

SHALAXI HELBANE

Known as the Monarch of the Hunt, Shalaxi Helbane is Slaanesh's weapon against the daemons of the other Chaos Gods. Able to discern the secrets of the Dark Prince's foes through blended senses, this statuesque warrior has slain a thousand rivals and more.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Living Whip	6"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulpiercer	3"	1	2+	☀	-3	D6
Impaling Claws	3"	2	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Soulpiercer	Impaling Claws
0-3	14"	2+	5
4-6	12"	2+	4
7-9	10"	3+	3
10-12	8"	3+	3
13+	6"	4+	2

DESCRIPTION

Shalaxi Helbane is a named character that is a single model. They are armed with Soulpiercer, Impaling Claws and one of the following weapon options: Living Whip; or Shining Aegis.

ABILITIES

Cloak of Constriction: *Any opponent that draws too close to Shalaxi Helbane finds themselves ensnared by the tentacular pseudopods of the daemon's cloak.*

Add 1 to save rolls for attacks made with melee weapons by **HEROES** that target this model.

Delicate Precision: *A Keeper of Secrets attacks its foes with a dazzling array of exquisitely measured blows.*

If the unmodified wound roll for an attack made with a missile or melee weapon by this model is 6, that attack inflicts a number of mortal wounds equal to the Damage characteristic of the weapon used for the attack and the attack sequence ends (do not make a save roll).

Irresistible Challenge: *Few can resist the sorcerous challenge delivered by Shalaxi Helbane – those who do find their cowardice rewarded with crippling agony.*

At the start of the enemy charge phase, you can pick 1 enemy **HERO** within 12" of this model and more than 3" from any friendly models. If you do so, your opponent must choose whether that **HERO** accepts or refuses Shalaxi's challenge. If it refuses, that **HERO** suffers D3 mortal wounds. If it accepts, 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 it accepts the challenge, any attacks that **HERO** makes in the following combat phase must target this model.

Living Whip: *A living whip can be used to entangle the weapons of a larger opponent.*

If this model is armed with a Living Whip, at the start of the combat phase, you can pick 1 enemy **MONSTER** model within 6" of this model and roll a dice. On a 3+, pick 1 melee weapon that model is armed with. Subtract 1 from hit rolls for attacks made with that weapon until the end of that phase.

Shining Aegis: *This masterfully created shield can turn aside blows and magical spells.*

If this model is armed with a Shining Aegis, roll a dice each time you allocate a wound or mortal wound to this model. On a 6+, that wound or mortal wound is negated.

The Killing Stroke: *Shalaxi Helbane can outwit any foe, delivering a subtle series of attacks and feints that sets them up for a final killing blow.*

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this model. If you do so, all attacks made by this model in that phase must target that model, but the Damage characteristic of this model's Soulpiercer is 6 instead of D6 until the end of that phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Refine Senses spells.

Refine Senses: *The sorcerer channels magical power into their senses, so that nothing can be hidden from them and none can escape their wrath.*

Refine Senses has a casting value of 4. If successfully cast, until your next hero phase, you can re-roll hit rolls for attacks made by the caster that target a **HERO**, and you can re-roll save rolls for attacks made by **HEROES** that target the caster.