

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

STEELSHELL 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 Allopexes and Fangmora Eels.*

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

• SPEARHEAD WARSCROLL •

ISHARANN SOULSCRYER



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.

 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 3+, until the start of your next turn, subtract 1 from wound rolls for attacks that target that unit.



KEYWORDS

HERO, INFANTRY

• SPEARHEAD WARSCROLL •

AKHELIAN MORRSARR GUARD

MOVE
14"
HEALTH 4 4+ SAVE
CONTROL 1

Swift and hard-hitting, Morrarr 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 Morrarr 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



• SPEARHEAD WARSCROLL •

AKHELIAN ALLOPEX



MOVE 12"


HEALTH 8

SAVE 4+

CONTROL 2

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.

 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, REINFORCEMENTS



• SPEARHEAD WARSCROLL •

NAMARTI THRALLS

MOVE 6"

HEALTH 1

SAVE 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