic, striking out across the lands in search of souls to raid.*

**Declare:** Pick a friendly **IDONETH DEEPKIN** unit that is **travelling the ethersea** to use this ability.

**Effect:** Set up that unit on the battlefield wholly within 9" of a battlefield edge and more than 9" from all enemy units.

## ☀ Passive

**TIDES OF DEATH:** *The Idoneth Deepkin destroy their enemies like the relentless tides of a perilous sea, building up their attack to a crashing crescendo and then receding to leave nothing but death in their wake.*

**Effect:** A different effect applies to friendly **IDONETH DEEPKIN** units each battle round, as shown below. For the fifth battle round onwards, repeat the sequence, starting with 'Low Tide'.

### Battle Round 1:

**Low Tide:** For the rest of the battle round, subtract 1 from hit rolls for shooting attacks that target this unit and subtract 1 from hit rolls for combat attacks that target this unit if it did not use any **CHARGE** abilities this turn.

### Battle Round 2:

**Flood Tide:** For the rest of the battle round, this unit can use a **RUN** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

### Battle Round 3:

**High Tide:** For the rest of the battle round, this unit has **STRIKE-FIRST**.

### Battle Round 4:

**Ebb Tide:** For the rest of the battle round, this unit can use a **RETREAT** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn. In addition, for the rest of the battle round, no mortal damage is inflicted on this unit by **RETREAT** abilities.

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for an Idoneth Deepkin army. Each battle formation grants a different ability you can use in the battle.

## NAMARTI CORPS

### Passive

**SURGE FORWARD:** *The Namarti are the lowest caste in Idoneth society, but when formed into a Namarti Corps and led to battle by their Akhelian masters, they strike swiftly and with devastating effect.*

**Effect:** You can re-roll run rolls and charge rolls for friendly **NAMARTI** units while they are wholly within 12" of a friendly **AKHELIAN** unit.

## AKHELIAN BEASTMASTERS

### Passive

**FEROCIOUS PREDATORS:** *With the aid of the Embailors, the Akhelian Beastmasters are able to seize control of their creatures' predatory consciousness and turn them into truly terrifying weapons of war.*

**Effect:** Add 1 to hit rolls for combat attacks made with **Companion** weapons by friendly **AKHELIAN** units.

## ISHARANN COUNCIL

### Passive

**WISDOM OF THE DEEP:** *The Isharann are born with a talent for harnessing arcane forces. This power is only amplified when these aelves convene an Isharann Council and head to war.*

**Effect:** Add 1 to casting rolls, Isharann ritual rolls and lurelight rolls for friendly **ISHARANN** units while they are within the combat ranges of any other friendly **ISHARANN** units.

## SOUL-RAID AMBUSHERS

### Once Per Turn, End of Your Turn

**FADE LIKE MIST:** *The Soul-raid Ambushers are experts in hit-and-run tactics, riding the currents of the ethersea to strike the foe from new directions.*

**Declare:** Pick a friendly **IDONETH DEEPKIN INFANTRY** or **CAVALRY** unit wholly within 3" of a terrain feature.

**Effect:** Remove that unit from the battlefield and set it up in reserve **travelling the ethersea** (see the 'Raiders from the Deep' ability).

# HEROIC TRAITS

CHAMPIONS OF THE TIDES (HERO only)

## Passive

**ANCIENT PRIDE:** *This champion fights with the stubborn skill of a thousand Idoneth souls.*

**Effect:** If the unmodified hit roll for a combat attack that targets this unit is 1-3, the attack fails and the attack sequence ends.

## Passive

**HUNTER OF SOULS:** *This hero seeks neither glory nor territory; their only interest is the capture of potent souls.*

**Effect:** This unit's melee weapons have **Anti-HERO (+1 Rend)**.

## End of Any Turn

**NIGHTMARE LEGACY:** *The repressed horror of the Idoneth's long incarceration emanates from this dark-visaged warrior in palpable waves of doom.*

**Declare:** Pick a visible enemy unit that had any damage points allocated to it this turn by an ability used by this unit to be the target.

**Effect:** Subtract D6 from the target's control score for the rest of the turn.

# ARTEFACTS OF POWER

RELICS OF THE ABYSS (HERO only)

## Passive

**ARMOUR OF THE CYTHAI:** *This gleaming panoply was given by Teclis to the ancestors of the Idoneth. Upon the command of its bearer, it can radiate the power of Hysh – a fitting property for a gift from the Great Illuminator.*

**Effect:** Other than the **Companion** weapon ability, weapon abilities for attacks that target this unit have no effect.

## Once Per Turn, Any Movement Phase

**DELICIOUS MORSELS:** *This hero carries with them rare crustaceans favoured by Alloplexes and Fangmora Eels.*

**Effect:** Heal (D3) each friendly **IDONETH DEEPKIN CAVALRY** unit within this unit's combat range.

## Passive

**DRITCHLEECH:** *Incredibly rare, these worms feed upon magic and are capable of draining arcane energies.*

**Effect:** Subtract 1 from casting rolls for enemy **WIZARDS** while they are within 18" of this unit.

# SPELL LORE

## LORE OF THE DEEPS

### 🚩 Your Hero Phase

6

**STEED OF TIDES:** *The wizard conjures a watery elemental to transport comrades through the ethersea.*

**Declare:** Pick a friendly **IDONETH DEEPKIN WIZARD** to cast this spell, pick a visible friendly **IDONETH DEEPKIN** unit wholly within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Remove the target from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS

SPELL, UNLIMITED

### 🛡️ Your Hero Phase

6

**ARCANE CORRASION:** *The spellcaster pushes forth a wave of aetheric energy that picks particles up off the ground and hurls them at the foe, dulling their weapons.*

**Declare:** Pick a friendly **IDONETH DEEPKIN WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

**Effect:** Subtract 1 from the Rend characteristic of the target's melee weapons until the start of your next turn.

KEYWORDS

SPELL

### ⚔️ Your Hero Phase

7

**PRESSURE OF THE DEEP:** *The wizard enfolds their victims in a shimmering bubble of crushing force.*

**Declare:** Pick a friendly **IDONETH DEEPKIN WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

**Effect:** Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

SPELL





• IDONETH DEEPKIN WARSCROLL •  
**EIDOLON OF MATHLANN**  
 ASPECT OF THE STORM

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Spear of Repressed Fury and Crulhook	6	3+	2+	2	2	Charge (+1 Damage)
Stormshoal's Fangs	6	4+	4+	-	1	Companion

Passive

**DRENCH WITH HATE:** *The mere presence of an Eidolon in its warrior aspect is enough to imbue nearby Idoneth with a fierce and bitter hate.*

**Effect:** Add 1 to wound rolls for combat attacks made by friendly **IDONETH DEEPKIN** units while they are wholly within 12" of this unit.

Once Per Turn (Army), Any Charge Phase

**PULLED INTO THE DEPTHS:** *The viciously barbed crulhook can ensnare unfortunate foes.*

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS

RAMPAGE

Passive

**CRASHING UPON THE FOE:** *The Eidolon surges up into the sky before crashing down like a tidal wave, reforming to dive again and again until nothing is left of the enemy.*

**Effect:** This unit can use **CHARGE** abilities even if it used a **RETREAT** ability in the same turn. In addition, no mortal damage is inflicted on this unit by **RETREAT** abilities.



KEYWORDS

HERO, MONSTER, FLY, WARD (5+)

ORDER, IDONETH DEEPKIN, AELF, EIDOLON



• IDONETH DEEPKIN WARSCROLL •  
**EIDOLON OF MATHLANN**  
 ASPECT OF THE SEA

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blasts of Abyssal Energy	12"	3	3+	3+	2	D3	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Psi-trident and Deep-sea Sceptre		5	3+	3+	1	D3	-
Stormshoal's Fangs		6	4+	4+	-	1	Companion

☼ Passive

**DORMANT ENERGIES:** *The Isharann aspect of an Eidolon of Mathlann seethes with suppressed energies that it can draw upon at need.*

**Effect:** Add 1 to casting rolls for this unit.

⚔ Your Hero Phase

8

**TSUNAMI OF TERROR:** *With a wave of its sceptre, the Eidolon sends forth invisible waves of fear that cause even the bravest of opponents to cower.*

**Declare:** Pick up to 3 different visible enemy units within 12" of this unit to be the targets, then make a casting roll of 2D6.

**Effect:** Subtract 1 from save rolls for combat attacks that target those units until the start of your next turn.

KEYWORDS

SPELL

☼ Once Per Turn (Army), Any Charge Phase

**VENGEFUL WAVES:** *When threatened, the Eidolon causes the ethersea to crash around it, overwhelming its enemies.*

**Declare:** If this unit has not charged this turn, pick an enemy unit in combat with it to be the target.

**Effect:** Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.

KEYWORDS

RAMPAGE

● Passive

**TRANQUILLITY OF THE ABYSS:** *An Eidolon in its aspect of the sea radiates an aura of unnatural tranquillity, calming any fears that nearby Idoneth may harbour.*

**Effect:** Ignore negative modifiers to the control scores of friendly IDONETH DEEPKIN units while they are wholly within 12" of this unit.

KEYWORDS

HERO, MONSTER, WIZARD (2), FLY, WARD (5+)

ORDER, IDONETH DEEPKIN, AELF, EIDOLON



• IDONETH DEEPKIN WARSCROLL •

# VOLTURNOS

HIGH KING OF THE DEEP

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Astra Solus	6	2+	3+	2	2	Charge (+1 Damage)
Uasall's Fangs, Talons and Lashing Tails	4	4+	3+	1	2	Companion

## ⚔ Once Per Battle, Any Combat Phase

**SUPREME LORD OF TIDES:** *At the High King's command, his warriors will attack with unrelenting fury.*

**Declare:** Pick up to 3 other friendly IDONETH DEEPKIN units wholly within 12" of this unit to be the targets.

**Effect:** Add 1 to the Attacks characteristic of the targets' melee weapons for the rest of the turn.

## ⚔ Passive

### FIRST AMONG AKHELIAN:

*Volturnos is the greatest Akhelian King to have ever lived. His supreme skill and vast experience serve as an inspiration to all members of the Idoneth's warrior caste.*

**Effect:** Add 1 to hit rolls for combat attacks made by other friendly AKHELIAN units while they are wholly within 12" of this unit.

## 🛡 Passive

### CEALITH, THE HIGH KING'S

**SHIELD:** *Cealith is said to have been crafted by Teclis himself. However it was created, the mystical aura it projects guards the bearer against malign magics.*

**Effect:** This unit has WARD (3+) against mortal damage inflicted by SPELL abilities, PRAYER abilities or abilities used by MANIFESTATIONS.



## KEYWORDS

WARMASTER, UNIQUE, HERO, CAVALRY, FLY

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN





• IDONETH DEEPKIN WARSCROLL •  
**AKHELIAN KING**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Akhelian Royal Weapons	5	3+	4+	1	2	Charge (+1 Damage)
Deepmare's Fangs, Talons and Lashing Tails	4	4+	3+	1	2	Companion

✂ Any Charge Phase

**WAVE RIDER:** *When an Akhelian King charges the foe, they hit with the power of a crashing wave.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Add 1 to the Rend characteristic of this unit's **Akhelian Royal Weapons** for attacks that target that enemy unit for the rest of the turn.

✂ Reaction: You declared a FIGHT ability for this unit

**AKHELIAN PARAGON:** *Each Akhelian King is a shining example of their caste, a master of battle whom all other Akhelians strive to emulate in battle.*

**Effect:** Pick a friendly non-HERO **AKHELIAN CAVALRY** unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved.

KEYWORDS

HERO, CAVALRY, FLY

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN



• IDONETH DEEPKIN WARSCROLL •

# ISHARANN TIDECASTER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Pelagic Staff	3	3+	4+	1	D3	-
Ethershark's Vicious Bite	2	4+	4+	-	1	Companion

## ☀ Once Per Turn (Army), Your Hero Phase

**MASTER OF THE ETHERSEA:** A Tidecaster can manipulate the ethersea like no other.

**Declare:** Make an Isharann ritual roll of D6.

**Effect:** On a 3+, pick 1 of the following effects to apply until the start of your next turn:

**Creeping Mist:** Friendly **IDONETH DEEPKIN** units cannot be targeted by shooting attacks unless the attacking model is within 12" of them.

**Surging Stream:** Add 1 to run rolls and charge rolls for friendly **IDONETH DEEPKIN** units.

**Spiteful Riptide:** Each time an enemy unit uses a **RETREAT** ability, after the effect of that ability has been resolved, inflict D3 mortal damage on that unit.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, IDONETH DEEPKIN, AELF, ISHARANN



• IDONETH DEEPKIN WARSCROLL •

# LOTANN

WARDEN OF THE SOUL LEDGERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ochtar's Tentacles and Weapons	8	4+	4+	1	1	Companion

## ● Passive

**CATALOGUE OF SOULS:** *The Soul Wardens keep records of the souls that are harvested by the phalanxes. Their presence in a battle encourages Idoneth warriors to fight all the harder, reminding them of the plight that awaits their race should they fail to meet their quota of spirit-essence.*

**Effect:** Add 3 to the control scores of friendly **IDONETH DEEPKIN** units while they are wholly within 12" of this unit.

## ⚙ Passive

**FOUNT OF WILLPOWER:** *Such is Lotann's obsessive commitment to his duty that his willpower bleeds out into the ethersea, a potent magical force that can be drawn upon to empower his fellow Isharann.*

**Effect:** Add 1 to casting rolls for friendly **ISHARANN** units while they are wholly within 12" of this unit.



KEYWORDS

UNIQUE, HERO, INFANTRY

ORDER, IDONETH DEEPKIN, AELF, ISHARANN



• IDONETH DEEPKIN WARSCROLL •

# ISHARANN SOULSCRYER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Scryfish Shoal	10"	8	5+	5+	-	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Abyssal Touch		3	3+	4+	-	D3	-

## ⚙ Your Movement Phase

**FINDER OF WAYS:** *Soulscryers are the Idoneth's navigators, helping them divine hidden paths through the realmseas.*

**Declare:** Pick a friendly **IDONETH DEEPKIN** unit that is **travelling the ethersea** to be the target.

**Effect:** Set up the target wholly within 12" of this unit and more than 7" from all enemy units.

## ⚔ Once Per Turn (Army), Your Hero Phase

**CYFAR COMPASS:** *Using a cyfar compass, a Soulscryer identifies the souls most worthy of reaping.*

**Declare:** Pick an enemy **HERO** within 18" of this unit to be the target.

**Effect:** Roll a dice. On a 3+, add 1 to wound rolls for combat attacks made by friendly **IDONETH DEEPKIN** units that target that unit for the rest of the turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, IDONETH DEEPKIN, AELF, ISHARANN



• IDONETH DEEPKIN WARSCROLL •

# ISHARANN SOULRENDER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Talúnhook	4	3+	4+	1	2	-
Rakerdart's Serrated Bill	3	4+	4+	1	1	Companion

## End of Any Turn

**LURELIGHT:** *Isharann Soulrenders possess a mystical lure that is used to draw unto them the souls of slain opponents so that they can be captured. Should the Soulrender act quickly enough, the stolen essence can be repurposed to resurrect fallen Namarti mid-battle.*

**Declare:** Pick up to 3 different friendly **NAMARTI** units wholly within 12" of this unit to be the targets. You cannot pick the same unit to be the target of this ability more than once per turn. Make a lurelight roll of D3 for each target unit.

**Effect:** On a 2+, return a number of slain models to the target unit equal to the roll.

## Once Per Battle, Any Combat Phase

**HANGMAN'S KNOT:** *The noose on a talúnhook can be used to ensnare a victim, ensuring they cannot escape their doom at the hands of the Soulrender.*

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** Roll 2D6. If the roll exceeds the target's Health characteristic, it is automatically destroyed.



KEYWORDS

HERO, INFANTRY

ORDER, IDONETH DEEPKIN, AELF, ISHARANN



• IDONETH DEEPKIN WARSCROLL •  
**AKHELIAN ALLOPEX**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Razorshell Harpoon	18"	2	3+	2+	1	3	Anti-MONSTER (+1 Rend)
Retarius Net Launcher	18"	2	3+	2+	1	3	Anti-CAVALRY (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Barbed Hooks and Blades		4	3+	4+	1	1	-
Alloplex's Ferocious Bite		3	4+	2+	2	2	Anti-MONSTER (+1 Rend), Companion

This unit is armed with Barbed Hooks and Blades, Alloplex's Ferocious Bite and 1 of the following options:

- Razorshell Harpoon
- Retarius Net Launcher

### ✂ Passive

#### BLOODTHIRSTY PREDATORS:

*Alloplexes are drawn towards the scent of freshly spilt blood.*

**Effect:** Add 1 to the Attacks characteristic of this unit's **Alloplex's Ferocious Bite** while it is within 6" of any damaged enemy units or while it is within 6" of any enemy units that had any models slain in the same turn.

### ➤ Any Shooting Phase

**ENSNARED:** *The Akhelians are experts at ensnaring their prey with a well-placed harpoon or Retarius net.*

**Declare:** Pick an enemy **MONSTER** or **CAVALRY** unit that had any damage points allocated to it this turn by this unit's shooting attacks to be the target.

**Effect:** Roll a dice. On a 3+, until the start of your next turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.



KEYWORDS

CAVALRY, FLY

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN



• IDONETH DEEPKIN WARSCROLL •

# AKHELIAN MORRSARR GUARD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Voltspear	2	3+	4+	1	1	Charge (+1 Damage), Anti-INFANTRY (+1 Rend)
Fangmora's Fangs and Lashing Tail	3	4+	3+	1	D3	Companion

## ⚔ Any Charge Phase

**BIOVOLTAIC BLAST:** *The biovoltaic energy produced by Fangmora Eels is stored by Morrassarr Guard, ready to be discharged as a bolt of energy when the time is right.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target, then roll a number of dice equal to the number of models in this unit.

**Effect:** For each 4-5, inflict 1 mortal damage on the target. For each 6, inflict D3 mortal damage on the target. Add 1 to each roll if there are more models in the target unit than this unit.



## KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3), FLY

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN



• IDONETH DEEPKIN WARSCROLL •

# AKHELIAN ISHLAEN GUARD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Helsabre	3	3+	4+	1	1	Anti-INFANTRY (+1 Rend)
Fangmora's Fangs and Lashing Tail	3	4+	3+	1	D3	Companion

## U Any Combat Phase

**BIOVOLTAIC BARRIER:** *The biovoltaic energy produced by Fangmora Eels is channelled by Ishlaen Guard into a crackling luminescent energy field that protects them from harm.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, subtract 1 from the Attacks characteristic of the target unit's weapons for the rest of the turn.

## U Passive

**GALV-SHIELDS:** *Thanks to their protective aura, the Ishlaen have greater staying power in prolonged combat than their spear-armed kin.*

**Effect:** This unit has **WARD** (5+) if it charged in the same turn.



## KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3), FLY

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN





• IDONETH DEEPKIN WARSCROLL •

# AKHELIAN LEVIADON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Razorshell Harpoon Launchers	18"	4	3+	2+	1	3	Anti-MONSTER (+1 Rend)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Leviadon's Scythed Fins and Crushing Jaws		7	4+	2+	2	3	Crit (Mortal), Companion
Crew's Spears and Harpoons		4	3+	4+	1	1	-

## Passive

### BATTLE DAMAGED

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Leviadon's Scythed Fins and Crushing Jaws** is 5.

## Passive

**VOID DRUM:** *A void drummer rides on the back of every Akhelian Leviadon. The mesmerising rhythm that they beat out sends rippling currents through the air, distorting the outlines of the drummer's comrades and making them hard to see.*

**Effect:** Friendly **IDONETH DEEPKIN** units have **WARD (5+)** while they are wholly within 6" of this unit.

## Once Per Turn (Army), Any Charge Phase

**CRUSHING CHARGE:** *When a Leviadon charges into battle, it crushes the foe with its sheer mass.*

**Declare:** If this unit charged this phase, pick an enemy **INFANTRY** unit within 1" of it to be the target.

**Effect:** Roll a dice. Add 1 to the roll if the target unit has more than 10 models. On a 3+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

RAMPAGE



KEYWORDS

MONSTER, FLY, WARD (5+)

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN



• IDONETH DEEPKIN WARSCROLL •

# AKHELIAN THRALLMASTER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Esoteric Weapons	5	3+	4+	1	2	-
Snapjaw's Vicious Bite	2	4+	4+	-	1	Companion

## ☀ Any Combat Phase

### AKHELIAN FIGHTING STANCE:

*Thrallmasters carry a personal armoury to suit the fighting stances needed to best any form of foe. They rigorously train their Namarti warriors to support each attack style at a moment's notice.*

**Effect:** Pick 1 of the following effects to apply to this unit and any friendly **NAMARTI** units wholly within 12" of this unit for the rest of the turn.

**Way of the Riptide:** Those units' melee weapons have **Crit (2 Hits)**.

**Way of the Vortex:** Subtract 1 from wound rolls for attacks that target those units.

## ⚔ Reaction: You declared a **FIGHT** ability for this unit

**THRALLMASTER:** *Thrallmasters are cunning and sea-scarred Akhelians who lead the Namarti hosts into battle.*

**Effect:** Pick a friendly **Namarti Thralls** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.



KEYWORDS

HERO, INFANTRY

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN



• IDONETH DEEPKIN WARSCROLL •  
**NAMARTI REAVERS**

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Whisperbow		12"	2	3+	4+	1	1	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability	
Keening Blade		1	3+	4+	-	1	-	

### Passive

**STRIKE ON THE MOVE:** *Namarti Reavers are experts at running out from cover to unleash a hail of deadly arrows.*

**Effect:** This unit can use **SHOOT** abilities even if it used a **RUN** or **RETREAT** ability in the same turn.



KEYWORDS

INFANTRY, CHAMPION

ORDER, IDONETH DEEPKIN, AELF, NAMARTI



• IDONETH DEEPKIN WARSCROLL •  
**NAMARTI THRALLS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Lanmari	2	3+	4+	1	1	Anti-Infantry (+1 Rend)

 Passive

**SWEEPING BLOWS:** *Lanmari can cut through weaker opponents as an Allopex cuts through a shoal of Scryfish, or they can be used to inflict grievous wounds on larger enemies.*

**Effect:** Add 1 to the Damage characteristic of this unit's **Lanmari** for attacks that target enemy **MONSTERS**.



KEYWORDS

INFANTRY, CHAMPION

ORDER, IDONETH DEEPKIN, AELF, NAMARTI



• IDONETH DEEPKIN WARSCROLL •

# GLOOMTIDE SHIPWRECK

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable, Obscuring

## Deployment Phase

**RISE FROM THE DEPTHS:** Ancient wreckages adrift in the great currents of the ethersea provide a haven for Idoneth.

**Effect:** Set up this faction terrain either as 1 terrain feature consisting of 2 scenery pieces (that must be set up within 3" of each other) or as 2 separate terrain features. Set up each terrain feature wholly within friendly territory and more than 3" from all objectives and other terrain features. After you have done so, it has been deployed.

If this faction terrain is set up as 1 terrain feature consisting of 2 scenery pieces, it has a Health characteristic of 14 instead of 7.

KEYWORDS

DEPLOY TERRAIN

## Passive

**GUARDIANS OF THE DEEP:** Shoals of small sea creatures infest this wreck, instinctively swarming out to shield Idoneth Deepkin that are nearby.

**Effect:** Add 1 to save rolls for friendly IDONETH DEEPKIN INFANTRY and CAVALRY units while they are wholly within 6" of this terrain feature.



KEYWORDS

FACTION TERRAIN

ORDER, IDONETH DEEPKIN

# SPEARHEAD



## IDONETH DEEPKIN SOULRAID HUNT

This Spearhead army consists of the following units:

### GENERAL

- ◆ Isharann Soulscryer

### UNITS

- ◆ 3 Akhelian Morrsarr Guard
- ◆ 1 Akhelian Alloplex
- ◆ 5 Namarti Thralls
- ◆ 5 Namarti Thralls



A Soulraid Hunt is launched whenever the Idoneth Deepkin sense valuable souls for the taking and wish to harvest them as swiftly and subtly as possible. An Isharann Soulscryer leads the hunt to its quarry, travelling along the eddying paths of the realms' waterways before bursting upon the unsuspecting foe without warning or mercy. Bands of Namarti Thralls circle their targets like ocean predators, herding them like schools of panicked fish with sweeping strikes from their lanmari blades, their own losses considered to be of little importance when balanced against the greater Idoneth cause.

With the enemy corralled, it falls to the noble Akhelians to deliver a killing blow. The ethersea shifts as streamlined forms slither through the air, angling towards the foe with sinister eagerness. Their Fangmora Eel mounts snapping eagerly, the Morrsarr Guard charge into the fray, lances crackling with voltaic force as they punch through armour and flesh. In the cavalry's wake comes the razor-finned nightmare known as an Alloplex, its powerful jaws shredding its prey as an Akhelian rider fires shots from the harpoon launcher fixed to its harness. Soon the ethersea is stained red with the blood of the slain, and the aelves of the deeps can begin the process of harvesting precious souls.

---

*'The ocean knows all secrets.'*

– Lagaeous, Isharann Soulscryer





---

## BATTLE TRAITS

### TIDES OF DEATH

*The Idoneth Deepkin destroy their enemies like the relentless tides of a perilous sea, building up their attack to a crashing crescendo and then receding to leave nothing but death in their wake.*

In each battle round, all friendly units have the **Tides of Death** passive ability that corresponds to the current **battle round number**, as shown in the table below.

ROUND	ABILITY
1	 <b>LOW TIDE:</b> <i>The Idoneth move towards the foe, their appearance eerily refracted and distorted.</i> <b>Effect:</b> Subtract 1 from hit rolls for shooting attacks that target this unit.
2	 <b>FLOOD TIDE:</b> <i>The Idoneth attack suddenly, swirling around the foe and trapping the unwary.</i> <b>Effect:</b> This unit can use a <b>RUN</b> ability and still use <b>SHOOT</b> and/or <b>CHARGE</b> abilities later in the turn.
3	 <b>HIGH TIDE:</b> <i>The Idoneth smash into the foe with the speed and fury of gale-blown waves.</i> <b>Effect:</b> This unit has <b>STRIKE-FIRST</b> .
4	 <b>EBB TIDE:</b> <i>The Idoneth withdraw, leaving the enemy's dead behind like flotsam on a storm-wracked beach.</i> <b>Effect:</b> This unit can use a <b>RETREAT</b> ability and still use <b>SHOOT</b> and/or <b>CHARGE</b> abilities later in the turn.

**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

**X** Passive

**WAY OF THE CRESTING WAVE:** *The Thralls of this raiding party have been trained in techniques that see them strike like a tsunami.*

**Effect:** Add 1 to the Rend characteristic of melee weapons used by friendly **Namarti Thralls** units that charged in the same turn.

**U** End of Any Turn

**ETHERSEA PREDATORS:** *The deep-sea beasts these warriors ride are driven into a feeding frenzy during battle.*

**Effect:** Pick a friendly **CAVALRY** unit that used a **FIGHT** ability this turn. **Heal (D3)** that unit.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**G** Passive

**ARCH-RITUALIST:** *This general is a master at manipulating the ethersea to conceal the approach of their forces.*

**Effect:** Add 1 to rolls for your general's 'Ritual of the Creeping Mist' ability.

**U** Passive

**STEELSHIELD ARMOUR:** *This pearlescent armour offers uncanny protection, regardless of the strength behind the blows that strike it.*

**Effect:** Ignore all modifiers to save rolls for your general (positive and negative).

**U** Once Per Battle, Any Combat Phase

**MIND FLARE:** *A brilliant pulse of bioluminescence suddenly illuminates the gloom of the ethersea, temporarily blinding those unprepared for it.*

**Declare:** Pick an enemy unit in combat with your general.

**Effect:** Until the end of the phase, attacks made by that unit only score hits on unmodified hit rolls of 6.

**U** Your Hero Phase

**DELICIOUS MORSELS:** *This general carries with them rare crustaceans favoured by **Alloplexes** and **Fangmora Eels**.*

**Effect:** **Heal (1)** each friendly **CAVALRY** unit within your general's combat range.






Reclusive and mysterious even by the standards of the Isharann caste, Soulscryers are able to sense the richest sources of soul-stuff across the realms. They work their strange magics to navigate the utter darkness of the deep places and blanket the lands in creeping mists to disorient the foe. Their eldritch senses allow them to guide other Idoneth along hidden paths in the realms' oceans and rivers, so that they can strike the foe from unexpected angles.

• SPEARHEAD WARSCROLL •

# ISHARANN SOULSCRYER

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Scryfish Shoal	10"	8	5+	5+	-	1	Shoot in Combat, Companion
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Abyssal Touch	3	3+	4+	-	D3	-	

 Your Hero Phase

**RITUAL OF THE CREEPING MIST:**

*This ritual beckons the chilling fogs of the ethersea to blind the enemy.*

**Declare:** Pick a visible friendly unit wholly within 12" of this unit to be the target, then roll a dice.

**Effect:** On a 4+, until the start of your next turn, the target unit cannot be targeted by shooting attacks unless the attacking model is within its combat range.



KEYWORDS

HERO, INFANTRY

• SPEARHEAD WARSCROLL •

# AKHELIAN MORRSARR GUARD

MOVE  
14"  
HEALTH 4 4+ SAVE  
CONTROL 1

Swift and hard-hitting, Morrsarr Guard are the shock cavalry of the Akhelian warrior caste. Carried by their fearsomely swift Fangmora Eel steeds, the lowered voltspears of these elite riders strike with devastating force, unleashing a concentrated pulse of biovoltaic energy on impact.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Voltspear	2	3+	4+	1	1	Charge (+1 Damage)
Fangmora's Fangs and Lashing Tail	3	4+	3+	1	D3	Companion

✂ Once Per Battle, Any Charge Phase

**BIOVOLTAIC BLAST:** *The biovoltaic energy produced by Fangmora Eels is stored by Morrsarr Guard, ready to be discharged as a bolt of force when the time is right.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target, then roll a number of dice equal to the number of models in this unit.

**Effect:** For each 4-5, inflict 1 mortal damage on the target. For each 6+, inflict D3 mortal damage on the target. Add 1 to each roll if there are more models in the target unit than this unit.



KEYWORDS


CAVALRY, FLY



Alloplexes are vicious predators of the deep known for their voracious appetites. As Akhelian bond-beasts, they are more dangerous still, boasting scythe fins and deadly back-mounted harpoon launchers. Even the bravest fear these blank-eyed terrors, and with good reason: as soon as it scents fresh blood, an Alloplex enters a thrashing frenzy, tearing its prey limb from limb.

• SPEARHEAD WARSCROLL •

# AKHELIAN ALLOPEX

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Razorshell Harpoon Launcher	18"	2	3+	2+	1	3	Anti-MONSTER (+1 Rend)
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Barbed Hooks and Blades	4	3+	4+	1	1	-	
Alloplex's Ferocious Bite	3	4+	2+	2	2	Companion	

 Passive

**BLOODTHIRSTY PREDATORS:** *Alloplexes are drawn towards the scent of freshly spilt blood.*

**Effect:** Add 1 to the Attacks characteristic of this unit's **Alloplex's Ferocious Bite** if it is within 6" of any damaged enemy units or if it is within 6" of any enemy units that have had any models slain in the same turn.



KEYWORDS

CAVALRY, FLY



• SPEARHEAD WARSCROLL •

# NAMARTI THRALLS

	MOVE	
HEALTH	6"	SAVE
1		5+
	CONTROL	
	1	

The core infantry of the Idoneth Deepkin, Namarti Thralls advance into battle brandishing massive two-handed weapons known as lanmari. Despite their blindness and the heft of their blades, they whirl and chop with aelven grace, adapting their attacks to deal with whatever foe they face.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Lanmari	2	3+	4+	1	1	Anti-INFANTRY (+1 Rend)

## Passive

**SWEEPING BLOWS:** *Lanmari can cut through weaker opponents as an Allopex cuts through a shoal of Scryfish, or they can be used to inflict grievous wounds on larger enemies.*

**Effect:** Add 1 to the Damage characteristic of this unit's **Lanmari** for attacks that target an enemy **MONSTER**.



KEYWORDS

INFANTRY, REINFORCEMENTS