BATTLETOME: HEDONITES OF SLAANESH

DESIGNERS COMMENTARY, AUGUST 2021

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: Do wounds dealt in a turn still count for depravity even if healed later in the same turn?
A: Yes

Q: Does the 'Gorge on Excess' command ability apply to the total damage inflicted by a Hedonite unit after all of that Hedonite unit's attacks have been resolved?
A: Yes.

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.

ERRATA, AUGUST 2021

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.

General Errata
Replace all references to a 'Slaanesh army' with 'Hedonites of Slaanesh army'.

Page 79 – Battle Traits
Add the following battle trait:

'LEGIONS OF CHAOS
When an army dedicated to one of the Chaos Gods marches to war, it is often accompanied by hordes of Slaves to Darkness, snarling herds of beast-kin and other corrupted beings with similar goals.

A Hedonites of Slaanesh army can include coalition units (see below) as follows:

- 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. Those units must be given the **Slaanesh** Mark of Chaos keyword.

- 1 in every 4 units in the army can be a coalition unit from the Beasts of Chaos faction that does not have the **Tzeentch** keyword. Those units gain the **Slaanesh** keyword.

A Hedonites of Slaanesh army cannot include coalition units with the **Khorne** keyword.

COALITION UNITS
Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. Coalition units cannot be generals. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

Designer's Note: *Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army's enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.'*

Page 80 – Battle Traits, Figurehead of the Dark Prince
Add the following to the end of the rule:
'You receive the command point for having a general on the battlefield at the start of the hero phase if 1 or more of these generals are on the battlefield (you still only receive 1 command point if you have 2 or more generals on the battlefield). You receive the +2 modifier to the Heroic Leadership heroic action only if all of the generals have been slain.'

Page 84 – Godseekers, Thundering Cavalcade, rules
Add the missing 'to':
'Add 1 to charge rolls for friendly **Godseekers** units.'

Page 86 – Spell Lores
Change the text under the header to:
'**Total Acquiescence:** Any number of **Slaanesh Wizards** in a Hedonites of Slaanesh army that have the Acquiescence spell on their warscroll can use it in the same turn, but the same **Wizard** cannot attempt to cast it more than once per turn.'

Page 86 – Lore of Slaanesh
Change the caveat under the table header to:
'**Slaanesh Daemon Wizard** (including Unique units) only.'

Page 86 – Forbidden Sorceries of Slaanesh
Change the caveat under the table header to:
'**Slaanesh Greater Daemon** (including Unique units) only.'

Page 87 – Forbidden Sorceries of Slaanesh, Slothful Stupor
Change the last sentence to:
'Until your next hero phase, that **Hero** cannot issue or receive commands and cannot run or attempt a charge.'

Page 86 – Lore of Pain and Pleasure
Change the caveat under the table header to:
'**Slaanesh Mortal Wizard** (including Unique units) only.'

Page 94-99 – Path to Glory
These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

Page 106 – Syll'Esske, Subvert
Change the last sentence to:
'Until your next hero phase, that **Hero** cannot issue or receive commands.'

Page 107 – Shalaxi Helbane, Refine Senses
Change to:
'Refine Senses is a spell that has a casting value of 4. If successfully cast, until your next hero phase, you can add 1 to hit rolls for attacks made by the caster that target a **Hero**, and you can add 1 to save rolls for attacks made by **Heroes** that target the caster.'

Page 121 – Shardspeaker of Slaanesh, Mist Lurkers
Change to:
'If this unit successfully casts a spell that is not unbound, until your next hero phase, you can add 1 to save rolls for attacks that target this unit and it can attack using the Shadow-cloaked Claws melee weapon when it fights.'

Page 122 – Myrmidesh Painbringer, Painbringer Shields
Change to:
'Add 1 to save rolls for attacks made with melee weapons that target this unit.'

Page 124 – The Dread Pageant, melee weapons
Add the following melee weapon profile:

Melee Weapon: Blissbarb Bow
Range: 1"
Attacks: 2
To Hit: 4+
To Wound: 4+
Rend: -
Damage: 1

Pages 125-126 – Endless spell and faction terrain warscrolls
Replace these warscrolls with the ones in this document.

WHITE DWARF, OCTOBER 2019
The Host of Syll'Esske Battle Traits – Deadly Symbiosis
Change the rule to:
'Add 1 to the number of depravity points you receive in the battleshock phase if a friendly **Syll'Esske** is on the battlefield and is within 6" of at least 1 other friendly **Syll'Esskan Host Daemon** unit and at least 1 friendly **Syll'Esskan Host Mortal** unit.'

WHEELS OF EXCRUCIATION

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **HEDONITES OF SLAANESH WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Exquisite Agony: *The Wheels of Excruciation deliver death by a thousand exquisite cuts to those who get in their way.*

After this endless spell has moved, roll 6 dice for each unit that has any models it passed across. That unit suffers 1 mortal wound for each roll that is less than that unit's unmodified Save characteristic. This ability has no effect on **SLAANESH** units.

The Wheels of Excruciation whirl around the minarets of the Dark Prince's palace as flocks of crows fly around a temple's spires. They can be called into the Mortal Realms by a devotee of Slaanesh to lacerate and even decapitate their enemies, hunting down untainted flesh and delivering the agony of uncounted cuts.

MESMERISING MIRROR

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 18". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **HEDONITES OF SLAANESH WIZARDS** can attempt to summon this endless spell.

Irresistible Lure: *The mirror lures mortals as a candle draws moths to its light. Those strong enough to turn away feel knives of anguish and loss driven into their hearts.*

If a unit starts a normal move, run or retreat within 12" of this endless spell, it suffers D3 mortal wounds unless it finishes that move closer to this endless. This ability has no effect on **SLAANESH** units.

Gaze Not into its Depths: *A Mesmerising Mirror can enthral a warrior's soul, dragging his essence screaming from his body if he looks too long upon its glory.*

At the end of the movement phase, roll 6 dice for each **HERO** within 6" of this endless spell (roll separately for each **HERO**). For each 6, that **HERO** suffers a number of mortal wounds equal to the number of 6s that were rolled for that **HERO**. This ability has no effect on **SLAANESH HEROES**.

Designer's Note: *If you rolled one 6 for a HERO, that HERO would suffer 1 x 1 = 1 mortal wound. If you rolled two 6s, that HERO would suffer 2 x 2 = 4 mortal wounds, if you rolled three 6s, that HERO would suffer 3 x 3 = 9 mortal wounds, and so on.*

A Mesmerising Mirror is a cursed thing indeed, sent from Slaanesh's palace to ensnare the unwary. Those who manage to tear their gaze away feel a ripping pain in their soul – but those who do not suffer an even worse fate. Their essence is drawn from their body, trapped in the mirror forever more as a plaything for Slaaneshi daemons.

DREADFUL VISAGE

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 12". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **Hedonites of Slaanesh Wizards** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

Flensing Tongues: *Opening its soul-sucking maw, the Dreadful Visage lets fly a plethora of hooked tongues that lash and flense the flesh of those nearby.*

After this endless spell has moved, roll 6 dice for the closest unit within 6" of it. If more than 1 such unit is equally close, the commanding player can choose which unit to roll for. For each 4+, that unit suffers 1 mortal wound. If a unit suffers any mortal wounds from this ability that are not negated, the strike-last effect applies to that unit until the end of the following combat phase.

Terrifying Entity: *Gibbering, howling and shrieking with cruel pleasure, the Dreadful Visage, destroys the will of Slaanesh's enemies – while his worshippers find themselves energised by its discordant barrage of noise.*

Subtract 1 from the Bravery characteristic of units while they are within 12" of this endless spell. Add 1 to the Bravery characteristic of **Slaanesh** units while they are within 12" of this endless spell instead of subtracting 1.

The sorcerous entity known as the Dreadful Visage is said to be a mask that once adorned Slaanesh's own face during the Masquerade of the Palace Grandiose. On that fell night, it is said, the visage took on an evil sentience of its own, and it can be called forth to bring a measure of its wearer's horrific aura into the Mortal Realms.

FANE OF SLAANESH

FACTION TERRAIN: Only Hedonites of Slaanesh armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move models over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Power of Slaanesh: *A Fane of Slaanesh channels arcane power to the Dark Prince's sorcerers, while filling their foes with dread.*

If you spend depravity points to summon a **Slaanesh Daemon** unit to the battlefield, you can set up that unit wholly within 12" of this terrain feature and more than 9" from all enemy units instead of wholly within 12" of a **Slaanesh Hero** and more than 9" from all enemy units.

Damned Conduit: *Slaanesh's minions can make sacrifices at a Fane of Slaanesh to gain martial prowess.*

At the start of your hero phase, you can pick 1 friendly **Slaanesh Hero** within 6" of this terrain feature to make a sacrifice. If you do so, that **Hero** suffers 1 mortal wound and you must roll a dice. On a 1, nothing happens. On a 2+, add 1 to hit rolls for attacks made by that **Hero** until your next hero phase.

If the **Hero** you picked has an artefact of power, instead of suffering 1 mortal wound, they can sacrifice that artefact of power. If they do so, that artefact of power can no longer be used and you must roll a dice. On a 1, nothing happens. On a 2+, add 1 to hit rolls for attacks made by that **Hero** for the rest of the battle.

Designer's Note: *You can sacrifice an artefact that can only be used a limited number of times during a battle and which has already been used. If a weapon was picked when the artefact of power was selected, that weapon reverts to normal.*

Wherever the hosts of Slaanesh gather in the Mortal Realms they raise Fanes of Slaanesh, beautifully crafted structures that bear the icon of the Dark Prince and dominate the surrounding landscape. They act as conduits to the Palace of Slaanesh, allowing the greatest of the usurpers within to lavish blessings – or curses – on a whim.