



BATTLETOME: HEDONITES OF SLAANESH

Designers' Commentary, May 2019

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: Do abilities that deal wounds or mortal wounds count as attacks and generate depravity points? For example, the Keeper of Secrets' Ritual Knife ability (not the weapon attack), the Dark Temptations ability or the Excess of Blades ability, which can all inflict mortal wounds.

A: No. Attacks are described in the core rules; they must use the attack sequence.

Q: Do endless spells that deal damage generate depravity points?

A: No. An endless spell is independent of the caster that created it.

Q: Do the attacks from a HERO's mount also generate depravity points?

A: Yes.

Q: If a unit is affected by both Locus of Diversion and Horrible Fascination and has an ability that allows it to attack first, do they all cancel out?

A: Yes.

Q: Can an artefact of power that has already been depleted (e.g. a 'once per battle' artefact that has already been used) be sacrificed at the Fane of Slaanesh?

A: Yes.

Q: If you negate the mortal wound suffered by a HERO making a sacrifice at the Fane of Slaanesh, do you still get the effect?

A: Yes.

Q: If an artefact is sacrificed to the Fane, does the HERO still count as having an artefact for the purposes of holding objectives in battleplans like Places of Arcane Power and Relocation Orb?

A: No.

Q: Does the Epicurean Revellers' warscroll battalion ability affect the attacks made by the Hellflayer and Exalted Chariot's 'mounts' (i.e. the Piercing Claws and Poisoned Tongue attacks)?

A: Yes.

Q: I find Shalaxi Helbane's Irresistible Challenge ability confusing. What happens if an enemy HERO can't reach Shalaxi? Do they remain stationary, or move as far as they can? Can they attack anyone else if Shalaxi is not in range in the following combat phase?

A: The answer boils down to applying each part of the rule as written:

'...If they accept, that HERO must attempt to charge, and must finish the charge move within ½" of this model if it is possible for it to do so. In addition, if the challenge is accepted, any attacks that HERO makes in the following combat phase must target this model.'

I've highlighted in bold type the three most important parts of the rule. Note that each part stands alone, and imposes a different requirement on the enemy HERO. First of all, if the challenge is accepted, the enemy HERO must attempt to charge, so you have to make a charge roll for it. Secondly, the enemy HERO must finish its charge move within ½" of Shalaxi *if it is possible for it to do so*. If it can't finish the charge move within ½", no further restrictions apply at this stage and it can be moved freely or remain stationary as desired. Thirdly, the only unit the enemy HERO can target in the following combat phase is Shalaxi – so if it didn't end up within range of Shalaxi in the previous charge phase, it cannot attack at all in that combat phase.

Q: Can the Dark Temptations ability from two or more Keepers of Secrets be used on the same enemy HERO?

A: Yes.

Q: If Syll'Esske is restricted to fighting at the end of the combat phase for whatever reason, does the Deadly Symbiosis ability still allow them to fight one more time?

A: Yes.

Q: If I have 3 Infernal Enraptureses on the battlefield, do I get 3 depravity points for each one (for a total of 9 points)?

A: No. You receive 1 depravity point for each friendly Infernal Enrapture on the battlefield, for a total of 3 points.

Q: Let's say Unit A has been made to fight at the end of the combat phase. If, when Unit A fights at the end of the combat phase, its pile-in move results in Unit B being eligible to fight when previously it wasn't, because Unit B was outside 3", can Unit B now pile in and attack?

A: It depends on whether Unit A is part of the army whose turn is taking place. The player whose turn is taking place fights with any of their units that are eligible to fight at the end of the phase, one after the other, in an order of their choice. Then the player whose turn is not taking place fights with any of their units that are eligible to fight at the end of the phase, one after the other, in an order of their choice. What this means is that, if Unit A is from the army of the player whose turn is taking place, then Unit B will be able to fight (as its opportunity to fight comes after that of Unit A, and it will be eligible to fight because it is within 3" of the enemy). If, on the other hand, Unit A is part of the army belonging to the player whose turn is not taking place, then Unit B will not be able to fight (as its opportunity to fight came before that of Unit A, when it was not within 3" of the enemy).

Q: Can a model that has an ability that allows it to pile in and attack when it dies still use the ability if the unit it is part of has to fight at the end of the combat phase?

A: Yes.

Q: My Keeper of Secrets is engaged with an enemy unit that is affected by Locus of Diversion and therefore restricted to fighting at the end of the combat phase. My opponent has activated all of his other units, and I have activated all of mine, but I want to use the Excess of Violence command ability to allow my Keeper of Secrets to pile in and attack again. Am I right in thinking that it isn't actually the end of the combat phase yet, meaning I can use the command ability to allow my Keeper of Secrets to fight before the enemy unit gets to fight?

A: Yes, you can. The main part of the combat phase only ends when both players pass in succession (see page 5 of the Core Rules booklet/page 230 of the Core Book). Anything that happens at the end of the combat phase takes place only after both players have passed in succession.

Q: Is there a difference between abilities that apply 'in that combat phase' and those that apply 'until the end of the combat phase'.

A: No, the phrases are synonymous.