



BATTLETOME: IDONETH DEEPKIN

Designers' Commentary, July 2018

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 explain and 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 stated 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 a **HERO** uses the Cloud of Midnight in the enemy shooting phase and is the closest visible unit to an attacker, does this stop that attacker from shooting at any other **IDONETH DEEPKIN** units?*

A: Yes.

Q: The rules say that Idoneth Deepkin armies have the ability to place two Etheric Vortexes. A Gloomtide Shipwreck is an Etheric Vortex that can be placed in two halves. Does this mean that the total number of Shipwreck halves that may be placed by an Idoneth Deepkin player is 4?

A: No, the total number of Shipwreck halves that may be placed is 2. The rules allow the Idoneth Deepkin player to set up 2 Etheric Vortex terrain features; as noted on its warscroll, if a Gloomtide Shipwreck model is split up, each half of the model is 1 terrain feature, and therefore each half counts as 1 of the 2 terrain features you can set up.

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: Does the Akhelian Corps' Pulsing Rhythm of the Drums ability allow me to re-roll one of the dice in a charge roll, or must I re-roll both?

A: You must re-roll both.

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: Can I add 1 to save rolls for the Akhelian Leviadon because of its Void Drum ability?

A: No – the Leviadon is a **MONSTER** with a Wounds characteristic of 8 or more, and units containing such models never receive the cover save modifier (we instead reflected the effect of the Void Drum combined with the Leviadon's thick shell by giving the model a very high save roll).

Q: Do Idoneth Deepkin units in an Order army or taken as allies in a Stormcast Eternals army gain access to an Enclave?

A: No.