



WARPCOVEN

DESIGNER'S COMMENTARY 1.0

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

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Q: If an enemy operative has a rule that allows it to ignore modifiers to its Movement characteristic, can it ignore the subtracted distance from the Ephemeral Instability psychic power (pg 103)?

A: No, as Ephemeral Instability does not modify the operative's Movement characteristic.