



# BATTLETOME: HEDONITES OF SLAANESH

## Official Errata, December 2019

The following errata correct 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 61 – Battle Trait, Locus of Diversion

Change the third sentence of the rule to:

**'On a 5+, that enemy unit fights at the end of the following combat phase, after the players have picked any other units to fight in that combat phase.'**

### Page 61 – Daemons of Slaanesh Depravity Points Table

Change the table values to:

DAEMONS OF SLAANESH UNIT	DP COST
1 Keeper of Secrets	45
30 Daemonettes	40
3 Seeker Chariots	35
20 Daemonettes	28
1 Contorted Epitome	23
1 Bladebringer, Herald on Exalted Chariot	23
3 Fiends	23
1 Bladebringer, Herald on Hellflyer	20
1 Exalted Chariot	20
1 Infernal Enraptureess, Herald of Slaanesh	17
1 Bladebringer, Herald on Seeker Chariot	17
1 Hellflyer	17
1 Viceleader, Herald of Slaanesh	15
1 Seeker Chariot	15
5 Seekers	15
10 Daemonettes	14

### Page 76 – Hero Followers Table

Change 'Chaos Lord of Slaanesh' to 'Lord of Chaos with mark of **SLAANESH**'.

Change 'Lord of Slaanesh on Daemonic Mount' to 'Chaos Lord on Daemonic Mount with mark of **SLAANESH**'.

### Page 80 – Keeper of Secrets, Ritual Knife

Change the first sentence to:

**'If this model is armed with a Ritual Knife, at the end of the combat phase, you can pick 1 enemy model within 1" of this model that has any wounds currently allocated to it and roll a dice.'**

### Page 81 – Syll'Esske, Deadly Symbiosis

Change the rule to:

**'When this model fights in the combat phase, it must attack with either its Axe of Dominion or Scourging Whip (it cannot attack with both). Then, at the end of the phase, it can pile in and attack with its other weapon. If another ability or spell allows this model to fight more than once in the same combat phase, this ability still only allows this model to fight at the end of the phase 1 more time.'**

Each time this model attacks in the same combat phase, it must alternate between attacking with its Axe of Dominion and Scourging Whip. Every other time this model attacks in the same combat phase, you can re-roll hit rolls for the weapon being used.'