



# BATTLETOME: SERAPHON

Official Errata, June 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 102 – Saurus Oldblood, Paragon of Order

Add:

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

## Page 133 – Engine of the Gods, Cosmic Engine

Change the 14-17 result to:

'You can summon a 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.'

Choose a unit from the following list:

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

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.