

# AKHELIAN KING

The Akhelian Kings are the military leaders of the Idoneth Deepkin. Atop a quick-moving Deepmare mount the king directs the aelven phalanxes, using tactical knowledge gleaned from a long life of raids and war. More than just an inspiring presence, an Akhelian King is a peerless blade master who is only too willing to fight from the front or lead the Idoneth charge.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Polearm	2"	3	3+	3+	-2	D3
Greatsword	1"	4	3+	3+	-1	D3
Falchion	1"	3	3+	4+	-	1
Deepmare's Fanged Jaw and Talons	2"	3	3+	3+	-1	1
Deepmare's Lashing Tails	2"	3	3+	3+	-	2

## DESCRIPTION

An Akhelian King is a single model. In one hand they wield either a Bladed Polearm or Greatsword, and they hold a King's Shield in the other. A light Falchion is strapped to their back, which they can use instead of their King's Shield. Each rides a mighty Deepmare that savages the King's enemies with its Fanged Jaw and Talons, and batters them with its Lashing Tails.

## FLY

Akhelian Kings can fly.

## ABILITIES

**Deepmare Horn:** *Every Deepmare has a spiral horn upon its head, which it uses to gore the foe when it charges into combat.*

Roll a dice if this model ends a charge move within 1" of any enemy units. On a 2+, the nearest enemy unit suffers D3 mortal wounds.

**Akhelian Paragon:** *Each Akhelian King is a shining example of his caste, a master of battle which all other Akhelians strive to emulate in battle.*

Re-roll hit rolls of 1 for friendly **AKHELIAN** units while they are wholly within 12" of this model.

**Storm of Blows:** *Sometimes an Akhelian King will shoulder their shield and instead use their falchion to attack the foe.*

At the start of the combat phase, you can say that this model will draw their Falchion. If you do so, subtract 1 from save rolls for this model in that combat phase, but this model can attack with its Falchion in that combat phase. If you do not do so, this model cannot attack with its Falchion in that combat phase.

**Wave Rider:** *When an Akhelian King charges the foe, their rhomphaia hits with the power of a crashing wave.*

In the combat phase, this model's Bladed Polearm has a Damage characteristic of 3 if the model made a charge move in the same turn.

## COMMAND ABILITY

**Lord of Tides:** *At the King's command his warriors will attack with unrelenting fury if the tide is high.*

You can use this command ability if this model is your general and the High Tide ability from the Tides of Death table applies for the battle round. If you do so, pick a friendly **IDONETH DEEPKIN** unit wholly within 12" of your general. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase.