



BATTLETOME: SERAPHON

DESIGNERS' COMMENTARY, APRIL 2024

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: When determining how many dice to roll for the Saurus Scar-Veteran on Carnosaur's 'Maim and Tear' ability, do I roll 1 dice for each wound that has been allocated to that enemy unit during the battle or 1 dice for each wound currently allocated to that unit?

A: Roll 1 dice for each wound currently allocated to that unit.

Q: Are the 'Jaws' abilities of various units (such as the Saurus Jaws, Vice-like Jaws and Mighty Saurus Jaws) used before or after wounds are allocated by their combat attacks and slain models are removed from play?

A: Before.

Q: If the spell Primordial Mire is cast (see Skink Oracle on Troglodon), are units that were not within 3" of the objective or terrain feature picked when the spell was cast, but later move to be within 3" of that objective or terrain feature, affected by the spell's effects?

A: No. When the spell is cast, units within 3" of the objective or terrain feature that was picked are affected by the spell for its duration. No other units are affected by the spell. Note that affected units are affected for the spell's duration even if they move more than 3" away from the objective or terrain feature that was picked.

ERRATA, APRIL 2024

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 74 – Starborne Command Traits, Lord of Celestial Resonance
Change to:

'The first time each phase that this general either successfully casts a spell that is not unbound, successfully unbinds a spell or successfully dispels an endless spell, you receive 2 cosmic power points instead of 1.'

Page 76 – Mystical Unforging

Change to:

'Mystical Unforging is a spell that has a casting value of 8 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until the start of your next hero phase, ignore negative modifiers to save rolls for attacks made by that enemy unit.'

Page 81 – Drain Magic

Change to:

'Drain Magic is a spell that has a casting value of 6. If successfully cast, until the end of the phase, each time a friendly **SERAPHON WIZARD** is picked to cast a spell, instead of attempting to cast that spell, they can attempt to dispel an endless spell. If they do so, add 1 to the dispelling roll. In addition, until the end of the phase, subtract 1 from unbinding rolls made for enemy units.'

Page 81 – Telepathic Summons

Change to:

'Telepathic Summons is a spell that has a casting value of 6 and a range of 9". If successfully cast, pick 1 friendly **SERAPHON** unit that is not a **MONSTER** and that is visible to the caster. Remove that unit from the battlefield and set it up again wholly within range of the caster and more than 9" from all enemy units. That unit cannot move in the next movement phase.'

Page 96 – Battle Tactics, Stampede of Scales

Change to:

'Pick 3 different friendly **SERAPHON MONSTERS**. You complete this tactic if each of those units runs in the following movement phase and at the end of that movement phase, each of the units you picked is within 6" of at least 1 of the other units you picked and wholly within enemy territory.'

Page 98 – Lord Kroak, Arcane Vassal

Change the first sentence to read:

'Once per phase, when this unit attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** within 12" of this unit or 1 friendly **ORACLE** anywhere on the battlefield.'

Page 99 – Slann Starmaster, Arcane Vassal

Change the first sentence to read:

'Once per phase, when this unit attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** within 12" of this unit or 1 friendly **ORACLE** anywhere on the battlefield.'

Page 103 – Kroxigor Warspawnd

Change the Wounds characteristic to 5.

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Page 103 – Kroxigor Warspawnd, Spawn of Sotek

Change to:

'Add 1 to the Attacks characteristic of this unit's melee weapons until the end of the phase if any models in friendly **SKINK** units wholly within 12" of this unit have been slain in this phase.'

Page 113 – Terrawings, Nerve-shredding Screeches

Change to:

'At the start of the shooting phase, you can pick 1 enemy unit within 12" of this unit and roll 2D6. If the roll is higher than that unit's Bravery characteristic, that enemy unit cannot issue or receive commands until the end of the turn.'