



BATTLETOME: KHARADRON OVERLORDS

Designers' Commentary, June 2018

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: Are the sky-ports rules allegiance abilities – that is, can they only be used by Kharadron Overlords armies?

A: Yes.

Q: When using a Skywarden's or Endrinrigger's Grapnel Launcher, can you pick any part of a terrain feature to measure the range to? Can you enter that terrain feature, or just move towards it?

A: The range is measured to the closest point of the terrain feature. The move is made towards the closest point of the terrain feature, and ends when you reach it (so you cannot enter it).

Q: Do models slain by and/or caused to flee by the first battleshock test caused by an Aethershock Earbuster count as slain for battleshock tests at the end of the turn?

A: Yes.

Q: If a unit does not have to take battleshock tests, does this apply to battleshock tests caused by an Aethershock Earbuster?

A: Yes.