



# BATTLETOME: HEDONITES OF SLAANESH

## Designers' Commentary, March 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 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: 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: Can I set up a **DAEMON** unit that was summoned with depravity points wholly within 12" of a Fane of Slaanesh even if there is a friendly **SLAANESH HERO** on the battlefield?*

A: Yes.

*Q: Can I still use the 'Hosts of Chaos' subfaction rules from *Wrath of the Everchosen* with my Slaanesh army?*

A: Yes.

