



BATTLETOME: KHARADRON OVERLORDS

Designers' Commentary, February 2020

The following commentary is intended to complement *Battletome: Kharadron Overlords*. 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: Can you explain how range and visibility is determined from a unit garrisoning a SKYVESSEL that is behind a terrain feature that blocks line of sight? For example, an Awakened Wyldwood or a terrain feature with the 'Overgrown' scenery rule.

A: The range and visibility for a garrison in a **SKYVESSEL** is determined to or from the **SKYVESSEL**.

Q: When I set up a SKYVESSEL before the battle begins, can I set up units in its garrison at the same time?

A: No. However, after you have set up the **SKYVESSEL**, you can add units to its garrison when they are set up if the **SKYVESSEL** is wholly within your territory.

Q: If a unit is part of a garrison in a SKYVESSEL and that SKYVESSEL is within 3" of an enemy unit, can the unit inside the SKYVESSEL leave the garrison in the movement phase? And if so, does that move count as a retreat move?

A: A garrison can leave a **SKYVESSEL** as long as all of the models from the unit can be set up within 6" of the **SKYVESSEL** and more than 3" from any enemy units. This does not count as a retreat move.

Q: If a SKYVESSEL makes a run, retreat or charge move, are units in its garrison also treated as having run, retreated or charged?

A: No.

Q: If I use the 'Fly High' ability with a SKYVESSEL that is within 3" of an enemy unit, does that count as a retreat move?

A: No.

Q: If a unit uses the 'Hitchers' ability when it is within 3" of an enemy unit, is that unit treated as having retreated?

A: No.

Q: When a unit is part of a garrison, how are the ranges of abilities measured?

A: Unless otherwise stated, all ranges that would normally be measured to and from a model are instead measured to and from the terrain feature (or **SKYVESSEL**) they are a part of. For example, if you have a friendly **HERO** that is the target of a missile weapon, and that **HERO** is in a garrison with a friendly unit of 3 or more models, that **HERO** would benefit from both the -1 to hit rolls for attacks against it (from the garrison) and the Look Out Sir! rule.

Q: Can I use the 'Spell in a Bottle' artefact of power to cast an endless spell in a phase other than my own hero phase?

A: No. If an ability modifies a rule, any restrictions that apply to the rule still apply unless specifically noted otherwise.

*Q: If I give my Aether-Khemist general the 'Collector' command trait, does this allow me to give 1 extra friendly **HERO** an artefact of power outside of the normal restrictions?*

A: No. If an ability modifies a rule, any restrictions that apply to that rule still apply unless specifically noted otherwise.

Q: Can a unit of Arkanaut Company from an 'Iron Sky Attack Squadron' join or leave an Arkanaut Frigate from the same battalion in a phase other than my own movement phase?

A: No. If an ability modifies a rule, any restrictions that apply to that rule still apply unless specifically noted otherwise.