



BATTLETOME: IDONETH DEEPKIN

DESIGNERS' COMMENTARY, APRIL 2024

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: If I have multiple Akhelian King units in my army, can I use the Lord of Tides ability with each Akhelian King unit?

A: No, the Lord of Tides ability can only be used once, regardless of the number of Akhelian King units in the army.

Q: How many scenery pieces can I set up if I use the Rune of the Surging Gloomtide artefact of power?

A: You must set up 2 scenery pieces either touching or more than 3" from each other as described in the set-up rules on the Gloomtide Shipwreck warscroll. The rule text for the Rune of the Surging Gloomtide describes where on the battlefield these scenery pieces can be set up.

Q: Can units affected by the Flood Tide ability from the Tides of Death battle trait both shoot and charge if they ran in the same turn?

A: No.

ERRATA, APRIL 2024

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.

Page 66 – Traits of the Akhelians, Unstoppable Fury

Change the rule to:

'While this general is affected by the High Tide ability from the Tides of Death table (pg 64), for each enemy unit within 3" of them when they fight in the combat phase, add 2 to the Attacks characteristic of their melee weapons until the end of that phase.'

Page 71 – Fuethán, Bloodthirsty Shiver

Change to:

'You can include Bloodthirsty Shivers in your army (pg 96). If the unmodified hit roll for an attack made by a unit in a Bloodthirsty Shiver is a 6, that attack automatically wounds (do not make a wound roll).'

Page 71 – Dhom-hain, Namarti Savages

Change the rule to:

'If you take the first turn in the current battle round, in your combat phase, after a friendly **DHOM-HAIN NAMARTI** unit has fought for the first time in that phase, if there are no enemy units within 3" of that **DHOM-HAIN NAMARTI** unit, you can attempt a charge with that unit if it is within 12" of any enemy units. If that **DHOM-HAIN NAMARTI** unit finishes that charge move within ½" of an enemy unit, you can pick that unit to fight for a second time in that phase when it is your turn to do so. If you take the second turn in the current battle round, friendly **DHOM-HAIN HEROES** can issue the Redeploy command up to 3 times in the same phase. If a friendly **DHOM-HAIN HERO** does so, each command must be received by a friendly **DHOM-HAIN NAMARTI** unit. No command point is spent the second and third times this unit issues that command in that phase.'

Page 74 – Quests, Essential Soul-raids

Replace the last paragraph with:

'Once you have gained 3 or more quest points, you can fight Path to Glory battles using the 'Crescendo of Crashing Waves' battleplan (pg 78) or the 'The Reaping' battleplan (pg 80). If you win a **minor victory** or **major victory** in either battleplan, you complete this quest. The rewards of completing this quest are listed in the battleplan.'

Page 85 – Eidolon of Mathlann, Aspect of the Sea, Tsunami of Terror

Change the rule to:

'Tsunami of Terror is a spell that has a casting value of 7 and range of 18". If cast, pick up to 3 enemy units within range and visible to the caster. Subtract 1 from save rolls for attacks made with melee weapons that target that unit until your next hero phase.'

Page 85 – Eidolon of Mathlann, Aspect of the Sea, Keywords

Add the following keyword:

'**TOTEM**'

Page 86 – Voltornos, High King of the Deep, Keywords

Add the following keyword:

'**DEEPMARE**'

Page 86 – Akhelian King, Keywords

Add the following keyword:

'**DEEPMARE**'

Page 88 – Lotann, Warden of the Soul Ledgers, Fount of Willpower

Change the rule to:

'Once per battle, if this unit is on the battlefield at the start of your hero phase, you can pick 1 ritual from the Isharann Rituals table and 1 friendly **IDONETH DEEPKIN** unit wholly within 12" of this unit. Until your next hero phase, the unit you picked is affected by that ritual in addition to any others it is affected by, even if the Tides of Death ability required for that ritual does not apply.'

94 – Namarti Thralls, Sweeping Blows

Change to:

'When this unit is picked to fight, you can say that it will use its Sweeping Blows ability. If you do so, pick 1 of the following:
• Until the end of the phase, add 1 to the Attacks characteristic of

this unit's Lanmari Blades but it can only target units that have a Wounds characteristic of 1.

- Until the end of the phase, add 1 to the Damage characteristic of this unit's Lanmari Blades but it can only target units with a Wounds characteristic of 3 or more.'

Page 95 – Gloomtide Shipwreck, Defensible

Change to:

'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 (with the exception of companions).

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 (with the exception of companions).'

Warscroll Download – Cyreni of the Abyss, Tide of Steeds

Change to:

'Tide of Steeds is a spell that has a casting value of 6 and a range of 12". If successfully cast, you can pick 1 friendly **CYRENI'S RAZORS** unit wholly within range and visible to the caster. First, remove this unit from the battlefield, and set it up again on the battlefield more than 9" from all enemy units. Then, if you picked a friendly **CYRENI'S RAZORS** unit, remove that unit from the battlefield and set it up again on the battlefield within 1" of this unit and more than 9" from all enemy units. Units set up using this ability cannot move in the next movement phase.'