

VOLTURNOS

HIGH KING OF THE DEEP

High King Volturnos is a living legend, a warrior whose life of heroic deeds has spanned the ages. Riding to battle atop Uasall, a prince amongst Deepmares, the High King's presence upon the battlefield inspires not only the Ionrach enclave, but all Idoneth Deepkin. With his sword, the Astra Solus or 'blade of light', Volturnos can cleave through any foe as he leads the Idoneth to victory.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Astra Solus	1"	5	3+	3+	-1	D3
Uasall's Fanged Jaw and Talons	2"	3	3+	3+	-1	1
Uasall's Lashing Tails	2"	3	3+	3+	-	2

DESCRIPTION

Volturnos, High King of the Deep is a single model. In one hand he wields the Astra Solus, while the other holds the Cealith, the High King's Shield. He rides a mighty Deepmare, Uasall, that savages his enemies with its Fanged Jaw and Talons, and batters them with its Lashing Tails.

FLY

Volturnos, High King of the Deep can fly.

ABILITIES

The Astra Solus: *When swung, the Astra Solus leaves behind a scything blaze of light that pierces metals, sea monster scales and flesh with equal ease.*

If a hit roll for the Astra Solus is 6+, that attack has a Rend characteristic of -5 instead of -1.

The Crest of the High Kings: *Volturnos rides to battle wearing the Crest of the High Kings, a majestic backbanner that reflects the inspirational importance of the High King to the Idoneth.*

Add 1 to the Bravery characteristic of friendly **IDONETH DEEPKIN** units while they are wholly within 18" of this model.

Cealith, the High King's Shield: *Cealith is said to have been crafted by Teclis himself. However it was created, the mystical aura it projects guards the bearer against malign magics.*

You can roll a dice if this model is affected by a spell. If you do so, on a 3+ the spell has no effect on this model (other units will be affected by the spell normally).

First Among Akhelians: *Volturnos is the greatest Akhelian King to have ever lived. His supreme skill and vast experience serve as an inspiration to all members of the Idoneth's warrior caste.*

Re-roll hit rolls of 1 for friendly **AKHELIAN** units while they are wholly within 18" of this model.

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.

COMMAND ABILITY

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

You can use this command ability if Volturnos is your general and the High Tide ability from the Tides of Death table applies for the battle round. If you do so, pick up to 3 friendly **IDONETH DEEPKIN** units wholly within 18" of Volturnos. Add 1 to the Attacks characteristic of melee weapons used by those units until your next hero phase.