



## BATTLETOME: SERAPHON

Designers' Commentary, April 2020

The following commentary is intended to complement *Battletome: Seraphon*. 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 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 a **SLANN** or **ORACLE** carry out more than 1 celestial conjuration in the same hero phase?*

A: No.

*Q: Can a Seraphon army take endless spells from Malign Sorcery and bound endless spells as part of the same army?*

A: Yes.

*Q: If the answer to the above is yes, can a Seraphon army take the same endless spell model twice in a Pitched Battle? For example, can I take Purple Sun of Shyish and Bound Purple Sun of Shyish in the same army?*

A: No.

*Q: Can I use the Fangs of Sotek command ability 'Parting Shot' on any Fangs of Sotek unit with the **SKINK** or **SKINKS** keyword?*

A: No, you can only use the command ability on a unit from the Skinks warscroll or Chameleon Skinks warscroll.

*Q: Does the Coalesced battle trait 'Scaly Skin' apply to mortal wounds?*

A: No.

*Q: Can enemy units garrison a Realmshaper Engine?*

A: Yes.

*Q: Can I cast endless spells with a friendly **SERAPHON WIZARD** that is garrisoned in a Realmshaper Engine?*

A: Yes.

*Q: If the answer to the above is yes, what happens if that endless spell is a Balewind Vortex?*

A: The Balewind Vortex model is set up within 1" of the Realmshaper Engine and more than 3" from any enemy models. The caster is then removed from the garrison and placed on top of the Balewind Vortex model.

*Q: Can you explain how predatory endless spells are moved at the start of a battle round if a Seraphon bound endless spell and Ossiarch Bonereapers 'Soul-linked' endless spell are on the battlefield?*

A: The players roll off and the winner moves their relevant endless spell(s) first.

*Q: How does the Rend characteristic of attacks interact with the Bastiladon while it has a 1+ Save characteristic?*

A: An unmodified save roll of a 1 always fails. When a save roll is modified by the Rend characteristic of an attack, it can never be modified to less than 1. When a model has a Save characteristic of 1+, modified save rolls of 1 are successfully saved. This means, while the Bastiladon has a Save characteristic of 1+, only unmodified save rolls of 1 will inflict damage regardless of the Rend characteristic of the weapon used for the attack.