

WARHAMMER 40,000

SLAANESH DAEMON DATASHEETS

Official Update Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

FAQs

Q: If Syll'Esske cannot make a consolidation move because it is in base contact with an enemy model, can it still resolve its close combat attacks again as a result of the Deadly Symbiosis ability?

A: Yes.

Q: When Syll'Esske uses the Deadly Symbiosis ability, it says it can choose a new target. Must I choose a new target, or can I choose a unit that Syll'Esske targeted during this phase?

A: You can choose a unit that Syll'Esske targeted during this phase.

Q: If a Contorted Epitome takes the Slothful Claws Relic, can it still attack with these in addition to its Coiled Tentacles, or does it lose this ability when it replaces the Ravaging Claws weapon profile with the Slothful Claws?

A: The Slothful Claws profile replaces that model's ravaging claws profile in its entirety, therefore the ability to use this weapon in addition to its coiled tentacles is lost.

Q: If a model with a minimum Move characteristic wishes to Fall Back whilst within 6" of a Contorted Epitome, but its controlling player fails to roll below its Leadership characteristic, is it destroyed?

A: Yes.

Q: If a model with a minimum Move characteristic and the Hover Jet ability is within 6" of a Contorted Epitome, can its controlling player decide to use this ability after failing to roll below that model's Leadership characteristic to prevent the model from being destroyed? Or must the player declare that the model will hover before rolling to see if it can Fall Back?

A: The player must declare that the model will hover before rolling to see if it can Fall Back.