



BATTLETOME: SERAPHON

Official Errata, July 2018

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.

Pages 98-133 – Warscrolls

Remove the following summoning spells:

- Summon Oldblood
- Summon Sunblood
- Summon Saurus Warlord
- Summon Eternity Warden
- Summon Saurus Guard
- Summon Carnosaur
- Summon Knight Veteran
- Summon Saurus
- Summon Astrolith Bearer
- Summon Saurus Knights
- Summon Starseer
- Summon Starpriest
- Summon Troglodon
- Summon Skink Priest
- Summon Skinks
- Summon Chameleon Skinks
- Summon Salamanders
- Summon Razordons
- Summon Skink Handlers
- Summon Kroxigor
- Summon Bastiladon
- Summon Terradons
- Summon Ripperdactyls
- Summon Stegadon
- Summon Engine of the Gods

Page 101 – Lord Kroak, Dead for Innumerable Ages

Add the following to the end of this rule:

'For any rules purposes other than being slain, Lord Kroak is treated as having a Wounds characteristic of 7.'

Page 101 – Lord Kroak, Celestial Deliverance

Change the rules text to:

'The caster can attempt to cast this spell up to three times in the same hero phase. Celestial Deliverance has a casting value of 8 the first time it is attempted in a hero phase, a casting value of 9 the second time it is attempted in a hero phase, and a casting value of 10 the third time it is attempted in a hero phase. Each time the spell is successfully cast, pick up to 3 different enemy units within 10" of the caster and visible to them, and roll a dice for each unit you pick. On a 2+, that unit suffers D3 mortal wounds. If that unit is a **CHAOS DAEMON** unit, on a 2+ it suffers 3 mortal wounds instead of D3 mortal wounds.'

Page 101 – Lord Kroak, Impeccable Foresight

Change the rules text to:

'You can use this command ability at the start of your hero phase. If you do so, roll 3 dice. For each 4+, you receive 1 extra command point. You cannot use this command ability more than once per hero phase.'

Page 102 – Saurus Oldblood, Paragon of Order

Add:

'The same unit cannot benefit from this command ability more than once in the same phase.'

Page 112 – Saurus Astrolith Bearer, Celestial Conduit

Change the rules text to:

'Add 1 to casting rolls for friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability. In addition, add 8" to the range of any spells cast by friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability.'

Page 114 – Skink Starseer, Cosmic Herald

Change the rules text to:

'At the start of your hero phase, you can roll a dice for this model. If you do so, on a 2+, you receive 1 command point. On a 1, your opponent receives 1 command point instead.'

Page 129 – Ripperdactyl Riders, Voracious Appetite

Change the rules text to:

‘If the hit roll for an attack made with a Ripperdactyl’s Vicious Beak scores a hit, that attack inflicts D3 hits on the target instead of 1. Make a wound and save roll for each hit.’

Page 133 – Engine of the Gods, Cosmic Engine

Change the 14-17 result to:

‘You can summon 1 unit from the list below to the battlefield, and add it to your army. The summoned unit must be set up wholly within 12" of this model and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.

- 20 Skinks
- 10 Saurus Warriors
- 3 Ripperdactyls
- 3 Terradons’

Page 133 – Engine of the Gods, Cosmic Engine

Change the 18+ result to:

‘Time crawls to a halt around your army. For the rest of the turn, double the Move characteristic of all friendly **SERAPHON** models and double the Attacks characteristic of all weapons used by friendly **SERAPHON** models.’

Page 139 – Thunderquake Starhost, The Creator’s Will

Change the second sentence to:

‘At the start of your charge phase, you can declare that all of those units will be swift until your next charge phase, in which case you can re-roll charge rolls for those units and hit rolls for attacks made by those units. You can instead declare that all those units will be savage until your next charge phase, in which case you can re-roll wound rolls for attacks made by those units and save rolls for attacks that target those units.’

Page 140 – Starbeast Constellation, Strategic Mastery

Change the second sentence to:

‘At the start of the battle, you receive D3+1 command points, instead of 1, for each Starbeast Constellation in your army.’

Pages 141-144 – The Rules

These rules are no longer used. Use the most recent core rules instead.