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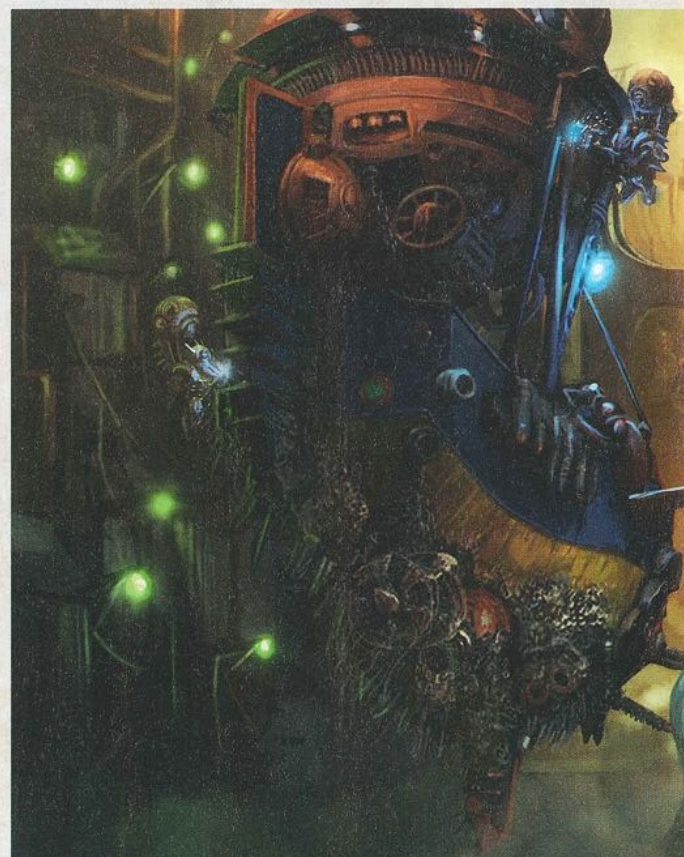
From their empire amidst the clouds, the Kharadron Overlords descend upon the realms. These innovative and mercantile duardin wield the power of incredible technology - firearms capable of punching a hole through an ogor's breastbone and great sky-vessels that carry the Kharadron onwards in pursuit of wealth and renown.



KHARADRON OVERLORDS

The roar of endrine turbines and the crack of aethershot rifles herald the descent of the Kharadron Overlords. Clad in armoured pressure-suits and travelling upon huge vessels that bristle with high-calibre cannons, these duardin annihilate their foes with extreme prejudice, scouring them from the face of reality through crisp and punishing bombardments. To the Kharadron, the realms are vast treasure troves just waiting to be cracked open. Each duardin knows that if they succeed in their ventures, they will see fame, wealth and glory heaped upon them. In battle, they combine stubbornness with technological marvels that other civilisations can only dream of, facing down the daemonic, the undead and the bestial with raw grit and the liberal application of firepower.

In appearance, a Kharadron outside of their skyfarer's plate is all but indistinguishable from their fellow duardin. They are a stocky, thick-limbed, bearded folk (at least the males), with formidable constitutions and a discerning eye when it comes to the quality of material goods. Their inherent traits are similarly shared with their kin; a true Kharadron forgets neither an oath nor an insult, and while their manner may often come across as overly brusque or uncompromising, there are few faster friends once their loyalty has been won.



However, the Kharadron differ from the Fyreslayers of Grimnir or those duardin who dwell in the free cities in several notable fashions. They are an excessively mercantile and innovative people, driven by the accumulation of greater wealth and the relentless march of technology. They view traditions as valuable only if they serve a tangible purpose, and they are always on the lookout for new opportunities to exploit. Kharadron society is rigorously meritocratic, the old structures of monarchy and royal clans done away with. If a duardin can prove their mettle and reap a tidy profit, so the skyfarers say, there is no limit to the heights they might climb.

While the Kharadron rarely seek to swindle their fellow forces of Order, they see no issue in ruthlessly looking to attain the better part of any deal, be it in terms of trade or military alliance. After their forebears were all but abandoned by Grungni during the Age of Chaos, they have long been sceptical of gods, and while they offer great respect to their ancestors, their primary focus is forever on the here and now. This spiritual rationality extends to their handling of more arcane adversaries. While other duardin may look to ancient rune-magics to grant them an advantage, the Kharadron believe that there is no problem that cannot be overcome by directing a sufficient degree of firepower towards it. In fairness, they have rarely been proven wrong.

The most remarkable thing about the Kharadron, however, is where they choose to dwell. Not for them the

mountainous karak or volcanic magmahold; disaster forced their ancestors to flee into the clouds, creating floating outposts known as sky-ports. Over time, the sky-ports expanded as the duardin abandoned the old ways and heeded the call of innovation, gradually becoming entire cities suspended high in the air. A sky-port is a bustling hub of commerce and industry. Its outer regions are festooned with docks where visiting land-dwellers haggle with formidable duardin merchants, while its inner zones contain factories, alehouses, guildhalls and the vaults in which the Kharadron store their vast wealth, to name but some of their marvels.

The sky-ports – and indeed, all the wondrous technology crafted by the Kharadron, including their famed fleets of skyvessels – are powered by the magical substance known as aethergold. Sometimes referred to as the ‘breath of Grungni’, aethergold is the lifeblood of the duardin’s sky-empire. It is an arcane, lighter-than-air material that accumulates in glittering drifts and streams, and Kharadron prospectors go to great lengths to extract and process it. A sky-port’s status is decided by the amount of aethergold reserves, or ‘shares’, that it controls, and the six greatest sky-ports are forever looking to harness new reserves of aethergold discovered across the realms.

Yet aethergold’s remarkable properties have made it attractive to other powers who would use it for their own ends, and so Kharadron fleets are by necessity heavily armed and armoured, crewed by toughened Arknauts





and reinforced by veteran warriors hired for their mastery of aethermatic weaponry. A Kharadron Admiral must be forever willing and ready to fight for control of aethergold, for should the supply of this substance ever dry up, the sky-ports – and their entire civilisation along with them – would plummet to the earth in an apocalypse of steel.

RISE OF THE KHARADRON

The Kharadron Overlords were born out of the horror of the Age of Chaos. Before this epoch-shattering event, their forerunners were citizens of the Khazalid Empire, the greatest of all pan-realm duardin civilisations. The Khazalid Empire stretched across the cosmos, but its power base lay in the Godwrought Isles of Chamon. Here they formed a nation of immense strength and influence, worshipping their ancestor gods – foremost of whom was Grungni the Maker – and mining the mountains for their abundant natural bounty. For centuries, prosperity reigned, but it could not last.

When the daemon legions invaded, the karak-cities were quickly identified as points of mortal resistance that had to be crushed. The Khazalid Empire fought fiercely, but one by one its mountainous holds were overrun. The clans cried out to Grungni for aid, but the Maker was nowhere to be seen; though his heart yearned to help his worshippers, he knew that they could only become truly strong if they faced down this challenge without his aid. That grim decision has come to define the duardin societies of the realms. Some Khazalid refugees fled to Azyr or sought sanctuary with their Fyreslayer cousins, though the warrior-cult of Grimgir had long practised its own insular traditions and, for the most part, kept their gates sealed. Other karaks simply went dark, their fates shrouded in sinister rumour. Yet some duardin – the most forward-thinking and opportunistic – instead looked to the skies for salvation. Primitive aether-technology had seen





them build floating outposts amidst the clouds, while gyro-vessels of the sort still employed by the Ironweld guilds allowed them to evacuate their people to these zones of relative safety. The skies were prowled by their own dangers, both natural and daemonic in origin, but it was certainly better than remaining on the ground.

Over time, these duardin holdouts gradually shed the trappings of their past. They built up the sky-ports and refined the construction of their aerial vessels, harnessing the power of aethergold in increasing quantities to expand the power of their fleets. The monarchical structures of the old empire were done away with, as was the worship of the gods in all but the most traditional sky-ports. While the Kharadron were not to return to the lands below for many years except on swift resource-raids, they were at least protected against the majority of the ruinous legions. So did the sky-empire begin to take on recognisable form, keeping its centre of power in Chamon but slowly expanding its influence across the high airs of the other realms.

It was at this time that the Kharadron made another innovation, one that would forever define them: the Kharadron Code. The Code is a series of strictures that influence the Kharadron on every level. It is a legalistic behemoth of dizzying scope and complexity, and only those as stubbornly fixated upon details as the duardin could ever hope to memorise it. It covers almost every conceivable eventuality, from the proper means of holding a Musterpress to recruiting fresh Arkonaut crewmen to the minimum and maximum standards of ale that can be traded with the folk of Sigmar's cities. Salvage rights, distribution of spoils, the staking of a sky-port's claims to newly discovered aethergold reserves, and countless other points of dispute are covered under the Code, and the Kharadron like to boast that if the *umgi* and arrogant *aelgi* of the lands below possessed laws half as robust, perhaps the depravities of the Age of Chaos might never have come to pass.

The reality, of course, is far more complicated. While few Kharadron would dare to openly breach the Code, equally few are entirely originalist in reading its intent. Capable (or unscrupulous, depending on one's view) Admirals, determined to reap the greatest profit from their ventures and offer sufficient returns to the magnates who fund their military expeditions, are forever on the lookout for loopholes, exceptions and edge-cases that allow them to interpret the Code's wording in a manner favourable to their aims. Indeed, an entire industry of canny Codewrights exists precisely for this purpose.

Many of these situational cases have later been legitimised through amendments to the Code, making it all the more impenetrable to outsiders. While Article 2, Sub-clause 12 might state, in a rare display of colourful language, that during an active state of war, an enemy of the Kharadron will be subjected to a total trade embargo for 'as long as they draw breath', the sixteenth footnote of Amendment 3 legitimises the argument that this does not apply to the lords of the Ossiarth Bonereapers on account

THE CONFERENCE OF MADRALTA

The Kharadron Code was born out of necessity in the years following the formation of the sky-ports. In this time of turmoil, the first Kharadron fiercely vied with one another to seize reserves of aethergold, on occasion blasting rival fleets out of the sky to cement their prospecting rites. This state of lawless competition threatened to spill over into outright civil war, and so the elders of the great sky-ports elected to intervene before their society tore itself apart. Upon the metalith of Madralta, conference was held, and for many days debate raged as each duardin faction sought to protect its own interests while de-escalating the violence. By the end of their discussions they had drafted what was to be the first iteration of the Kharadron Code. Despite the countless additions and amendments made over the centuries, this original document largely remains intact. Madralta is a hallowed place to many Kharadron, who view it as where their people were truly born. Its halls contain many relics and spoils of their greatest expeditions, and its council chambers are still used to debate issues that affect the sky-empire as a whole. Most recently, arguments over whether to intervene in Be'lakor's siege of Vindicarum and later to consider the ramifications of Grungni's return to Sigmar's pantheon.



of their not needing to breathe. Similarly, specific or even outright contradictory amendments litter the Code, ratified by the Geldraad (the ruling council of the Kharadron) if they look liable to increase the wealth of their society in the long run. For many duardin, their ability to manipulate the Code is a mark of skill and just one more point of merit that can see them ascend through the rungs of their society.

PROFIT AMIDST THE WILDS

The Kharadron do not maintain standing armies in the manner of other great powers. Their military forces are assembled by entrepreneurial Admirals using investments of capital and war material from eager sponsors – enough to hire a doughty crew of Arkonaut sailors to man the great Frigates and Ironclad vessels of the flotillas – as well as troops requisitioned from guilds and private military contractors. These fleets are typically far more interested in achieving an immediate objective than mere conquest, usually involving the seizing of precious raw resources or the fulfilment of some contract drawn up with the land-dwellers.

However, this business-like approach to warfare should not be mistaken for an unwillingness to fight on the duardin's part. The Kharadron are not only deeply opposed to the hellish predations of Chaos, but they recognise that fellow forces of civilisation make for the best trading partners. In the Age of Sigmar, the Kharadron descended from their lofty strongholds to fight alongside the Stormcasts in



Chamon and forge an alliance with Sigmar. During the Soul Wars, they delivered punishing bombardments into the ranks of the dead and earned renown through airlifting Sigmarite settlers out of the path of oncoming necromantic hordes. But now is the Era of the Beast, and it threatens to test the Kharadron on every level.

Being duardin, and especially pragmatic duardin at that, the Kharadron have withstood the raging soul of Ghur that is spreading across the cosmos better than some others. Even so, their natural resistance to magic and stout mental defences cannot preserve them entirely. The Copperhats – those Kharadron who police the inner districts of the sky-ports – have reported increasing outbursts of savagery in what is otherwise an orderly society, to say nothing of the occasional surges of violence that sweep through the merchant port-zones. Rival sky-ports have increasingly come to blows over the seizure of aethergold reserves,

and the number of runes of mark issued to bounty hunters seeking those privateers who actively flaunt the Code has expanded considerably.

Nor is it only the Kharadron who are affected. The skies of the Mortal Realms hold many dangers, from the cloud-dwelling harkrakens to the predatory megalofins. Great shoals of these creatures hurl themselves against the perimeter defences of many sky-ports, and while floating minefields and patrols of heavily armed vessels are able to blunt their frenzied assaults, there is always the danger that eventually one such attack will breach the lines and reach a sky-port itself. If nothing else, they are certainly bad for business, voraciously preying as they do on ground-dwellers who find a means of approaching the airborne duardin cities.

Yet animalistic fury is not the only thing currently spreading across the Mortal Realms in droves. From Sigmar's cities march great hosts of Dawnbringers, brave settlers and warriors looking to reclaim the twisted wilds and raise new outposts in the God-King's name. To do this, they must transport prefabricated homesteads and structures designed to harness geomantic magics, and the Kharadron know their value in these endeavours. Following their heroics at the siege of Vindicarum, the skyfaring duardin have enjoyed a reputation for getting things done amongst the Grand Conclaves of the cities. This is a fact that many Admirals now leverage to secure themselves valuable contracts to aid the settlers and which the most unscrupulous duardin take advantage of to increase their rates to almost ludicrous degrees. Yet, when one considers the advantages a Kharadron fleet offers in terms of transporting a crusade's equipment, fighting off the enemies who relentlessly attack nascent outposts and ensuring supply lines are maintained between growing settlements, it is little wonder that so many Conclaves choose to pay. On occasion, the greed of the Kharadron goes too far and sees them come to blows with their erstwhile allies. This, however, is a rarity. Far more common is the Admiral who aids a crusading force for no immediate charge, instead liquidating some debt they owe to a particular Freeguild general, duardin Warden King or Stormcast champion.

GUILDS AND CHARTERED COMPANIES

When the power of the royal clans was broken – though the most esteemed lineages still hold considerable sway in sky-port politics – the Kharadron embraced an entirely meritocratic system in which any duardin who could turn a profit could reap the rewards. This soon led to the rise of many guilds and companies, the most successful of which have spread across the sky-ports. The guilds are organisations that teach skills vital to enterprising Kharadron and allow these skills to be sold for a price. The Endrineers, who build and maintain the skyvessels; the Nav-Guild, who seek out new sources of aethergold; and the Khemists, who process the magical material, are amongst the most famed of all guilds, and their expertise is always a boon to a military flotilla.

Alongside the guilds stand the chartered companies. Many of these mercantile organisations have earned renown even amongst the land-dwellers for the quality of their goods, perhaps most famously in the form of Bugman family ale. In the sky-ports, however, arguably most renowned is the Grundstok Corporation, the largest of all private military groups. The Thunderers, as their hiring warriors are known, are equipped with the heaviest armour and most advanced aethermatic weaponry. Even a few of these duardin, when accompanied by their Gunhauler escort-vessels, are capable of breaking an enemy horde through disciplined volume of fire. It is rare indeed to see a war-fleet that does not include some Grundstok presence – a fact that has made the corporation wealthy beyond measure.



Yet the Kharadrons have their own perils to deal with. A sinister darkness is creeping across the upper strata of every realm: the cursed skies of Be'lakor. These zones of celestial corruption – a creation of the first Daemon Prince after he was able to cause several realmgates to implode – seethe with daemonic energies, cutting off the cleansing energies of Azyr and poisoning more and more of the high airs with each passing day. For an airborne race such as the Kharadron, the cursed skies represent one of the greatest threats to their way of life ever encountered. It is believed that many streams of aethergold, and even some lesser sky-ports, have already been swallowed up by Be'lakor's dark storms. Other floating strongholds skirt the very edges of these corrupted regions and are constantly under siege by the flocks of airborne daemons who crash against them with a relentless hunger.

The cursed skies first came into being in Chamon, the ancestral lands of the Kharadron, and it is there that their effects are felt most keenly. Kharadron who travel near these corrupted zones speak of being assailed by terrible hallucinations that do not fade even after their voyage ends – endless whispering voices, shadowy vessels glimpsed on the horizons and eldritch non-shapes writhing in the clouds above. This mental strain has already claimed the lives of several vaunted Admirals, including the famed Hargo Bronzebeard, who hurled himself from the edge of Barak-Urbaz before a shocked

crowd of duardin and foreign traders. As ever, the Kharadron have attempted to combat this mystical threat through innovation. Barak-Nar, currently the most influential sky-port and renowned for the quality of its academies and scientists, is attempting to create a device to purify the skies by recalibrating ambient magical energies. Progress has been interminably slow, however, and the proud duardin now face the possibility of having to pool their research with the manlings or even, ancestors forbid, the Lumineth Realm-lords of Hysh.

There is one more remarkable occurrence in recent days to have sent ripples throughout Kharadron society: the return of Grungni. While the duardin of the free cities rejoice at their ancient patriarch rejoining Sigmar's pantheon, the Kharadron largely continue to view him with scepticism, and many have not yet forgiven his lack of intervention during the Age of Chaos. Barak-Mhornar is even said to have outright scorned the Smith God and refused to have anything to do with him. The exception to all this is Barak-Thryng, the most relentlessly traditionalist of all the great sky-ports. Their delegates on the Geldraad now miss no opportunity to remind their fellows that they alone kept the faith while all others gave up the ancestor god for dead. While Grungni maintains hope for a reconciliation with his children, he recognises that it cannot be forced, and the Kharadron must accept him in their own time.

A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself.

BATTLETOME: KHARADRON OVERLORDS UPDATE

Welcome to the *Battletome: Kharadron Overlords* update. Over the following pages, you will find a host of new and exciting rules to use alongside *Battletome: Kharadron Overlords* in open, narrative and matched play, giving you a plethora of new options and ways to ply the skies in the search of profit and aethergold!

WARSCROLL UPDATE

This section contains a new warscroll for the Arkanaut Admiral.

• OPEN PLAY •

This section includes twists and ruses that can only be used by a Kharadron Overlords army.

• MATCHED PLAY •

This section includes a grand strategy and battle tactics that can only be used by a Kharadron Overlords army.

• PATH TO GLORY •

This section contains rules for using your Kharadron Overlords collection in a Path to Glory campaign.

FORTUNE AND GLORY

The last section is a campaign arc for your Kharadron Overlords to play through. In this campaign arc, a Kharadron Overlords Admiral has been tasked with launching a daring raid deep into the Eightpoints. The target is an experimental new Kharadron super weapon, the Grudgeserver, that has fallen into the clutches of the enemy. The stalwart duardin of the Kharadron Overlords must destroy it before its secrets can be learned and employed against them. Meanwhile, far from the sky-ports, supplies are running low, and they need to be managed with care if the Kharadron fleet is to succeed in its perilous mission.

WARSCROLL ARKANAUT ADMIRAL

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley Pistol	9"	3	3+	4+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skalflhammer	1"	3	3+	2+	-2	3

An Arkanaut Admiral is armed with a Skalflhammer and a Volley Pistol.

If You Want a Job Done...: Every Arkanaut Admiral knows that there are some foes that you have to deal with yourself.

Add 1 to hit rolls for attacks made by this unit that target a **HERO** or **MONSTER**.

Protect the Admiral!: The skyfarers that follow an Admiral will lay down their own lives to protect them – their cut of the profit might depend on it.

Before you allocate a wound or mortal wound to this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to this unit, if this unit is within 3" of any other friendly **SKYFARERS** units, you can roll a dice. On a 1-2, that wound or mortal wound is allocated to this unit as normal. On a 3+, that wound or mortal wound is allocated to another friendly **SKYFARERS** unit within 3" of this unit instead and cannot be negated.

Master of the Skies: The Admiral knows how to get every last bit of speed from the skyvessels under their command.

You can use this command ability at the start of your shooting phase. The command must be issued by this unit and must be received by a friendly **SKYVESSEL**. That Skyvessel can shoot in that phase even if it ran earlier in the turn.

Aether-powered Munitions: The wealth and connections of an Admiral allows them to secure exclusive payloads of a sky-port's latest, greatest military technologies.

After the players have received their starting command points but before the start of the first turn, you can pick 1 of the following Aether-powered Munitions for this unit to use during the battle:

Blazebeard and Sons 'Drakk-hobbler' Mag-bolas: Once per battle, at the start of your shooting phase, pick 1 enemy

MONSTER within 12" of this unit and roll a dice. On a 2+, that unit is grappled until the end of your opponent's next turn. While an enemy unit is grappled, charge rolls made for that unit are made by rolling 1D6 instead of 2D6.

Celestium Burst-grenade: Once per battle, at the start of your shooting phase, pick 1 enemy unit within 12" of this unit and roll a dice. On a 2+, ward rolls cannot be made for wounds and mortal wounds caused by attacks that target that unit until the end of the phase.

Grudgebreaker Rounds: Once per battle, at the start of your shooting phase, pick 1 friendly **KHARADRON OVERLORDS** unit wholly within 12" of this unit that is not a **SKYVESSEL**. Until the end of that phase, improve the Rend characteristic of that unit's missile weapons by 1. The same unit cannot be picked to benefit from this ability more than once in the same phase.

KEYWORDS

ORDER, KHARADRON OVERLORDS, DUARDIN, HERO, SKYFARER, MARINE, ARKANAUT ADMIRAL



OPEN PLAY

If the players are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, players using a Kharadron Overlords army can use the following twists and ruses as well as those found in the battlepack.

KHARADRON OVERLORDS TWIST

If the roll on the Twist table is a 1, you can ignore the No Twist result and roll on the following table instead. If both players can roll on a Twist table in this way, so long as those Twist tables are different, each player can roll on their Twist table and both twists are used for the battle (each twist applies to each player, as normal).

KHARADRON OVERLORDS TWIST TABLE

D6	Twist
1-3	Aetherstorm: <i>The skies above are filled with a swirling tempest. While rich in aethergold, they are also hazardous to all who venture too high above the battlefield.</i> Each time a unit that can fly runs or charges, roll a dice. On a 4+, it suffers D3 mortal wounds.
4-6	Slipstreams: <i>Channels of high-speed winds crisscross the skies, allowing for swift manoeuvring during battle for all airborne troops.</i> Add 2" to the Move characteristic of units that can fly.

KHARADRON OVERLORDS RUSE

When you generate your ruse, you can use the following ruse instead of the one you generate on the Ruse table (choose which to use after you have made your roll on the Ruse table).

Ol' Reliable: *The crew of this vessel have dubbed one of her guns 'Ol' Reliable', as it never fails to land a hit when most needed.*

Once per battle, when a **SKYVESSEL** shoots, you can pick 1 of its weapons to be Ol' Reliable. Re-roll hit rolls for attacks made with that weapon until the end of the phase.



MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

MASTERS OF THE HIGH AIRS

Kharadron Overlords army only.

Spend Shares to Make Shares: *You understand that in the pursuit of profit, a big investment can yield an even bigger payoff. Exploiting every iota of aethergold you carry can oft-times prove the difference between victory and defeat.*

When the battle ends, you complete this grand strategy if no unit in your army has a share of aethergold that has not been spent, and at least 1 share of aethergold was spent by friendly units in every battle round.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

DECREES OF THE CODE

Kharadron Overlords army only.

Bombing Run: *Few foes can hope to endure a precision bombing run carried out by a Kharadron flotilla.*

Pick 1 enemy unit. You complete this battle tactic if that unit is destroyed during this turn by a friendly model using the 'Bomb Racks' ability.

Mobilise the Fleet: *The armies of the Kharadron are adept at quickly mounting their skyvessels, for there is no telling when danger – or profit – will demand a swift response.*

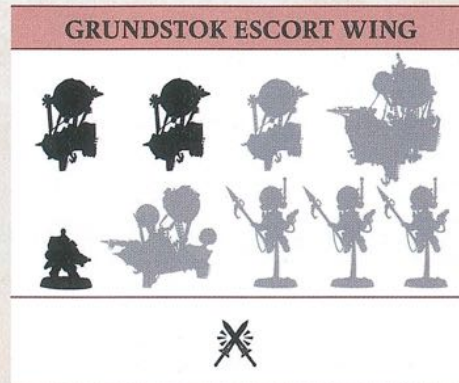
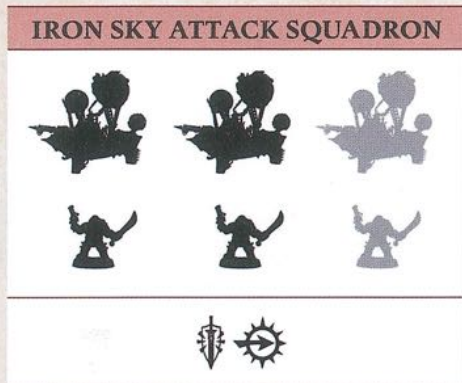
You cannot pick this battle tactic in the first battle round. Pick 3 friendly units on the battlefield. You complete this battle tactic at the end of the turn if those units are all garrisoned within **SKYVESSELS**.

Boots on the Ground: *Under the covering fire of their ship's weapons, the forces of the Kharadron meet the enemy head-on and drive them back with thundering salvos and stubborn resolve.*

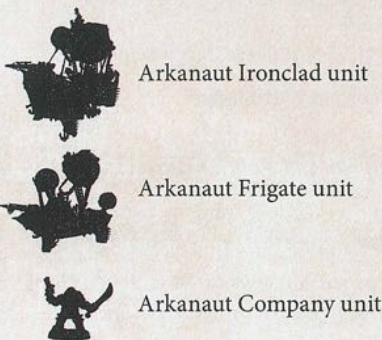
Pick 3 friendly units garrisoned in **SKYVESSELS**. You complete this battle tactic at the end of the turn if those units are all on the battlefield and wholly within enemy territory.

CORE BATTALIONS

You can include any of the following core battalions in a Kharadron Overlords army if the battlepack you are using says that you can use core battalions.



KHARADRON OVERLORDS UNIT ICONS



BATTALION ABILITY ICONS

-  **Unified:** One-drop Deployment (core rules, 26.2.1).
-  **Expert:** Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.
-  **Magnificent:** When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.
-  **Slayers:** Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.
-  **Strategists:** Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.
-  **Swift:** Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

PATH TO GLORY

This section contains rules for using a Kharadron Overlords army on a Path to Glory campaign. It includes additional rules, quests, veteran abilities and unique territories that can only be used by a Kharadron Overlords army.

SKYVESSELS

If a **SKYVESSEL** is destroyed in a Path to Glory battle, do not make an injury roll or casualty roll for it. Instead, roll on the Skyvessel Damage table below. In each aftermath sequence, you can re-roll 1 roll on this table by spending 1 glory point. You must choose whether to re-roll before rolling for the next unit.

2D6	Skyvessel Damage Table
2-3	Wrecked: <i>Crashing into the scarred earth with an ear-splitting explosion, nothing remains of this once mighty vessel and her crew.</i> Remove this unit from your order of battle.
4	Hull Breach: <i>A gaping hole in the side of the ship has been hastily boarded up, but it needs extensive repairs to survive more than its next battle.</i> In your next battle, if this unit is included in your army, subtract 1 from its Save characteristic.
5	Damaged Propeller: <i>Until proper repairs are made, this vessel cannot reach full velocity.</i> In your next battle, if this unit is included in your army, subtract 2" from its Move characteristic.
6	Punctured Endrin: <i>A loss of pressure in the main endrin-turbine prevents this vessel from reaching higher altitudes.</i> In your next battle, if this unit is included in your army, it cannot use its Fly High ability.
7	Unstable Footing: <i>Repairs are needed to the rigging and suspension coils of the endrins. Until they are carried out, the ship pitches and shakes aggressively, making it difficult to aim.</i> In your next battle, if this unit is included in your army, subtract 1 from hit rolls for attacks made with missile weapons by this unit.
8-11	Scratches and Dents: <i>A lick of fresh paint and she'll be ready for battle once more.</i> No effect.
12	It'll Take More Than That!: <i>The Maker's blessing – or good old-fashioned fortune – seems to swaddle this vessel, and in the aftermath of battle it rises out of the clouds with hardly a scratch upon its paintwork.</i> This unit gains 2D6 renown points. In addition, in your next battle, if this unit is included in your army, it has a ward of 6+.

KHARADRON OVERLORDS QUESTS

If your army is a Kharadron Overlords army, you can pick the following quest for your Path to Glory roster.

QUEST

NEGOTIATE ENDRIN-CONTRACT

The masters of the Endrineers guilds can be miserly with their latest and greatest creations. Before securing such potent technologies, you'll have to prove your mettle to them.

Pick 1 **SKYVESSEL** unit from your order of battle that does not have a Great Endrinwork enhancement, and pick 1 Great Endrinwork it is eligible for. Note these down in your quest log. At the end of a Path to Glory battle, you complete this quest if that unit was included in your army, was not destroyed and gained 3 or more renown points after the battle. When you complete this quest, you can add the Great Endrinwork you picked to your vault, but it can only be given to the unit you picked when you embarked on this quest (note down the name of the unit next to the Great Endrinwork). If that unit is removed from your order of battle, then remove the Great Endrinwork from your vault too.

VETERAN ABILITIES

Each time a **KHARADRON OVERLORDS** unit on your Path to Glory roster gains a veteran ability, you can pick 1 of the veteran abilities from the table below instead of the table found in the Core Book.

KHARADRON OVERLORDS VETERAN ABILITIES

High-altitude aether-boosters: *Though extremely hungry for aether-power, these downsized endrins can be used to rapidly reposition a band of duardin skyfarers.*

SKYFARERS unit only. This unit can use this veteran ability once per battle at the start of your movement phase. If it does so, remove this unit from the battlefield and set it up to one side as a reserve unit. At the start of the next charge phase, set up this unit anywhere on the battlefield more than 9" from all enemy units.

Grudgebreaker Rounds: *These wealthy duardin keep a supply of high-velocity Grudgebreaker Rounds close to hand, all the better to deal with the most heavily armoured of foes.*

This unit can use this veteran ability once per battle when it is picked to shoot in the shooting phase. If it does so, improve the Rend characteristic of this unit's missile weapons by 1 until the end of that phase. When a unit uses this veteran ability, it cannot benefit from the Arkonaut Admiral's Aether-powered Munitions ability in the same phase.

Voidstone Scatter Mines: *A skyvessel armed with these special-issue mines can traverse even the most hostile of magical tides.*

SKYVESSEL unit only. Once per battle, this unit can use this veteran ability at the start of the enemy hero phase. If it does so, until the end of the phase, each time this unit is affected by a spell or the ability of an endless spell, you can roll a dice. On a 2+, ignore the effect of that spell or the effects of that endless spell's ability on that unit.

KHARADRON OVERLORDS TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

KHARADRON OVERLORDS TERRITORIES (D66)

61-62 DOCKSIDE WORKSHOP

A fifty per cent investment in a large workshop situated in the docking district of your sky-port secures you the means to commission more skyvessels for your growing fleet.

Increase your **WAR MACHINES** limit by 2.

[Upgrade 10GP] **Great Endrinhall:** Increase your **WAR MACHINES** limit by 4 instead of 2. In addition, each time you roll on the Skyvessel Damage table, you can spend 1 glory point to re-roll the result.

63-64 ALEHOUSE

Buying a sizeable stake in this alehouse gives the duardin of your fleet a place to rest and recover their spirits in the wake of battle. The only thing it is missing is a supply of Bugman's legendary tippie, XXXXXX.

Reduce the cost of recuperating units on your Order of Battle by 1 glory point (to a minimum of 1).

[Upgrade 15GP] **XXXXXX on Tap:** Add 1 to recuperating rolls.

65-66 AETHERGOLD VAULT

Every self-respecting Admiral has a vault to call their own – a place to store their vast aethergold reserves and keep their crew secure in the knowledge that their shares are protected.

When fighting a battle against another Path to Glory army, at the start of the battle, pick 1 friendly unit to have 1 additional share of aethergold.

[Upgrade 20GP] **Grand Vault:** Pick 3 friendly units instead of 1 to have 1 additional share of aethergold. The same unit cannot be picked more than once.

KHARADRON OVERLORDS HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your **HEROES**. A heroic upgrade replaces the warscroll of a **HERO** with another, more powerful one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of renown points the **HERO** must have, and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO**'s warscroll on your order of battle with the new one chosen. You can only pick 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** had any core enhancements that they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Arkonaut Admiral	KHARADRON OVERLORDS HERO	20	4
Endrinmaster with Dirigible Suit	Endrinmaster with Endrinharness	20	4