

GLOOMTIDE SHIPWRECK

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.

DESCRIPTION

A Gloomtide Shipwreck is a terrain feature consisting of 1 Shipwreck scenery model. The model is supplied in two halves; you can either field the two halves as two separate terrain features, or place the two halves so they are touching in order to form a single large terrain feature.

SCENERY RULES

The following scenery rules are used for this terrain feature (do not roll on the Scenery Table from the *Warhammer Age of Sigmar* rules sheet).

Guardians of the Deep: *Shoals of small sea creatures infest this wreck, swarming out to shield Idoneth Deepkin that are nearby.*

Roll a dice each time a wound or mortal wound is allocated to an **IDONETH DEEPKIN** unit wholly within 6" of this terrain feature. On a 6+ the wound is negated.

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 unit within 3" of this terrain feature. Do not roll for **IDONETH DEEPKIN** units. On a 4+ the unit suffers 1 mortal wound. On a 6+ the unit suffers D3 mortal wounds instead.