



WOEHAMMER ARMIES

Idoneth Deepkin



Deepkin Magic Items

Hero units may take magical items as listed below, or magical items of the Dark, Alteration, or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Abyssal Blade - *The darkest and most hateful thoughts have been stripped from a chorileum to temper this weapon* - This sword deals an extra D3 hits on any natural 1s to hit - 15 points

Glaive of Gaelgaeta - *This lance is possessed of a strange and malignant evil* - This lance sword has a SV of 5 on the charge - 15 points

Magic Armour

Wave Cape - *This cape is made from the very essence of the aethersea* - The wearer of this cape gets the fly and Fast 8 rules and is immune to any fire attacks. As only the wearer can benefit from the effects of this cape any bodyguards they would have are lost, and they cannot take any followers or familiars - 25 points

Magic Items

Soul Ledger Scroll - *This well worn scroll has an infinite capacity for misery and despair* - If the bearer of this scroll makes a casting throw of half or less of a spells casting value they may make another spell attempt this turn (note this can only happen once per turn). Wizard heroes only - 20 points

Brain Barnacles - *Dreaded parasites of the deep, these microscopic arthropods are harvested by the Idoneth from the aethersea itself*- Once per battle, the unit carrying these Barnacles can make a missile attack with them (Range 10" SV 2). If they successfully hit and the target fails it's Res test, the targeted unit may be controlled by the Idoneth player until the end of the turn. If the unit targeted is a Monstrosity, then they do not roll on the Monstrosity damage table as normal, but are instead controlled by the Idoneth player for only one MoD die, the owning player retaining any others. Chariot units cannot be effected by the Barnacles. - 18points

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Conch of Courage - *This shell inspires all Deepkin who hear its sweet sounds* - If the bearer of this unit is given a successful Rally order then any broken Idoneth units on the battlefield may make a recovery test as if they were within the normal range - 12 points

Deepkin Army List

Army Composition

When choosing a Deepkin army the following restrictions apply, based on max percentage of overall points, except in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points.

Hero Units

Deepkin Lord on Allied Deepmare, 333 points

Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Deepkin Lord with sword, Lance, spangly armour	[6]	6	5	[5(8)]	8	9	[Tough], Command, Follow, (Wound), 3 x HTH, Haughty Disdain
Deepmare	5	-	6	10	-	-	Large, MoD 2, Fast 6, 5 x HtH SV 3, Dread, Savage, Flies

Lord: Upgrade to Tough 2 @ 10 points, to wound 2 @ 12 points.

Deepkin Lord, 151 points

Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Deepkin Lord with sword, spangly armour	6	6	5	5(8)	8	9	Tough, Command, Follow, Wound, 3 x HTH, Haughty Disdain
2 x Deepkin Bodyguards with swords, spangly armour	5	6	5	5(8)	8	8	Haughty Disdain

Upgrade Lord to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit spears or long spears @ free. Add up to 2 High Elf Bodyguards @ 21 points each

Deepkin Lord mounted on Eel, 212 points

Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Deepkin Lord with sword, spangly armour, riding Eel	6	6	5	6(9)	8	9	Tough, Command, Follow, Wound, 3 x HTH, Fast 8, Haughty Disdain, Eel 2 x HtH SV2 Enchanted Steed
2 x Deepkin Bodyguards with swords, spangly armour, riding Eels	5	6	5	6(9)	8	8	Fast 8, Haughty Disdain, Eel 2 x HtH SV2 Enchanted Steed

Upgrade Lord to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit spears @ free, Lances @ 1 point Add up to 2 Bodyguards @ 44 points each

Note. The warband must include one, and only one, Warlord unit.

0 - 1 Deepkin Mage, 72 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Mage with sword	6	6	5	5	8	9	Tough, Wound, Magic Level 1, Haughty Disdain
0 x Octopus Familiar armed with sword	6	-	5	5	7	8	3 x HtH

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Give Octopus familiar @ 28 points

0 - 1 Deepkin Hero, 102 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Deepkin Hero with sword, spangly armour	6	6	5	5(8)	9	9	Tough 2, Hero, Wound, 3 x HtH, Haughty Disdain

Upgrade to Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 3 @ 10 points, Give spear or long spear @ Free.

0 - 1 Deepkin Hero mounted on Eel, 129 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Deepkin Hero with sword, spangly armour, riding Eel	6	6	5	6(9)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 8, Haughty Disdain, Eel 2 x HtH SV 2 Enchanted Steed

Upgrade to Wound 2 @ 14 points, Wound 3 @ 28 points, Tough 3 @ 10 points, Give spear @ Free or Lance @ 1 point.

Elite Units

0 - 1 Units of Eel Riders, 161 Points

Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Eel rider leader with lance, spangly armour, riding eel	6	6	6	6(9)	8	9	Tough, Fast 8, Haughty Disdain, Eel 2 x HtH SV2 Enchanted Steed
2 x Eel riders with lances, spangly armour, riding eels	6	6	6	6(9)	8	8	Fast 8, Haughty Disdain, Eel 2 x HtH SV2 Enchanted Steed

Add up to 3 Riders @ 47 points per model.

Troops Units

Namarti Reavers, 125 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Reaver Leader with longbow, sword, light armour	6	6	5	5(6)	8	8	Tough, Haughty Disdain
4 x Reavers with longbows, swords, light armour	6	6	5	5(6)	8	8	Haughty Disdain

Add up to 5 Reavers @ 21 points each

Namarti Thralls, 105 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Thrall Leader with large sword, light armour	6	6	5	5(6)	8	8	Tough, Haughty Disdain
4 x Thralls with large swords, light armour	6	6	5	5(6)	8	8	Haughty Disdain

Add up to 5 Thralls @ 17 points each.

Chariot / Monstrosity Units

Akhelian Alloplex, 145 points

Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Alloplex with Deepkin crew	6	-	-	10	-	-	Large, Irresistible Charge, Fast 8, 1 x HtH SV 3, Enchanted Steed, Scythes D6 x SV1 hits on then charge
2 x Deepkin crew with swords, javelins	-	6	5	-	8	8	Haughty Disdain

Akhelian Leviadon, 272 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Leviadon with Deepkin crew	6	-	6	12	-	-	Large, Fly, Fast 6, 4 x HtH SV 4, MoD 2
4 x Deepkin crew with swords, small bolt thrower, javelins	-	6	5	-	7	8	Haughty Disdain

The small bolt thrower onboard the Leviadon does not need a Fire Order to shoot and has 360 degree arcs. It may exchange missiles if charged (crew do not use javelins if so), but not when charging.