BATTLETOME: KHARADRON OVERLORDS

ERRATA, JULY 2021

The following errata correct errors in *Battletome: Kharadron Overlords*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in magenta. Where the 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.

Page 65 – Emergency Ventplates
Change the final sentence to:
'If you do so, until the end of that phase, subtract 1 from hit rolls for attacks that target the bearer and attacks that target friendly units wholly within 6" of the bearer.'

Page 73 – Amendment – Take Help Where You Can Get It:
Change to:
'1 in every 4 units in a Barak-Thryng army can be a coalition unit (see below) from the Cities of Sigmar or Fyreslayers faction that has the Duardin keyword.

COALITION UNITS
Coalition units are ignored when determining if the units in the army are from a single faction. Coalition units cannot be generals.

Designer's Note: *Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army's enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.*

Pages 76-79 – Path to Glory
These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

Page 90 – Arkanaut Ironclad, Flying Transport
Add the following to the first paragraph:
'If this unit is in a warscroll battalion, other units in the same battalion that can garrison this unit can be set up as this unit's garrison when this unit is set up.'

Page 91 – Arkanaut Frigate, Flying Transport
Add the following to the first paragraph:
'If this unit is in a warscroll battalion, other units in the same battalion that can garrison this unit can be set up as this unit's garrison when this unit is set up.'

Page 67 – Iggrind-Kaz Surge-injection Endrin Mk. IV
Change the start of the first sentence to:
'When this model makes a normal move or retreats…'

Page 69 – There's Always a Breeze If You Look For It
Change to:
'Once per battle, in your hero phase, 1 friendly Barak-Zilfin unit can make a normal move, or retreat or disengage.'

Page 72 – Opportunistic Privateer
Change the start of the last sentence to:
'If you do so, that Skyvessel cannot make a normal move or retreat in the first battle round…'

Page 79 – Opportunistic Privateer
Change the last sentence to:
'Units set up in this way cannot make a normal move or retreat in the first battle round.'

Page 82 – Brokk Grungsson, Hitcher
Change the first paragraph to:
'If this model is wholly within 6" of a friendly Skyvessel immediately before the Skyvessel uses its Fly High ability, you can say that this model will hitch a lift instead of making a normal move or retreat (as long as this model has not already made a normal move or retreat in the same phase).'

Page 84 – Endrinmaster with Dirigible Suit, Hitcher
Change the first paragraph to:
'If this model is wholly within 6" of a friendly Skyvessel immediately before the Skyvessel uses its Fly High ability, you can say that this model will hitch a lift instead of making a normal move or retreat (as long as this model has not already made a normal move or retreat in the same phase).'

Page 90 – Arkanaut Ironclad, Fly High
Change the first sentence to:
'Instead of making a normal move or retreat with this model, if there are less than 7 wounds currently allocated to this model, you can say that it will fly high (it can disengage).'

Page 91 – Arkanaut Frigate, Fly High
Change the first sentence to:
'Instead of making a normal move or retreat with this model, if there are less than 7 wounds currently allocated to this model, you can say that it will fly high (it can disengage).'

Page 92 – Grundstok Gunhauler, Fly High
Change the first sentence to:
'Instead of making a normal move or retreat with this model, you can say that it will fly high (it can disengage).'

Page 94 – Endrinrigger, Hitcher
Change the first paragraph to:
'If this unit is wholly within 6" of a friendly Skyvessel immediately before the Skyvessel uses its Fly High ability, you can say that this unit will hitch a lift instead of making a normal move or retreat (as long as this model has not already made a normal move or retreat in the same phase).'

Page 95 – Skywardens, Hitcher
Change the first paragraph to:
'If this unit is wholly within 6" of a friendly **Skyvessel** immediately before the **Skyvessel** uses its Fly High ability, you can say that this unit will hitch a lift instead of making a normal move or retreat (as long as this model has not already made a normal move or retreat in the same phase).'