BATTLETOME: KHARADRON OVERLORDS

DESIGNERS' COMMENTARY, APRIL 2024

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 and explain 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 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 units embarked in a Transport Vessel *be affected by abilities that require models in the unit to be removed from the battlefield and set up again? For example, can a unit of Endrinriggers or Skywardens use the 'Grapnel Launcher' ability while embarked in a* Transport Vessel*?*
A: Yes.

Q: Can Transport Vessels *be affected by abilities that remove them from the battlefield and set them up again (for example, the Soulscream Bridge's 'Deathly Passage' ability) while units are embarked in them? If yes, when the* Transport Vessel *is set up again, are the units embarked in it still embarked?*
A: Yes to both. If there are any additional effects that apply to the Transport Vessel when it is set up again (such as not being able to make a normal move or run in the same phase), these effects also apply to the embarked units.

Q: If a Hero *bearing the 'Tuskhelm' artefact of power (see* General's Handbook 2022-23 – Season 2*) is embarked on a* Transport Vessel *that makes a charge move, does the 'Tuskhelm' ability come into effect?*
A: No. Although the bearer is considered to have charged, no charge roll was made for the bearer and so no dice can be rolled for the 'Tuskhelm' ability.

Q: If a unit embarked in a Transport Vessel *receives the 'Rally' command, can I return models to that unit beyond the limit on the number of models that can be embarked in that* Transport Vessel*?*
A: No, you can return models to that unit up to the limit on the number of models that can be embarked in that Transport Vessel.

Q: If a unit disembarks from a Transport Vessel*, does it still count as having made the same types of moves that the* Transport Vessel *made when it was still embarked?*
A: Yes.

Q: If a Transport Vessel *receives the 'Disengage' command, can any units that retreated before embarking in that* Transport Vessel *still shoot in that turn?*
A: No.

Q: If a Transport Vessel *receives the 'Redeploy' command, can units embarked in that* Transport Vessel *receive the 'Unleash Hell' command in that turn?*
A: No.

Q: If an endless spell is included in a Kharadron Overlords army as part of the 'Spell in a Bottle' artefact of power and that army also includes any Wizards*, do those* Wizards *know the spell to summon that endless spell?*
A: No.

Q: If a unit of Grundstok Thunderers has multiple models armed with an Aetheric Fumigator, can I resolve the effect of the 'Choking Fug' ability that happens at the end of the combat phase multiple times? If yes, can I pick the same unit to be affected by that ability more than once?
A: Yes to both.

Q: Can you take a Great Endrinworks enhancement with the same name but from a different enhancement table (e.g. take Magnificent Omniscope from both Ironclad Major Installations and Frigate Refittings)?
A: No.

ERRATA, APRIL 2024

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 62 – Battle Traits, Sky-fleets, Embarking
Add the following bullet point to the final paragraph:
'When a Transport Vessel finishes a charge move, the Transport Vessel, any units embarked in it, and any units that disembark from it as a result of that charge move (e.g. by using the 'Assault Boat' ability) are all treated as 1 unit for the purposes of determining whether an enemy unit is eligible to receive the Unleash Hell command. If a unit then receives the Unleash Hell command, its commanding player can pick any 1 of the units that made the charge move to be the target of all of the shooting attacks.'

Page 87 – Aether-Khemist, Aetheric Augmentation
Change the rule to:
'At the start of your shooting phase, if this unit is not embarked, you can pick 1 friendly Skyfarers unit that is not embarked and is wholly within 12" of this unit. Improve the Rend characteristic of that unit's missile weapons by 1 until the end of that phase. The same unit cannot be affected by this ability more than once per phase.'

Page 95 – Skywardens, Timed Charges
Change the rule to:
'At the end of the combat phase, if this unit is not embarked and is within 3" of any enemy units, you can say this unit will use its timed charges to make an escape. If you do so, roll a dice. On a 2+, you can pick 1 enemy unit within 3" of this unit to suffer D3 mortal wounds and this unit must retreat.'