BATTLETOME: SERAPHON

DESIGNERS' COMMENTARY, APRIL 2022

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 and explain 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: Does the Coalesced battle trait 'Scaly Skin' apply to mortal wounds?
A: No.

ERRATA, APRIL 2022

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 – Primeval Domain
Add the following:
'These scenery rules only apply if the Mysterious Terrain rules are being used.'

Page 55 – Ways of the Seraphon, The Sage's Staff
Change the first sentence to:
'At the start of the hero phase, pick 1 friendly **Seraphon Wizard**.'

Page 60 – Spell Lores and Bound Endless Spells
Change the header to 'Spell Lores and Bonded Endless Spells' and the rules under the header to:
'Endless spells summoned by **Seraphon Wizards** are **bonded** to the model that summoned them. A bonded endless spell is always controlled by the model to which it is bonded. A model cannot be bonded to more than one endless spell at the same time and cannot attempt to summon other endless spells while it is bonded. If the model that summoned the endless spell is removed from play, then the endless spell is removed from play.'

Page 60 – Lore of Celestial Domination
Change the caveat under the header to:
'**Slann** (including Unique units) only.'

Page 60 – Lore of the Celestial Domination, Drain Magic
Change the rule to:
'Drain Magic has a casting value of 9. If successfully cast, all endless spells within 24" of the caster that are not bonded are dispelled.'

Page 61 – Lore of Celestial Manipulation
Change the caveat under the header to:
'**Skink** (including Unique units) only.'

Page 61 – Lore of Celestial Manipulation, Bind Endless Spell
Change to:
'Bind Endless Spell has a casting value of 7 and a range of 18". A **Wizard** that is bonded to an endless spell cannot attempt to cast this spell. If successfully cast, pick 1 endless spell within range and visible to the caster, and that is not bonded or linked to another model. That endless spell is bonded to the caster.'

Page 62 – Realmshaper Engine
Delete this rule (it is replaced with the rule on the Realmshaper Engine warscroll in this document).

Page 64 – Dracothion's Tail, Appear on Command
Change the first sentence to:
'Instead of deploying a friendly **Dracothion's Tail** unit on the battlefield, 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 to:
'You can use this command ability when an enemy unit ends a charge move within 3" of a friendly **Fangs of Sotek** unit chosen 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.'

Page 70-73 – Path to Glory
These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

Page 78 – Slann Starmaster, Foresight
Change the rule to:
'At the start of your hero phase, if any friendly models with this ability are on the battlefield, roll 2 dice. For each 4+, you receive 1 command point.'

Page 80 – Saurus Sunblood, Scent of Weakness
Change the rule to:
'You can use this command ability when you pick a friendly **Saurus** unit to fight in the combat phase. That unit must receive the command. Until the end of that phase, add 1 to wound rolls for attacks made by that unit.'

Page 86 – Skink Starseer, Cosmic Herald
Change the rule to:
'At the start of your hero phase, if any friendly models with this ability are on the battlefield, roll 1 dice. On a 4+, you receive 1 command point.'

Page 89 – Chameleon Skinks, Perfect Mimicry
Change to:
'Models in this unit that are within 1" of a terrain feature have a ward of 4+.'

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

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

Page 95 – Engine of the Gods, Description
Change the Description to:
'**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 95 – Engine of the Gods, Keywords
Add the **PRIEST** keyword to the keywords section.

Pages 96-102 – Bound Endless Spell warscrolls
Do not use these warscrolls. Instead, use the updated endless spell warscrolls on *Warhammer Age of Sigmar: The App*.

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Page 40 – Starborne Armies
Change the rule to:
'If you have a Starborne Path to Glory army, each standard territory provides you with a number of **Astromatrix Arcane points** in addition to its effect, as shown on the table below. If a territory is upgraded, add 1 to the number of Astromatrix Arcane points it provides. You can use these points to add Seraphon units to your army, as described below.'

There are no lengths the Seraphon will not go to in order to see the Great Plan fulfilled. At a Starmaster's decree, Realmshaper Engines are deployed to remake reality in line with the Old Ones' will, rendering the lands a primordial haven for the lizardfolk and a sweltering, inhospitable nightmare for their foes.

FACTION TERRAIN WARSCROLL

REALMSHAPER ENGINE

FACTION TERRAIN: Only Seraphon armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If these restrictions mean you cannot set up this faction terrain feature, you can remove 1 terrain feature that is wholly or partially within your territory and attempt to set up this faction terrain feature again. If it is still impossible to set up this faction terrain feature, then it is not used. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by up to 15 models.

Power Unleashed: *The waves of power that spread from an activated Realmshaper Engine bring the surrounding landscape to violent life.*

In your hero phase, if this terrain feature is garrisoned by a friendly **Seraphon Wizard** or friendly **Seraphon Priest**, you can pick 1 other terrain feature on the battlefield and roll a dice for each enemy unit within 3" of that terrain feature. Add 2 to the roll if that terrain feature is within 18" of this terrain feature, and subtract 2 from the roll if that terrain feature is more than 36" from this terrain feature. On a 4+, that enemy unit suffers D3 mortal wounds.