BATTLETOME: SERAPHON

Official Errata, April 2020

The following errata correct errors in *Battletome: Seraphon*. 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 55 – Ways of the Seraphon, The Sage's Staff
Change the first line of rules text to:
'At the start of the hero phase, pick 1 friendly **Seraphon Wizard**.'

Page 64 – Dracothion's Tail, Appear on Command
Change the first sentence of rules text to:
'Instead of setting up a friendly **Dracothion's Tail** unit on the battlefield before the battle begins, you can place it to one side and say that it is set up waiting to appear at command as a reserve unit.'

Page 65 – Fangs of Sotek, Parting Shot
Change the rule to:
'You can use this command ability when an enemy unit ends a charge move within 3" of a friendly **Fangs of Sotek** unit from the Skinks or Chameleon Skinks warscroll that is wholly within 18" of a friendly **Fangs of Sotek Hero**. If you do so, that unit can shoot. After you have resolved all of that unit's shooting attacks, roll a dice. On a 4+, that unit must retreat but cannot run. A unit cannot benefit from this command ability more than once per phase.'

Page 93 – Ripperdactyl Chief, Ripperdactyl Assault
Add the following to the end of the rule:
'The same unit cannot benefit from this command ability more than once per phase.'

Page 94 – Stegadon, Damage Table
Change the fourth row of the 'Wounds Suffered' column to:
'7-8'

Page 94 – Stegadon, Description
Add the following paragraph:
'**MOUNT:** If this model includes a Skink Chief, the Stegadon becomes this model's mount.'

Page 95 – Engine of the Gods, Description
Change the description text to:
'An Engine of the Gods is a single model.

SKINK PRIEST: An Engine of the Gods is commanded by a Skink Priest.

CREW: This model has a skink crew that attack with Meteoric Javelins. For rules purposes, the crew are treated in the same manner as a mount.

MOUNT: This model's Stegadon attacks with its Massive Horns, Grinding Jaws and Crushing Stomps.'

Page 96 – Bound Balewind Vortex, Summon Balewind Vortex
Change the second sentence of rules text to:
'Only **Seraphon Wizards** with a Wounds characteristic of 9 or less and that are not already on a **Balewind Vortex** can attempt to cast this spell.'