

# SCOURGE OF AQSHY

## FACTION RULES: IDONETH DEEPKIN

### HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

#### CHAMPIONS OF THE TIDES (HERO only)

##### Once Per Battle, Any Hero Phase

**ABYSSAL DWELLER:** *Hailing from the lightless depths, this champion can manipulate the ethersea so as to plunge areas into total darkness.*

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

**Effect:** For the rest of the battle, while enemy units are contesting the target objective:

- Subtract the current battle round number from those units' Move characteristic.
- Those units cannot use **RUN**, **RETREAT** or **CHARGE** abilities.

##### End of Your Turn

**CURSED LINEAGE:** *This Idoneth channels the profound despair once felt by the Cythai and reflects it back at the foe, causing soul-deep wounds.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target.

**Effect:** Roll a number of dice equal to your opponent's **fury level**. For each 3+, inflict 1 mortal damage on the target.

##### Your Hero Phase

**ADHERENT OF KIR-NADARR:** *This Idoneth has embraced the bellicose Way of the Storm, and so too do their warriors seek to embody the surging force of destruction.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target.

**Effect:** You can spend 1 **rage dice**. If you do:

- Apply the effect below.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7. Otherwise, roll a dice. On a 3+, apply the effect below.

For the rest of the turn, ignore negative modifiers to hit rolls and wound rolls for combat attacks made by friendly **IDONETH DEEPKIN** units that target that enemy unit.

### ETHERSEA COMPANIONS

Ethersea Companions are unique enhancements that can be given to non-**HERO IDONETH DEEPKIN** units. A unit can only have 1 Ethersea Companion.

##### Passive

**IRONSHELL BARNACLES:** *Attaching themselves to hides and armour, the extra durability granted by these crustaceans is welcomed.*

**Effect:**

- If this unit is **INFANTRY**, subtract 1 from the Damage characteristic of weapons used for attacks that target it.
- If this unit is **CAVALRY**, subtract 1 from the Rend characteristic of weapons used for attacks that target it.
- If this unit is a **MONSTER**, ignore negative modifiers to run rolls and charge rolls for it.

##### Your Movement Phase

**STONEFOOT ANEMONE:** *The toxins in this creature's sting render foes briefly immobile.*

**Declare:** Pick a visible enemy unit within 12" of this unit to be the target.

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

##### Any Charge Phase

**AQSHIAN SEA NETTLES:** *Floating around their owners, these jellyfish instinctively lash out at nearby foes, causing panic and confusion.*

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

**Effect:** Spend 1 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, for the rest of the turn:

- Other enemy units cannot use **FIGHT** abilities if the target is eligible to be picked.
- If possible, this unit must be picked to be the target of pile-in moves made by the target.
- All attacks made by models in the target unit within this unit's combat range must target this unit.

**Designer's Note:** *This ability does not override the **STRIKE-FIRST** or **STRIKE-LAST** constraints.*

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## ISHARANN TIDECASTER



True masters of the ethersea, Isharann Tidecasters can manipulate this eldritch ocean to protect their allies and destroy their foes. They bring the Searing Sea to the Charrwind Coast, ensuring it is they who control the ebb and flow of battle.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Pelagic Staff	4	3+	4+	1	D3

⚙ Once Per Turn (Army), Your Hero Phase

**MASTER OF THE ETHERSEA:** *The Tidecaster channels and manipulates the deep-sea magic of the ethersea in order to empower and defend their kin.*

**Declare:** Pick a visible friendly **IDONETH DEEPKIN** unit wholly within 12" of this unit to be the target.

**Effect:** If the target is **NAMARTI**, pick 1 of the following effects to apply until the start of your next turn. Otherwise, make an Isharann ritual roll of D6. On a 3+, pick 1 of the following effects to apply until the start of your next turn.

**Torrent of Blows:** Pick 1 of the target's melee weapons. That weapon has **Crit** (2 Hits).

**Protection of the Waves:** While this unit is within 3" of and visible to the target, both units have **WARD** (5+).

**Frenzy of the Ethersea:** For each unmodified hit roll of 1 for a combat attack that targets that friendly unit, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



KEYWORDS

HERO, WIZARD (1), INFANTRY  
ORDER, IDONETH DEEPKIN, AELF, ISHARANN

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## NAMARTI REAVERS



Fast-moving scouts and archers, the eyeless Namarti Reavers are as uncannily accurate with their whisperbows upon the scorched earth of the Great Parch as they are beneath the waves.

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

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Keening Blade	1	3+	4+	-	1

⚔ Once Per Turn (Army), Reaction: You declared a **SHOOT** ability for this unit

**MERCILESS HUNTERS:** *Namarti Reavers can fire arrows with such accuracy as to impair any defence, no matter how strong.*

**Effect:** After that **SHOOT** ability has been resolved, if all of this unit's attacks targeted the same enemy unit and any models in that unit were slain, pick 1 of the effects below to apply for the rest of the turn. If all of this unit's attacks targeted the same enemy unit and no models in that unit were slain, roll a dice. On a 3+, pick 1 of the effects below to apply for the rest of the turn:

- Subtract 1 from ward rolls for the target.
- Ignore positive modifiers to save rolls for the target.



KEYWORDS

INFANTRY, CHAMPION  
ORDER, IDONETH DEEPKIN, AELF, NAMARTI