

EIDOLON OF MATHLANN

ASPECT OF THE STORM

When the spirits of the Idoneth Deepkin's ancestral dead are summoned in need, they form one of their race's mightiest champions – an Eidolon of Mathlann. In its aspect of the storm an Eidolon of Mathlann is not only an idealised version of a forgotten god, but also vengeance made manifest, an uncontrollable tempest that surges upwards before crashing upon the foe with tidal-wave force.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fuathtar, Spear of Repressed Fury	2"	4	3+	2+	-2	2
Crulhook	1"	4	2+	3+	-1	1
Stormshoal	3"	2D6	4+	4+	-	1

DESCRIPTION

An Eidolon of Mathlann in its Aspect of the Storm is a single model. It strikes at its foes with a Fuathtar, Spear of Repressed Fury and ensnares them with a Crulhook. At its side fights an ethereal Stormshoal that harries the Eidolon's foes.

FLY

Eidolons of Mathlann can fly.

ABILITIES

Crashing Upon the Foe: *The Eidolon surges up into the sky before crashing down like a tidal wave, reforming to dive again and again until nothing is left of the enemy but soulless corpses.*

Re-roll hit rolls of 1 and add 1 to the Damage characteristic for this model's Fuathtar, Spear of Repressed Fury if this model made a charge move in the same turn. In addition, this model can charge in the same turn that it made a retreat move. Finally, heal D3 wounds allocated to this model after it makes a charge move.

Drench with Hate: *The mere presence of an Eidolon in its warrior aspect is enough to imbue nearby Idoneth Deepkin with a fierce and bitter hate.*

Re-roll wound rolls of 1 for friendly **IDONETH DEEPKIN** units while they are within 9" of this model.

Pulled into the Depths: *The viciously barbed Crulhook can ensnare unfortunate foes.*

At the start of the combat phase, you can pick an enemy **HERO** with a Wounds characteristic of less than 8 that is within 3" of this model. Subtract 1 from hit rolls for that **HERO** for the rest of that combat phase.