

IDONETH DEEPKIN

AKHELIAN TIDE GUARD

This Spearhead army consists of the following units:

GENERAL

- ◆ Akhelian King

UNITS

- ◆ 3 Akhelian Morrsarr Guard
- ◆ 3 Akhelian Ishlaen Guard
- ◆ 10 Namarti Reavers



An Akhelian King or Queen always rides the current to battle accompanied by a Tide Guard of their finest warriors. These figureheads of the Idoneth military are far too vital to leave unprotected, even with their prodigious skill at arms. After all, the loss of even a single experienced raid leader could gravely damage the prospects of an Idoneth enclave. Akhelian bodyguards and Namarti warriors alike stand ready to put beast and body in the path of any blows intended for their master.

Morrsarr Guard sweep forth to annihilate deadly foes, charging and counter-charging with their voltspears to break up any concentrations of force. By contrast, their Ishlaen peers seldom leave the Akhelian King's side, using their Fangmoras' biovoltaic energy to create a protective barrier. The Akhelian King leads the assault atop their Deepmare, savaging the enemy with sword or polearm and inspiring their warriors through feats of arms and the sheer force of their presence. A less glorious but still vital role goes to a formation of Namarti Reavers, who harry the enemy with a relentless storm of accurate arrows loosed from their whisperbows.

'I care not for glory. What I seek is victory – and through it, the survival of my people.'

– Akhelian King Voliss of the Mor'phann



The Akhelian Tide Guard represent the majesty of the Idoneth at war: the martial glory of an Akhelian liege and their household eel-riders twinned with the silent, graceful lethality of their Namarti subjects.

BATTLE TRAITS

⚔ Once Per Battle (Army), Any Combat Phase

ROYAL IMPERATIVE: *Desperate to honour their liege, the Tide Guard strike a decisive blow.*

You can only use this ability in the third battle round.

Effect: Pick 1 of the following effects to apply for the rest of the battle round:

Into Them!: Friendly units have **STRIKE-FIRST**.

Strike Sure: Friendly units' melee weapons have **Crit (Mortal)**.



Namarti Reaver

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

➤ Once Per Turn (Army), Any Charge Phase

THE SPEAR OF ASPHOREN: *Those Idoneth who wish to follow the example of legendary commander Asphoren must strike at the foe like the surging tide.*

Declare: Pick a friendly unit that is not in combat to use this ability.

Effect: Add 1 to charge rolls for that unit for the rest of the turn.

➤ Once Per Turn (Army), Your Movement Phase

THE SHIELD OF ULCHISS: *Mastery of the ebb and flow of battle is core to the teachings of Ulchiss, which state that a timely withdrawal can open up enemy vulnerabilities.*

Declare: Pick a friendly unit in combat to use this ability.

Effect: For the rest of the turn, each time that unit uses a **RETREAT** ability, no mortal damage is inflicted on it.

ENHANCEMENTS: Give your general 1 of the following enhancements.

➤ Once Per Battle, Your Hero Phase

DUTIFUL SOULS: *The Tide Guard will fight to protect their King even when gravely wounded.*

Declare: Pick a friendly unit wholly within 12" of your general to be the target.

Effect: You can return 1 slain model to the target unit. If the target is an **INFANTRY** unit, you can return D3 slain models to it instead.

U Passive

SHIMMERING AMULET: *This void-pearl amulet conceals its wearer behind a shimmering cloak of refracted magic.*

Effect: Your general has **WARD (5+)**.

⚔ Passive

VOLTAIC CHARGE: *This general's weapons crackle with electric power, ready to be discharged.*

Effect: Your general's **Akhelian Royal Weapons** have **Charge (+1 Damage)**.

U End of Any Turn

SOUL STEALER: *This warrior is said to siphon the spirits of fallen foes to sustain them in battle.*

Effect: If your general is in combat, **Heal (D3)** your general.

MOVE

12"

HEALTH

7

3+

SAVE

2

CONTROL

Akhelian Kings are the war leaders of the Idoneth enclaves. Mounted atop fierce and intelligent Deepmares, these inspiring commanders fight at the forefront of every battle, urging their Phalanxes forward as they wield their blades with deadly skill.

• SPEARHEAD WARSCROLL •

AKHELIAN KING

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Akhelian Royal Weapons	5	3+	4+	1	2	-
Deepmare's Fangs, Talons and Lashing Tails	4	4+	3+	1	2	Companion

Your Hero Phase

RAIDERS' RESOLVE: *The Akhelian King orders the warriors under their command to stand firm in the face of the enemy.*

Declare: Pick another friendly unit wholly within this unit's combat range to be the target.

Effect: Roll a dice. On a 3+, add 1 to save rolls for the target until the start of your next turn.

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.



KEYWORDS

HERO, CAVALRY, FLY

MOVE

14"

HEALTH

4

4+

SAVE

1

CONTROL

Armed with voltspears and galv-shields, the Morrars Guard function as heavy shock cavalry, their fearsome weapons channelling the powerful electrical energy given off by the Fangmoras. This shockwave is loosed moments before the Morrars crash into the enemy, blasting the front ranks even as the Akhelians' spears strike home.

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AKHELIAN MORRSARR GUARD

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 Morrars 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.

Effect: Roll a number of dice equal to the number of models in this unit. Add 1 to each roll if there are more models in the target unit than this unit. For each 3+, inflict 1 mortal damage on the target.



KEYWORDS

CAVALRY, FLY

MOVE

14"

HEALTH

4

4+

SAVE

1

CONTROL

Ishlaen Guard channel the bioelectricity of Fangmora mounts into their galv-shields, manifesting this energy as a sparking field that turns aside enemy blows. Thanks to this protective aura, the Ishlaen are often assigned as the bodyguards of Akhelian Kings or other high-ranking Idoneth, seeking the closest threats and laying them low with sweeps of their helsabres.

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AKHELIAN ISHLAEN GUARD

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Helsabre	3	3+	4+	1	1	-
Fangmora's Fangs and Lashing Tail	3	4+	3+	1	D3	Companion

Once Per Battle, 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's weapons for the rest of the turn.



KEYWORDS

CAVALRY, FLY

MOVE

7"

HEALTH

1

5+

SAVE

1

CONTROL

Armed with silent-firing whisperbows, Namarti Reavers are the fast-moving scouts and archers of the Idoneth Deepkin Phalanxes. Despite their eerie and disturbing lack of eyes, they are uncannily accurate, using senses other than sight to pinpoint their targets.

• SPEARHEAD WARSCROLL •

NAMARTI REAVERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Whisperbow	12"	2	3+	4+	1	1	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	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, REINFORCEMENTS