



## BATTLETOME: SERAPHON

Designers' Commentary, June 2018

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 explain and 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 stated 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: Do the modifiers for the Sworn Guardians ability on Saurus Guard units apply to the unit or nearby **HEROES**?*

A: The unit.

*Q: If I use the Saurus Scar-Veteran on Carnosaur's Saurian Savagery command ability on a unit more than once, do I get 1 extra attack on a 6 for each time it has been used?*

A: Yes.

*Q: If a unit of Ripperdactyl Riders is placed in reserve, is the Bloat Toad still placed on the battlefield?*

A: Yes.

*Q: Can a Slann with the Light of Dracothion use it to unbind a spell anywhere on the battlefield?*

A: No.