



# BATTLETOME: IDONETH DEEPKIN

## DESIGNERS' COMMENTARY, JULY 2021

The following commentary is intended to complement *Battletome: Idoneth Deepkin*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as ‘house rules’).

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. ‘Revision 2’, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Q:** *Forgotten Nightmares* states that ‘Missile weapons can only be used to target an Idoneth Deepkin unit with this battle trait if it is the closest visible enemy unit.’ Can I ignore this restriction if the attacking unit has an ability that allows it to target a unit that is not visible?

**A:** No.

**Q:** If an Ionrach Royal Council has more than one Tidecaster or Soulscryer, do they all need to be within 3” of the Akhelian King in order to use the Give Them No Respite command ability?

**A:** No. You can use the command ability as long as at least 1 Tidecaster and 1 Soulscryer is within 3” of the Akhelian King.

**Q:** Does the Ionrach’s Emissary of the Deep Places command trait apply after your general is slain?

**A:** Yes.

**Q:** The Dormant Energies ability on the Eidolon of Mathlann, Aspect of the Sea warscroll says you can re-roll a casting roll, and that if you don’t re-roll a casting roll, you can heal D3 wounds. Can you heal D3 wounds if you use a different ability or rule to re-roll the casting roll?

**A:** No.

**Q:** If I use the Sands of Infinity when a wizard casts Riptide, what happens to the unit I pick to be the target of the spell?

**A:** Subtract 1 from hit rolls for attacks made by that unit until your hero phase after next. At the start of your hero phase after next, that unit suffers D3 mortal wounds.

**Q:** Can you provide a list of the warscrolls that have mounts in the battletome?

**A:** Volturnos, High King of the Deep; Akhelian King; Akhelian Allopexes; Akhelian Leviadon; Akhelian Morrsarr Guard; Akhelian Ishlaen Guard.

## ERRATA, JULY 2021

The following errata correct errors in *Battletome: Idoneth Deepkin*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. ‘Revision 2’, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### General Errata

‘Army with the IDONETH DEEPKIN allegiance’ should be read as ‘Idoneth Deepkin army’.

### Page 86 – High Tide

Change the rule to:

‘In this battle round, the strike-first effect applies to units with the Tides of Death battle trait.’

### Page 87 – Command Traits

Delete the text under the header.

### Page 88 – Artefacts of Power

Delete the text under the header.

### Page 88 – Akhelian Artefacts, Ankusha Spur

Change the second sentence to:

‘In addition, re-roll wound rolls of 1 for attacks made by the bearer’s mount.’

### Page 89 – Cloud of Midnight

Add:

‘In the phase in which the bearer releases the Cloud of Midnight, they are ignored when determining which is the closest IDONETH DEEPKIN model for the purposes of the Forgotten Nightmares battle trait.’

### Page 92 – Lore of the Deeps

Delete the rules text under the bold introductory paragraph.

### Page 92 – Lore of the Deeps, table

Add the following caveat to the top of the table to match the format in more recent battletomes:

‘IDONETH DEEPKIN WIZARDS (including Unique units) only.’

### Page 94 – The Ethersea

Delete this rule (it is replaced with the rule on the Gloomtide Shipwreck warscroll in this document).

### Page 99 – Mor’phann, Warscroll Battalions

Change to:

‘A Mor’phann Namarti Corps (pg 122) can include up to 6 units of Namarti Reavers.’

**Page 124** – Alliance of Wood and Sea

Change the rule to:

‘**SYLVANETH** units from this battalion are allies. They have the Tides of Death battle trait and gain abilities from the Tides of Death table in the same manner as **IDONETH DEEPKIN** units.’

**Page 128** – Volturnos, Supreme Lord of Tides

Change to:

‘You can use this command ability if a friendly **VOLTURNOS** is on the battlefield and the High Tide ability from the Tides of Death table applies for the battle round. If you do so, pick up to 3 different friendly **IDONETH DEEPKIN** units wholly within 18" of that friendly **VOLTURNOS**. Add 1 to the Attacks characteristic of melee weapons used by those units until your next hero phase.’

**Page 135** – Namarti Thralls, Icon Bearer

Change the first sentence to:

‘1 in every 10 models in this unit can be an Icon Bearer.’

**Page 135** – Namarti Reavers, Icon Bearer

Change the first sentence to:

‘1 in every 10 models in this unit can be an Icon Bearer.’



**FACTION TERRAIN WARSCROLL**  
**GLOOMTIDE SHIPWRECK**

**FACTION TERRAIN:** Only Idoneth Deepkin armies can include this faction terrain feature.

**SET-UP:** After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

This faction terrain feature consists of 2 scenery pieces. When you set it up, you can set up the 2 scenery pieces touching, or you can set them up more than 3" from each other. If you set them up touching, they form 1 large Gloomtide Shipwreck. If you set them up more than 3" from each other, they form 2 small Gloomtide Shipwrecks that are separate faction terrain features.

**DEFENSIBLE:** If this terrain feature was set up as a small Gloomtide Shipwreck, it is a defensible terrain feature that can be garrisoned by up to 5 **IDONETH DEEPKIN** models with a Wounds characteristic of 5 or less that do not have mounts.

If this terrain feature was set up as a large Gloomtide Shipwreck, it is a defensible terrain feature that can be garrisoned by up to 10 **IDONETH DEEPKIN** models with a Wounds characteristic of 5 or less that do not have mounts.

**Predators of the Ethersea:** Enemies that approach too closely to this spectral wreck quickly find themselves under attack from the predators that use it as their lair.

At the start of your hero phase, roll a dice for each enemy unit within 3" of this faction terrain feature. On a 4+, that enemy unit suffers 1 mortal wound. On a 6+, that enemy unit suffers D3 mortal wounds instead. This ability has no effect on **IDONETH DEEPKIN** units.

*When the Idoneth Deepkin go to war, they bring their supernatural sea with them. Ethereal creatures, fish and corals flicker into existence, while features of the seabed manifest eerily on the battlefield. Barnacle-encrusted shipwrecks become havens for aquatic creatures, and shoals of etherfish dart out to protect the Idoneth Deepkin or assail any foes that draw near.*