



BATTLETOME: SERAPHON

Official Errata, July 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.'

SERAPHON WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Engine of the Gods	1	1	260	Artillery, Leader, Behemoth	
Saurus Warriors	10	40	90/320	Battleline	
Bastiladon	1	1	220	Behemoth	
Stegadon	1	1	240	Behemoth	Battleline if THUNDER LIZARD Unique
Lord Kroak	1	1	320	Leader	
Ripperdactyl Chief	1	1	80	Leader	
Saurus Astrolith Bearer	1	1	140	Leader	
Saurus Eternity Warden	1	1	110	Leader	
Saurus Oldblood	1	1	110	Leader	
Saurus Scar-Veteran on Cold One	1	1	110	Leader	
Saurus Sunblood	1	1	130	Leader	
Skink Priest	1	1	70	Leader	
Skink Starpriest	1	1	120	Leader	
Skink Starseer	1	1	140	Leader	
Slann Starmaster	1	1	260	Leader	
Terradon Chief	1	1	70	Leader	
✱ Saurus Oldblood on Carnosaur	1	1	230	Leader, Behemoth	
Saurus Scar-Veteran on Carnosaur	1	1	210	Leader, Behemoth	
✱ Skink Oracle on Troglodon	1	1	220	Leader, Behemoth	
✱ Stegadon with Skink Chief	1	1	250	Leader, Behemoth	
Chameleon Skinks	5	20	90		
Kroxigor	3	12	140		
Razordon Hunting Pack	4	12	80		
Ripperdactyl Riders	3	12	80		
✱ Salamander Hunting Pack	4	12	110		
Saurus Guard	5	20	100		Battleline in Seraphon army Battleline in Seraphon army Battleline in Seraphon army
Saurus Knights	5	20	100		
Skinks	10	40	60		
Terradon Riders	3	12	90		
<i>Eternal Starhost</i>	-	-	200	<i>Warscroll Battalion</i>	
<i>Eternal Temple-host</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Firelance Starhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Firelance Temple-host</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Shadowstrike Starhost</i>	-	-	170	<i>Warscroll Battalion</i>	
<i>Shadowstrike Temple-host</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Sunclaw Starhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Sunclaw Temple-host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Thunderquake Starhost</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Thunderquake Temple-host</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Bound Aethervoid Pendulum</i>	1	1	60	<i>Endless Spell</i>	
<i>Bound Balewind Vortex</i>	1	1	50	<i>Endless Spell</i>	
<i>Bound Burning Head</i>	1	1	40	<i>Endless Spell</i>	
<i>Bound Chronomantic Cogs</i>	1	1	90	<i>Endless Spell</i>	
<i>Bound Emerald Lifeswarm</i>	1	1	60	<i>Endless Spell</i>	
<i>Bound Geminids of Uhl-Gysh</i>	1	1	70	<i>Endless Spell</i>	
<i>Bound Malevolent Maelstrom</i>	1	1	20	<i>Endless Spell</i>	
<i>Bound Prismatic Palisade</i>	1	1	40	<i>Endless Spell</i>	
<i>Bound Purple Sun of Shyish</i>	1	1	60	<i>Endless Spell</i>	
<i>Bound Quicksilver Swords</i>	1	1	40	<i>Endless Spell</i>	
<i>Bound Ravenak's Gnashing Jaws</i>	1	1	40	<i>Endless Spell</i>	

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SERAPHON WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Bound Soulsnare Shackles</i>	1	1	50	<i>Endless Spell</i>	
<i>Bound Suffocating Gravetide</i>	1	1	30	<i>Endless Spell</i>	
<i>Bound Umbral Spellportal</i>	1	1	80	<i>Endless Spell</i>	
<i>Realmshaper Engine</i>	1	1	0	<i>Scenery</i>	

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