



BATTLETOME: KHARADRON OVERLORDS

Official Errata, June 2018

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 92 – Barak-Nar, Command Trait, Champion of Progress

Change the last sentence to:

'Friendly Barak-Nar units do not have to take battleshock tests while they are within 3" of your general.'

Page 93 – Barak-Zilfin, the Windswept City, There's Always A Breeze If You Look For It

Change the last sentence of the first paragraph to:
'It can act normally for the remainder of the turn.'

Page 98 – Command Traits, Rising Star

Change the rules text to:

'Friendly units can use your general's Bravery characteristic instead of their own while they are within 3" of your general.'

Page 99 – Battle Traits, Amendment, Trust Aethermatics, Not Superstition

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

Page 101 – Aethermatic Weapons, Aethershock Earbuster

Change the third sentence to:

'If any models are slain with this weapon, their unit must take a battleshock test immediately after all of the bearer's attacks in that phase have been completed.'

Page 101 – Treasures of the Sky-ports, Aethersight Loupe

Change the last sentence to:

'If they can already attempt to unbind a spell, they can attempt to unbind one extra spell.'

Page 127 – Iron Sky Command, Lord of the Skies

Change the rules text to:

'Add 1 to the Bravery characteristic of friendly units while they are within 12" of the Arkanaut Ironclad from this battalion.'

Page 127 – Iron Sky Command, Trusted Bodyguard

Change the first sentence to:

'While a friendly **HERO** is within 3" of the Arkanaut Company from this battalion, you can roll a dice every time you allocate a wound or mortal wound to the hero and it is not negated.'

Page 128 – Iron Sky Squadron, Bold Privateers

Change the rules text to:

'In the turn in which an Arkanaut Company from this battalion disembarks from an Arkanaut Frigate from this battalion, you can re-roll run and charge moves for that Arkanaut Company.'

Page 136 – Aether-Khemist, Aetheric Augmentation

Change the rules text to:

'In your hero phase, you can say that an Aether-Khemist is using their Atmospheric Anatomiser to augment the weapons of nearby Arkanauts. If you do so, pick a friendly **SKYFARERS** unit within 10" of the Aether-Khemist, and then pick a single type of weapon carried by models in that unit. Until your next hero phase, add 1 to the Attacks characteristic of that type of weapon when it is used by any models in that unit. A weapon cannot be augmented more than once per hero phase.'

Page 136 – Aether-Khemist, Atmospheric Isolation

Change the rules text to:

'Subtract 1 from the Attacks characteristic of enemy melee weapons, to a minimum of 1, while the model using them is within 3" of any Aether-Khemists.'

Pages 138 and 139 – Arkanaut Ironclad and Arkanaut Frigate, Disembark

Change the first sentence to:

'At the start of your hero phase, any friendly units embarked within this model can disembark.'

Pages 138, 139, 142 and 143 – Arkanaut

Ironclad, Arkanaut Frigate, Endrinriggers and Skywardens, Skyhook

Change the rules text to:

‘After all attacks for this unit are completed, if any wounds inflicted by this unit’s Skyhook were allocated to an enemy unit and not negated, you can move this unit D6”, as long as it ends the move closer to one of the enemy units that the wounds inflicted by the Skyhook were allocated to.’

Page 140 – Grundstok Gunhailer, Drill Cannon

Change the Range characteristic to ‘24”’.

Pages 140, 142 and 143 – Grundstok Gunhailer,

Endrinriggers and Skywardens, Drill Cannon

Change the Damage characteristic to ‘D3’.

Page 141 – Grundstok Thunderers

This warscroll is no longer used. It has been replaced with the warscroll on the [Games Workshop website](#).

Pages 142 and 143 – Endrinriggers and

Skywardens, Skyhook

Change the Damage characteristic to ‘D3’.

Pages 142 and 143 – Endrinriggers and Skywardens,

Grapnel Launcher

Change to:

‘**Grapnel Launcher:** A unit with Grapnel Launchers can use them at the end of their shooting phase if they are more than 3" from any enemy units. Choose a terrain feature, or a model with a Wounds characteristic of 10 or more, that is within 24" of this unit. Then roll 1 dice for each model in this unit armed with a Grapnel Launcher. If any of the dice roll a 4 or more a grapnel has snagged on the target; you can immediately move this unit any distance, as long as each model in this unit is moved directly and in a straight line towards the target and no model in this unit moves within 3" of any enemy models at any point in the move.’