



BATTLETOME: HEDONITES OF SLAANESH

DESIGNERS' COMMENTARY, SEPTEMBER 2023

The following commentary is intended to complement *Battletome: Hedonites of Slaanesh*. 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: The Legions of Chaos rule states '2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the MARK OF CHAOS keyword'. Can I include units from the Slaves to Darkness faction that already have the relevant Chaos God keyword (KHORNE, NURGLE, SLAANESH or TZEENTCH) for my army but do not have the MARK OF CHAOS keyword as coalition units?

A: No.

Q: Can I use the 'Figureheads of the Dark Prince' ability more than once in each hero phase?

A: No.

Q: Does the Bladebringer's 'Slavering for Sensation' ability modify both effects of the 'Soulscent' ability, i.e. the effect that causes mortal wounds and the effect that adds to the Attacks characteristic of the unit's melee weapons?

A: No, it only modifies the effect that causes mortal wounds.

Q: If 2 different friendly Lords of Hubris use the 'You First, I Insist...' ability and pick the same enemy unit, what happens?

A: That enemy unit can only attack the Lord of Hubris that used the 'You First, I Insist...' ability last.

Q: If I offer a Temptation Dice to my opponent and they reject the offer, is that Temptation Dice still lost?

A: Yes.

Q: If an artefact of power was offered at the Fane of Slaanesh, does it still count as being equipped by the HERO for the purposes of the 'Coveted Riches' grand strategy?

A: No.

ERRATA, SEPTEMBER 2023

The following errata corrects errors in *Battletome: Hedonites of Slaanesh*. 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 78 – Temptations of Slaanesh

Change the first sentence of the final paragraph to:
'Each time your opponent accepts your offer of a Temptation Dice, you gain D6 depravity points after all of the attacks have been resolved.'

Page 79 – Summon Slaaneshi Daemons table

Change '1 CHARIOT OF SLAANESH' to '1 CHARIOT OF SLAANESH with 1 model'.

Page 80 – Invaders, Battle Traits, Escalating Havoc

Change the rule as follows:

'This is a heroic action that you can carry out with 1 friendly **INVADERS HERO** instead of picking 1 from the table in the core rules. If you do so, pick 1 eligible command trait from the list below that that **INVADERS HERO** does not already have. That **HERO** is considered to have that command trait until the end of the turn. The same command trait cannot be picked with this ability more than once in the same turn. Unique units cannot benefit from this ability.'

Page 82 – Pretenders, Command Traits, Strength of Godhood

Change the rule as follows:

'Once per turn, if this general issues a command to a different friendly **HEDONITES OF SLAANESH** unit, until the end of that turn, improve the Rend characteristic of this general's melee weapons by 1 and add 1 to the Damage characteristic of this general's melee weapons.'

Page 83 – Phantasmagoria

Change to:

'Phantasmagoria is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, each time that unit is picked to fight, roll a dice. On a 3+, you can pick 1 friendly **HEDONITES OF SLAANESH** unit within 3" of that unit. That friendly unit can retreat before that enemy unit piles in.'

Page 100 – Dexcessa, the Talon of Slaanesh, weapon profiles

Change the weapon profiles table as follows:

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scourge of Slaanesh	3"	4	2+	3+	-1	2
Impaling Talons	1"	2	3+	3+	-2	2

Page 106 – Bladebringer, Herald on Hellflayer, Slaving for Sensation

Change the rule to:

‘While friendly **HELLFLAYER** units are wholly within 12" of any friendly units with this ability, their Soulscent ability causes D3 mortal wounds on a 3+ instead of 4+.’

Page 111 – Lord of Hubris, You First, I Insist...

Change the final sentence of this rule to:

‘If you do so, the strike-first effect applies to that enemy unit in the following combat phase, but if this unit is within 3" of that enemy unit when it is picked to fight, all of that unit’s attacks must target this unit.’

Page 118 – Mesmerising Mirror, Gaze Not into its Depths

Change the final sentence of this rule to:

‘This ability has no effect on friendly units.’