

Codex: Harlequins



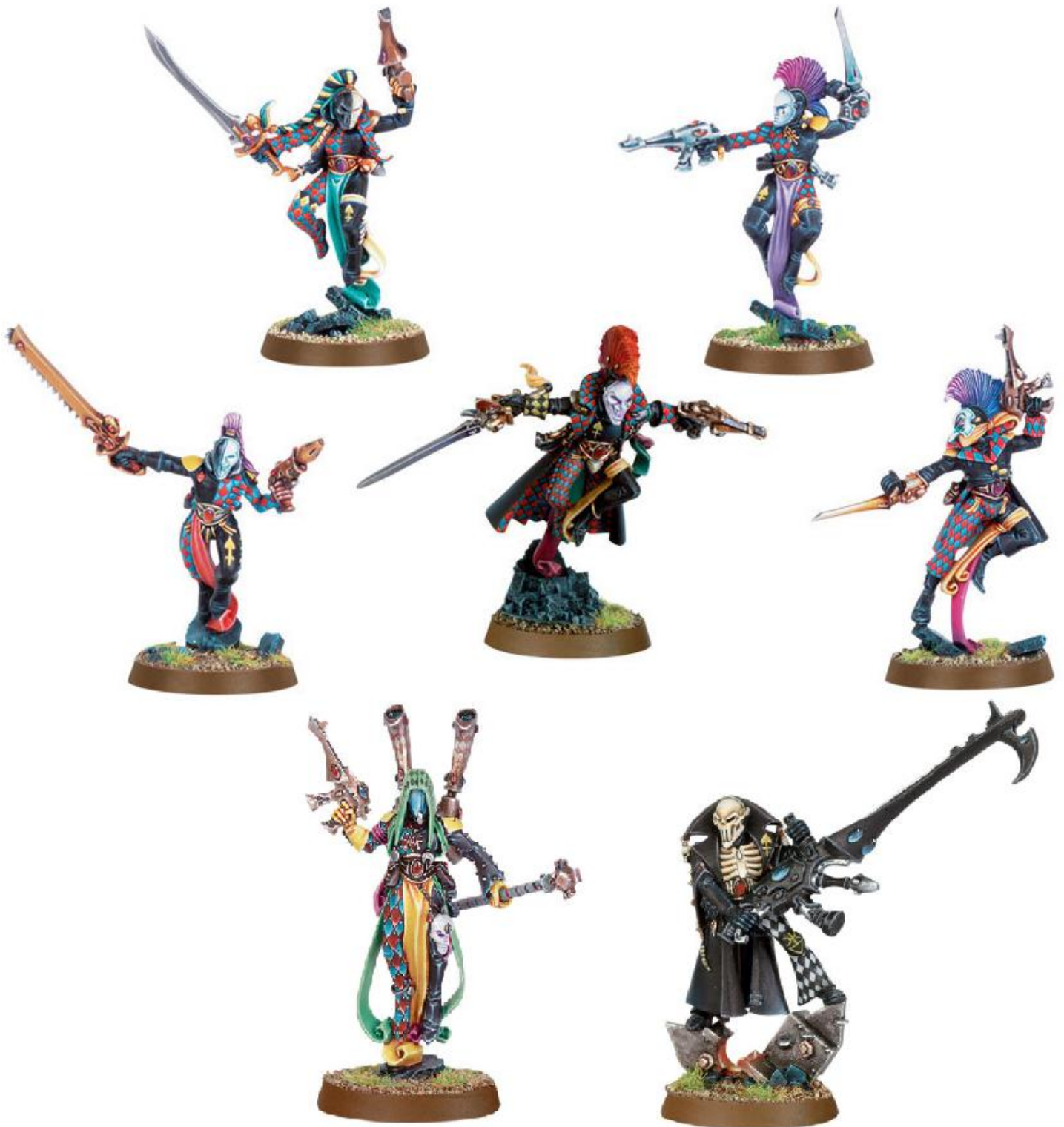
WARHAMMER
40,000

CODEx

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Harlequins



The Harlequins are the most enigmatic of all Eldar, a race which is by its very nature inscrutable.



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Codex: Harlequins

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Introduction

THE WARHAMMER 40,000 GAME

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your Citadel miniatures in the war-torn universe of the 41st millennium. Every army has its own codex book that works with these rules and allows you to turn your collection of miniatures into an army organised and ready for battle. This codex describes the untamed forces of the Harlequins, details the army, and displays miniatures and conversions that you can collect.

WHY COLLECT A HARLEQUIN ARMY?

The Harlequins are one of the most unique and mysterious forces in the Warhammer 40,000 Universe. They are strange figures clad in garish, multi-coloured outfits and concealed behind strange holo-suits that obscure their movements. The Harlequins are masters of stealth and deadly in close combat, swiftly tearing their enemies apart, but they are also frequently outnumbered, quite fragile and unable to fight a war of attrition. They are an army that offers a unique challenge for both the modeler and the gamer alike. Lastly, they are simply quite awesome!

HOW THIS BOOK WORKS

This codex is split into five main sections that deal with different aspects of the army:

The Harlequins

The first section introduces the Harlequins and their part in the Warhammer 40,000 universe. It details the Harlequins and their place in Eldar society and how Harlequins are recruited into a Troupe, as well as their patron deity, the Laughing god Cegorach.

Forces of the Harlequins

Each and every character, troop type and vehicle in the Harlequin army is examined in the second section. You will find a full description, alongside complete rules and details of any unique powers they possess or specialist wargear they carry into battle. Also in the section, you will find a listing of any special rules and wargear that might apply to the Harlequin army.

Harlequin Army List

The army list takes all of the units presented in the previous section and arranges them so you can choose a force for your games. The army list categorises the units you can pick into HQ, Troupes, Elites, Fast Attack and Heavy Support choices, as well as Fortifications. Each of the unit types also has a points value in order to help you pit your force against an opponent's in a game of Warhammer 40,000.

The Harlequin Masque

In this section you will see photographs and read details of the many models and conversion possibilities for representing units available to the Harlequin army. Suggestions for color schemes and embellishments may also be found here.

Harlequins in Competitive Play

While this codex presents a balanced and playable army list for the Harlequins, it is by no means official and it is not guaranteed that you will be able to obtain permission to use it in a competitive setting. While it is by no means the primary scope of this document, it would be quite a pity to spend a good deal of time lovingly converting and painting a beautiful Harlequin army, only to be unable to use it in a competitive setting if the urge strikes. With this in mind, the final section of this codex presents suggestions for fielding the various Harlequin units as a "Counts As" force using the rules for standard craftworld Eldar or Dark Eldar, either as a stand-alone Harlequin force, or as part of a larger Eldar or Dark Eldar army. Note that you will need to own a copy of the official Codex in order to use the ideas presented in this section, as no actual rules are given for the suggested units.



FIND OUT MORE

This codex is an unofficial supplement for the Warhammer 40,000 game system created by Games Workshop. If you would like to learn more about Warhammer 40,000 or any of their other fantastic games, you should visit their website:

www.games-workshop.com

The Harlequins

THE HARLEQUINS

For the warrior dancers of the Harlequins, there is no distinction between art and war. Followers of the cunning deity known as the Laughing God, they are the strangest and most inscrutable of all the Eldar. Their mastery of the physical arts twinned with their incredible speed makes the Harlequins the deadliest fighters of their race. Every moment is a performance, and they perform their legendary masques with puissant skill, flair and passion - their hallmark upon the field of battle.

The Harlequins are not tied to any particular craftworld or Exodite world, but wander from world to world through the interspatial tunnels of the webway. They occasionally grace other Eldar with impressive performances and acrobatic displays, and are even rumoured to visit the cursed Dark Eldar in their twilight city of Commorragh. In these pageants each Harlequin plays the role of one of the figures from Eldar legend, and they act out stylised versions of Eldar mythic cycles.

Harlequins wear exotic multi-coloured costumes at all times, and employ shimmering holo-suits they call *dathedi*. Similar in function to the holo-fields used by Eldar battle tanks, a holo-suit breaks up the outline of the wearer. Every time the wearer moves his outline explodes into a scintillating cloud of tiny fragments, and when he stops he coalesces into a solid image once again. The Harlequins never show their real faces but conceal them beneath a shifting mask that can assume any image at the will of the wearer. When the followers of the Laughing God go to war, their masks reflect the worst nightmares of those who gaze upon them.

BECOMING A HARLEQUIN

Joining a Harlequin band is something that no Eldar can truly aspire to at will. The craftworlders are not free to choose such a path to walk, nor may the Exodites, Corsairs or the Dark Kin actively seek to join their ranks. Prospective initiates to a Harlequin Troupe are chosen by the Troupe Masters and the Great Harlequins after witnessing their skill and courage in battle, usually against the forces of Chaos.

Some individuals are also brought to a Troupe by a Solitaire, who has judged them strong enough in mind, body and spirit to attempt the harsh initiation into a Harlequin Troupe.

Harlequins must pass a trial known only as The Ritual upon initiation into a Harlequin band. This Ritual is said to free the Harlequins of Slaanesh's claim on Eldar souls, which is why Harlequins do not need to wear waystones, and do not have to endure the tiring soul-draining that other Eldar endure when in the webway for prolonged periods of time.

It is rumoured this Ritual involves the individual allowing themselves to be possessed by a Greater Daemon of Slaanesh. This is said to have one of three different results. The first is that the Eldar will throw off the possession of the daemon and gain illumination, never needing to fear the warp again. The second is that the Eldar's soul will be lost and the Harlequins present at the Ritual must put down the possessed Eldar's body. The third is that the Eldar will successfully cast out the daemon's possession, but in the process their soul will be ripped free from its body, while their consciousness somehow remains. For this to occur, it is said that the individual must have been touched somehow by the Laughing god himself. This is said to be the manner in which the Solitaires come about.

THE LAUGHING GOD

Cegorach - the Great Harlequin, the Great Fool, the First Fool, the Laughing god - is one of the gods of Eldar myth, and the central figure of Harlequin belief. While most of the gods were destroyed during the Fall of the Eldar, according to legend, this deity survived because his mocking nature distanced him from the corruption and decadence that became Slaanesh. Various legends tell that he hid behind Khaine, was saved by the sacrifice of Endobai, the eagle of heaven or that he simply fooled Slaanesh and escaped to the webway. All or none of these legends may be true, at least to some degree. Cegorach is the only authority whom the Harlequins recognize, and it is in his service that they move and fight - chiefly against the dark forces of Chaos in all its forms.

Forces of the Harlequins

This section describes the various characters, units, vehicles, weapons, wargear and special rules used by a Harlequin army. There are a number of special rules, weapons and wargear used by more than one unit in the Harlequin army. Where this is the case, they will be detailed in this opening section. Following that are detailed descriptions of each type of unit available to a Harlequin force, along with any special rules and wargear that are specific to that particular type of unit.



HARLEQUIN SPECIAL RULE

Dance of Death: A Harlequin troupe coordinates its attacks with bewildering speed, dancing through the enemy ranks, leaving corpses in their wake. Any model or unit with this rule has the Furious Assault and Hit and Run Universal Special Rules.

Harlequin Wargear

This section of Codex: Harlequins lists the weapons and equipment used by the Eldar Harlequins, along with rules for using them in your games of Warhammer 40,000. Equipment that is carried by named special characters is detailed in the appropriate unit entry, while weapons and equipment used by all other types of units are detailed here.

Ranged Weapons

Brightlance

Eldar lasers use psychically grown crystals to refine their already intense bursts to their optimum potency. Many Eldar consider the laser weapon the most elegant of all, exulting in the fact that their technological mastery extends even to light itself. The brightlance has such a narrow focus that it can pierce armour, no matter the thickness.

Weapon	Range	Strength	AP	Type
Brightlance	36"	8	2	Heavy 1, Lance

Darklight Weapons

The weapon shops of Commorragh are infamous for their ability to cheat the natural laws of physics in order to design ever more efficient ways to kill. Blasters and dark lances epitomise this, for they do not employ standard laser technology but instead fire a stream of what is, for want of a better term, 'darklight'. The origin of this substance is unknown, although there are a number of theses claiming it is sourced from black holes, warp storms and other celestial phenomena of great magnitude. Darklight works by reacting catastrophically with its target, producing a blast that can bore a massive hole in a vehicle regardless of armour, or vapourise a foot soldier in an instant. Even to perceive a beam of darklight without the correct protection leaves permanent slash-scars upon the retina.

Weapon	Range	Strength	AP	Type
Blaster	18"	8	2	Assault 1, Lance
Dark Lance	36"	8	2	Heavy 1, Lance

Eldar Missile Launcher

Eldar missile launchers are elegant and well-balanced. They use complex chambered pods that contain several different kinds of ammunition, all but eliminating the need to reload in battle.

Weapon	Range	Strength	AP	Type
Plasma Missile	48"	4	4	Heavy 1, Blast, Pinning
Flakk Missile	48"	7	4	Heavy 1, Skyfire
Starshot Missile	48"	8	3	Heavy 1, Pinning

Flamer

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignite on contact with air. They are primarily used to scour the enemy from defended positions, as walls are no defence against blasts of superheated vapour.

Weapon	Range	Strength	AP	Type
Flamer	Template	4	5	Assault 1

Fusion Weapons

Fusion weapons cause the molecules of the target to hyper-vibrate, generating so much heat that the targets burst into flames before suddenly liquefying and then evaporating into nothingness.

Weapon	Range	Strength	AP	Type
Fusion Pistol	6"	8	1	Pistol, Melta
Fusion Gun	12"	8	1	Assault 1, Melta

Haywire Cannon

Some Marionettes exchange their typical wraithblade armament for a powerful, medium-ranged haywire cannon designed to stop enemy vehicles in their tracks. The powerful electromagnetic burst is equally capable of arcing through even heavily armoured infantry with devastating results.

Weapon	Range	Strength	AP	Type
Haywire Cannon	36"	5	3	Assault 1, Blast, Haywire

Laser Lance

See pg 9.

Nightweaver

The nightweaver, a weapon unique to the Marionette, unleashes a small cloud of razor-sharp monofilament wire which slices through the flesh and bones of the targets as they struggle to free themselves.

Weapon	Range	Strength	AP	Type
Nightweaver	Template	6	6	Assault 1, Monofilament

Monofilament: If the target's majority Initiative is 3 or lower, or the target has no Initiative characteristic, then Hits from a weapon with this special rule are resolved at +1 Strength. If two or more Initiative characteristics are tied for majority, use the highest of those tied values. Additionally, if a 6 is rolled To Wound with this weapon, the target is wounded automatically and the wound is resolved at AP1.

Neuro-Disruptor

A neuro-disruptor uses intricate psycho-crystalline circuitry to emit a wave of particles that disrupt the brain's neural pathways, turning the target into a drooling imbecile or killing them outright.

Weapon	Range	Strength	AP	Type
Neuro-Disruptor	Template	8	2	Assault 1, Neuro-Disruption

Neuro-Disruption: When rolling To Wound when using a neuro-disruptor, compare the weapon's Strength value to the opponent's Leadership value instead of their Toughness value. (For example, a Leadership 9 model is wounded on a roll of 5+.) The Leadership value is also used in place of the Toughness value when determining whether the attack causes Instant Death. Against vehicles, do not roll for Penetration. Instead, roll a D6 for any vehicle hit. On a 1-3 nothing happens. On a 4-5 the vehicle is "Crew Shaken". On a 6 the vehicle is "Crew Stunned". However, the neuro-disruptor never removes any Hull Points.

Shredder

The shredder unleashes an expanding mesh of monofilaments with miniscule barbs along their length. The mesh entangles the victim in an invisible net that slices apart the target as it struggles.

Weapon	Range	Strength	AP	Type
Shredder	Template	6	-	Assault 1, Blast

Shuriken Weapons

Shuriken weapons fire monomolecular bladed discs at an astonishing rate, each near invisible to the naked eye but hard enough to scythe through the foe with ease. This ammunition is stored as a solid core of plasti-crystal material. A series of high-energy impulses originate at the rear of the weapon and fly through the barrel at terrific speed. Each impulse detaches a monomolecular slice of the ammunition core and catapults it from the weapon's barrel, allowing each of these instruments of war to fire up to a hundred bladed discs in a few seconds. Shuriken weapons come in many shapes and sizes, from the shuriken pistols carried by assault troops to the vehicle-mounted shuriken cannons.

Weapon	Range	Strength	AP	Type
Shuriken Pistol	12"	4	5	Pistol, Bladestorm
Shuriken Catapult	24"	4	5	Assault 2, Bladestorm
Shuriken Cannon	24"	6	5	Assault 3, Bladestorm
Shrieker Cannon	24"	6	5	Assault 3, Bladestorm, Pinning

Bladestorm: When a weapon with this special rule rolls a 6 To Wound, the target is wounded automatically and the Wound is resolved at AP2.

Sonic Cannon

In performance, the Harlequins use the intricate sonic cannon of the Mockingbird to replicate the soft, whimsical sounds of early Eldar paradises or the cacophony of the maddening chaos in the time leading up to the Fall. In battle, the cannon is used to create a devastating sonic dissonance that is capable of shaking apart or flattening nearly anything standing in its path.

Weapon	Range	Strength	AP	Type
Sonic Cannon	36"	7	4	Heavy 3, Pinning, Vibro

Vibro: If a unit is hit by two or more Vibro shots as part of the same unit's Shooting attack, the Strength of all Vibro hits is increased by 1 for each hit beyond the first, and the AP of all Vibro hits is reduced by 1 for each hit beyond the first. Strength cannot be raised above 10, and AP cannot be reduced below 1. For example, if a unit suffers three hits from a Sonic Cannon (normally Strength 7 and AP4), those hits are resolved at Strength 9 and AP2.

Splinter Weapons

Splinter weapons fire shards of splintered crystal using a powerful magno-electric pulse. These shards are covered in incredibly virulent and fast-acting toxins.

Weapon	Range	Strength	AP	Type
Splinter Pistol	12"	X	5	Pistol, Poisoned (4+)
Splinter Rifle	24"	X	5	Rapid Fire, Poisoned (4+)
Splinter Cannon	36"	X	5	Assault 4 or Heavy 6*, Poisoned (4+)

* A splinter cannon can either be fired as a Heavy Weapon or as an Assault Weapon.

Starcannon

The Adepts of the Imperium have never really harnessed the full power of plasma technology; only the Eldar have truly mastered its potential. To the Eldar, it is further testament to the idiocy of Man that he has created a weapon that frequently maims or even kills the wielder. The sophisticated starcannons of the Eldar have no such flaws. Each weapon's plasma core produces the incandescent heat of a star, but sophisticated containment fields ensure the gun's exterior remains cool to the touch.

Weapon	Range	Strength	AP	Type
Starcannon	36"	6	2	Heavy 2

Melee Weapons

Dancing Blades

These take the form of a pair of slender blades that flash brightly as they carve swift and graceful arcs through the air.

Weapon	Range	Strength	AP	Type
Dancing Blades	-	User	-	Melee, Blade Dance

Blade Dance: A set of dancing blades is comprised of two weapons, but grant +D3 Attacks rather than one as normal.

Ghostglaiive

A ghostglaiive has a sentience unto itself and guides the wielder's blows.

Weapon	Range	Strength	AP	Type
Ghostglaiive	-	+1	2	Melee, Master-Crafted

Kiss of the Harlequin

When the needle-pointed muzzle of the Harlequin's kiss is punched into an enemy's body, the monofilament wire concealed within it uncoils, immediately reducing the unfortunate victim's insides to a gory soup. Some Great Harlequins carry an ancient and more powerful variation of the Harlequin's Kiss known as the Kiss of Death. The dreaded Solitaires have been known to carry even more ancient weapons from the glory days of the Eldar Empire. Known as the Solitaire's Kiss, it contains a series of tiny crystals that are attuned to the Warp. These enable the Solitaire to open tiny, short-lived rents in the fabric of reality which are stretched to encompass the entire monofilament wire. Only the Solitaire's mysterious nature allows it to use such a weapon without being drawn into the Warp himself.

Weapon	Range	Strength	AP	Type
Harlequin's Kiss	-	User	-	Melee, Rending
Kiss of Death	-	User	3	Melee, Rending
Solitaire's Kiss	-	User	3	Melee, Armourbane, Fleshbane, Rending



Laser Lance

Laser lances produce built-up pulses of energy that the release with explosive force on nearing the target.

Profile	Range	Strength	AP	Type
Ranged	6"	6	3	Assault 1, Lance
Melee	-	3+	3	Melee, Impact, Lance

Impact: In any Fight sub-phase in which the wielder is engaged but has not charged, this weapons uses the profile of a close combat weapon instead of the melee profile above.

Laughing Blade

This strange weapon takes the form of a long, curved blade that seems to reflect colors, objects and movements that aren't really there. Those cut by the blade but not slain are overcome with a cackling laughter only they can hear, driving them temporarily mad.

Weapon	Range	Strength	AP	Type
Laughing Blade	-	+2	3	Melee, Laughter

Laughter: Any model which suffers an unsaved wound from a laughing blade and is not slain must take a Leadership Test at the end of the Assault Phase. If the Leadership Test is failed, roll a D6 and consult the chart below.

D6	Result
1-2	The model reduces their WS and I by -1 (to a minimum of 1) for the remainder of the game.
3-4	The model reduces their WS and I to 1 until the end of the next Assault Phase.
5-6	The model immediately makes one attack against the nearest friendly model within 6" as if it were attacking in close combat, using a weapon of the Harlequin player's choice. If no friendly model is close enough, then treat this as if the model had rolled a 3-4 as above.

Power Scythe

A power scythe is a power weapon fitted to the Death Jester's forearms or to the barrel of their weapon, enabling them to fight more effectively in close combat.

Weapon	Range	Strength	AP	Type
Power Scythe	-	User	3	Melee, Scything, Two-Handed

Scything: A power scythe's wielder attacks using broad sweeps, allowing them to strike several opponents with a single swing. A model attacking with a power scythe adds gains a bonus Attack for each model in base contact after the first when he makes his Attacks. (For example, a Death Jester with a Power Scythe who is in base contact with three models when he makes his Attacks would gain +2 bonus Attacks.)

Riveblade

Fitted to the back of the hand or worn as a glove, a riveblade is covered in a shimmering energy field which can punch through the thickest armour. A riveblade can be used to behead or disembowel the target with a single sweep.

Weapon	Range	Strength	AP	Type
Riveblade	-	-	3	Melee, Killing Blow

Killing Blow: When attacking with a Riveblade, any To Wound rolls of 6 grants the Instant Death special rule to those Wounds.

Wargear

Calling Card

Master Mimes often infiltrate enemy positions and leave a token or talisman to be discovered by the foe. This has the effect of unnerving the enemy and undermining morale.

A Master Mime with a calling card may mark one enemy unit before armies are deployed. For the duration of the battle, the marked unit suffers a -1 penalty to their Leadership. (No unit may be marked more than once, nor have their Leadership lowered below 2).

Domino Field

The domino field creates an even more complex distortion pattern than a normal Harlequin holo-suit, shattering the wearer's image into a cloud of blindingly bright shards of multi-coloured light.

A model wearing a domino field benefits from a 3+ invulnerable save. In addition, enemy models in base contact with a model wearing a domino field halve their Weapon Skill (rounding up).

Dread Mask

The dread mask contains a psychic pickup which detects the worst fears of the wearer's opponent and amplifies them ten-fold.

A model wearing a Dread Mask has the Fear special rule, and all unsaved Wounds that he inflicts in close combat count double for deciding which side won the combat.

Flip Belt

Harlequins' unnatural agility is enhanced by anti-grav technology.

A model equipped with a flip belt ignores difficult terrain.

Flitter Belt

The flitter-belt is a variant of the flip-belt worn by most Harlequins which allows for swift, bounding leaps across nearly any terrain.

A model wearing a flitter-belt is unit type Jump Infantry. In addition, the model is never affected by Difficult Terrain in any way, and as such does not count it as Dangerous Terrain when starting or ending a Jump move in it, nor do they suffer the penalty to their Initiative for charging enemies through cover. Models wearing flitter belts are affected by actual Dangerous Terrain as normal.

Holo-Suit

Eldar Harlequins use sophisticated holo-suits to fragment their image and baffle incoming fire.

A holo-suit grants the wearer a 5+ invulnerable save.

Harlequin Jetbike

Harlequin jetbikes are swift, graceful and generally ostentatiously decorated with pennants, streamers and brightly-coloured designs and heraldry. They also boast more advanced holo-fields than those worn by Harlequins on foot, allowing them to make use of the jetbike's speed to create a more impressive and befuddling array of colors and false images.

A model riding a Harlequin jetbike has a 3+ Armour Save and a twin-linked shuriken catapult. Their unit types also changes to Eldar Jetbike (see the *Warhammer 40,000* rulebook). If a model riding a Harlequin jetbike moves at all during their Movement Phase, Shooting Phase and/or Assault Phase, they increase any invulnerable save they have by +1 until the start of their following turn.

Jester's Mark

Jester's Mark: Some Death Jesters upgrade their weapon with a specialised crystal targeting matrix known as the Jester's Mark, which allows them to place their shots with unerring accuracy.

A Death Jester equipped with a Jester's Mark may target a separate enemy unit to that engaged by the unit they are a part of. All firing in the unit must be declared before any to hit rolls are made. In addition, the enemy may not make cover saves against shots from a Death Jester equipped with a Jester's Mark.

Phase Shifter

A phase shifter allows the wearer to shift between realspace and the webway, 'phasing' in and out of reality. This means the wearer can make short teleportations across the battlefield.

A model equipped with a phase shifter changes their unit type to Jump Infantry. If unengaged, they may move 6" during the Assault Phase instead of assaulting. When they run, a model equipped with a phase shifter may roll any number of D6 and choose the highest. However, if any doubles are rolled, the model is lost in the Warp and removed as a casualty.

Rictus Mask

The rictus mask projects an aura of death; filling those nearby with an almost uncontrollable urge for morbid self-preservation ("We're all doomed!").

When a model wearing a rictus mask makes a successful Hit & Run move, all enemy units that were engaged in combat with him, and which are no longer locked in combat, must take an immediate Pinning Test with a bonus or penalty to their Leadership equal to the amount they won or lost the combat by.

Suspensors

Suspensors are small anti-grav devices often fitted to the weapons of Death Jesters which allow them to wield even their heaviest weapons with practiced ease, even when firing at fast-moving targets or firing while on the move.

A model equipped with suspensors may fire at half their normal Ballistic Skill (rounding up) whenever they make Snap Shots.

Grenades

Hallucinogen Grenades

These grenades release a thick, sweet-smelling hallucinogenic gas that pacifies and disorients those who inhale it.

All models in unit that contains one or more models with hallucinogen grenades count as being armed with plasma grenades.

Tanglefoot Grenades

These small devices create a gravitic disruption field upon detonation, causing those nearby to stumble and stagger about.

Tanglefoot grenades follow the rules for defensive grenades. If a model has Tanglefoot Grenades his unit may forgo their chance to fire Overwatch and instead force the unit attempting to Assault them to count as moving through Difficult Terrain when they charge (requiring a Difficult Terrain Test and affecting their Initiative as normal).

Vehicle Upgrades

Jigsaw Field

Some Harlequin vehicles are protected by a modified version of the holo fields used by the craftworld Eldar. These strange devices scatter conflicting images of the vehicle over a wide area, dispersing more the faster that it moves and making it nearly impossible to determine its true location.

A vehicle with a jigsaw field is entitled to a cover save based on what speed it moved during its most recent turn. (See the table below.) This cover save cannot be combined with a cover saved granted by the vehicle being an obscured target. If the vehicle used its Star Engines, this cover save is improved by +1, though it can never be improved to better than 3+ by any means.

Vehicle Speed	Cover Save
Stationary	-
Combat Speed	6+
Cruising Speed	5+
Flat Out	4+

Star Engines

Some Harlequin vehicles have a number of secondary engines that can be used to boost them to breakneck speeds.

A vehicle equipped with star engines may move an additional 12" in lieu of shooting, but troops may not embark or disembark that turn.

Vectored Engines

Some Harlequin vehicles are equipped with engines that can turn to almost any angle, allowing the pilot to circumvent disaster when damaged.

If a vehicle equipped with vectored engines would crash due to being immobilised, it instead makes a forced landing as if it had not moved Flat Out that turn.

Warlord Traits

Rather than rolling on the standard Warlord Tables as normal, any Great Harlequin or High Shadowseer who is chosen as the Warlord for your Harlequin army must roll on the table below to generate their Warlord Trait. As Harlequins have honed warfare to an art form, a Warlord rolling on this table may roll 2D6 and choose which result they want to apply.

D6	WARLORD TRAIT	
1	Harbinger of Fear. <i>The Warlord is a master of shock tactics, sowing confusion and dismay among the enemy.</i>	4
	One use only. Declare your Warlord is using this ability at the start of one of your Assault phases. For the duration of the phase, all friendly units from Codex: Harlequins within 12" gain the Fear special rule.	
2	Enemy of Chaos. <i>The Warlord has dedicated himself to bringing down the forces of Chaos.</i>	5
	The Warlord and all friendly units within 12" of the Warlord have the Preferred Enemy (Chaos) special rule. (This applies to all units taken from Codex: Chaos Space Marines and Codex: Chaos Daemons.)	
3	Master of the Webway. <i>The Warlord is a true master of the Webway and all of its twisting mysteries.</i>	6
	As long as the Warlord has not been removed as a casualty, all friendly units from Codex: Harlequins may re-roll any Reserves rolls, and any models entering using the Outflank rule may always choose which table edge they will enter from (either the left, right or your own).	
		4
		5
		6

Illusion Discipline

The Shadowseers of the Harlequins are masters of illusion, creating amazing spectacles in performance, and confounding their enemies in combat. Shadowseers will always use the Veil of Tears psychic power, while High Shadowseers generate their powers from the Illusion psychic power discipline detailed below.

Primaris Power

Veil of Tears

Warp Charge 1

Sketching a gesture in the air, the Shadowseer hides his Harlequin comrades from sight.

Veil of Tears is a **blessing** that affects the Shadowseer and their unit. Any enemy unit wishing to target the Shadowseer or their unit must roll 2D6X2. If the Shadowseer or their unit are not within this distance inches, the enemy unit may not fire this turn.

(1) Mirage

Warp Charge 1

The mists and shadows seem to coil about the Shadowseer and his fellows.

Mirage is a **blessing** that targets the psyker. Whilst the power is in effect, the Psyker has the Stealth special rule, and he and his unit gain an additional +1 to their Cover Save for every full 12" between them and the shooting unit, to a maximum additional bonus of +3.

(5) Hallucination

Warp Charge 2

Paranoia, confusion and panic are heightened to a debilitating degree as the Shadowseer alters his foes' perceptions of reality.

Hallucination is a **malediction** that targets a single enemy unit within 24". Roll immediately to determine the manner of hallucination the target is suffering from (roll once for the whole unit).

(2) Deception

Warp Charge 1

Ghostly figures and half-seen shadows dance about, mingling with the Harlequins and making it impossible to know from whence the next real strike will come.

Deception is a **blessing** that targets the psyker. Whilst the power is in effect, enemy models in base contact with the psyker or his unit treat their Weapon Skill as being reduced to half its normal value (rounding up). (i.e. a model with WS5 would be WS3, a model with WS4 would be WS2, etc.)

D6	Result
1-2	Bugs! I Hate Bugs! <i>Something unspeakable has gotten under the victims' armour and has begun to crawl around. The unit is automatically Pinned, unless it would normally automatically pass Pinning tests or is locked in close combat, in which case there is no effect.</i>
3-4	Erm...? <i>All sense of urgency is lost, and the befuddled warriors just state listlessly into space. The unit cannot Shoot, Run, declare charges or strike blows in close combat whilst the power is in effect.</i>
5-6	You! You're a Traitor! <i>Paranoia sets in and the panicked warriors lash out at their comrades. Every model in the unit immediately inflicts a single hit on his own unit, resolved at the models' own Strengths, but using the Strength bonus, AP values and special rules of their most powerful close combat weapons (if they have any).</i>

(3) Misdirection

Warp Charge 1

The Shadowseer clouds the minds of those wishing him harm, causing them to chase shadows and pursue ethereal foes.

Misdirection is a **blessing** that targets the psyker. Whilst the power is in effect, enemy units wishing to Assault the psyker or his unit must pass a Leadership test on 3D6. If they fail, they are unable to launch an Assault this turn.

(6) Shadow's Dance

Warp Charge X

The pinnacle of the Shadowseer's illusory art, the Shadowseer focuses on bending the shadows and the light, making it nearly impossible for the enemy to draw a bead on his fellow Harlequins and thereby protecting them from harm.

Shadow's Dance is a **blessing** that targets the psyker. You may use between 1 and 3 Warp Charges to manifest this ability, with the effects noted below. The psyker may not shoot or run on the same turn that Shadow's Dance is used.

(4) Terrify

Warp Charge 1

Even the bravest of heroes quake in terror as the Shadowseer assails them with images from their own darkest and most dreadful nightmares.

Terrify is a **malediction** that targets a single enemy unit within 24". The target receives no benefit from the Fearless special rule and treats all enemy units as having the Fear special rule for the power's duration. Furthermore, it must immediately take a Morale check.

Warp Charge 1: Whilst the power is in effect, the psyker and his unit gain the Shrouded special rule.

Warp Charge 2: In addition to the above, all friendly non-vehicle units from this Codex within 6" gain the Stealth special rule. Units that contain either a Shadowseer or High Shadowseer gain the Shrouded special rule instead, unless they already have the Shrouded special rule.

Warp Charge 3: As above, but the range of the additional effect is increased from 6" to 12".

Harlequin Troupe

The Harlequin Troupes form the backbone of the Masque in battle – what other armies might call the “rank and file” troops, though the term hardly applies to such lethal and experienced individuals. They coordinate their attacks with bewildering speed, dancing through the enemy ranks, leaving naught but corpses in the wake of their advance.

In performance, the Harlequin Troupers dance the chorus roles, while their Troupe Masters will perform the roles of lesser deities and other important mythological roles. Some Troupe Masters specialise in one of two forms of ritualised dance and combat, known as the Dances of the Comedienne and the Tragedienne respectively.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	5	4	3	3	1	6	2	9	-
Death Jester	5	4	3	3	1	6	2	9	-
Shadowseer	5	4	3	3	1	6	2	9	-
Troupe Master	5	4	3	3	1	6	3	10	-

SPECIAL RULES

Dance of Death, Fleet

Dance of the Comedienne: *Troupe Masters who specialise in the Dance of the Comedienne focus on steps and ploys that distract the observer and cause them to misjudge their perceptions. A true master of this dance is so deceptive in their movements that they seem to flutter about on a breeze.*

If a Harlequin Troupe is led by a Troupe Master with the Dance of the Comedienne, any enemy unit rolling To Hit the Troupe in close combat must re-roll all successful rolls. If the enemy unit is entitled to re-roll failed To Hit rolls for any of their attacks, these two rules cancel out and you roll To Hit as normal for those attacks, with no re-rolls either way. In addition, enemy models in base contact with the Troupe Master halve their Weapon Skill (rounding up).

Dance of the Tragedienne: *The Dance of the Tragedienne is designed to instill the sorrow of ancient days among those who witness the footwork and solemn motions of a master of the art. The despair brought about by such recollection is enough to dull the will of most, though the effect such remembrance has upon the Harlequins themselves is more of a carnal desire for vengeance and retribution.*



If a Harlequin Troupe is led by a Troupe Master with the Dance of the Tragedienne, they gain the Hatred special rule as long as he is alive. In addition, the Troupe Master himself has the Rage special rule.

Mime Troupe

Mimes Troupes are similar to normal Harlequin Troupes in most respects, but with a few important differences. In performance, the Mimes play the mystical and daemonic roles, using movement and gesture only. Even in everyday life, the Mimes speak little, communicating among themselves using their unique language of hand-signals.

It is customary for Mimes to precede the Harlequin Masque in order to announce their arrival. Frequently they simply appear on a craftworld or maiden world without anyone knowing when or how they arrived. This skill is also used in warfare – the oft-repeated

stories of Imperial commanders suddenly and unaccountably finding some subtle calling card of the Harlequins inside their command centers are typical examples of the tactics Mimes use to undermine enemy morale. Infiltration and assassination are their specialty.

The Master Mime is the leader of a Mime Troupe, and is among the Great Harlequin's most trusted advisors within the Masque. In performance, the Master Mime generally plays the most prominent and demanding mystic or daemonic roles.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Mime	5	4	3	3	1	6	2	9	-
Shadowseer	5	4	3	3	1	6	2	9	-
Master Mime	5	4	3	3	1	6	3	10	-

SPECIAL RULES

Dance of Death, Fleet, Infiltrate, Scouts

Master Infiltrator: For each Master Mime currently held in Reserve, you may force your opponent to re-roll any one reserve roll per turn.

Harlequin Chorus

Every Harlequin Masque maintains a cadre of Chorus – Harlequins who take up the background roles and aid the Shadowseers in storytelling. The Chorus is often made up of older or injured members of the Troupe who are no longer able to perform the most impressive acrobatic feats.

In battle, the Chorus are often tasked with holding key positions or occupying captured fortifications. To aid them in these roles, they learn to sing a mystical enchantment that weaves a flowing mist into their dances, confusing and entrancing those who look upon them.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Chorus	4	4	3	3	1	5	1	8	-



SPECIAL RULES

Dance of Death, Fleet

Choral Hymn: The Harlequin Chorus sing up an enchanted mind-fog that causes their foes to forget their purpose. This grants them the Shrouded special rule. In addition, they are treated as having Defensive Grenades whenever they are assaulted.

Aerobatics Troupe

The most extravagant Harlequins ride into battle on highly decorated Jetbikes. Decked in flowing, brightly-coloured pennants and ornamented with symbols of the Laughing god, they are the most lavish and colorful unit in a Harlequin force.

In performance, the ostentations Harlequin Aerobats play a number of differing roles, from portraying ancient mythical beasts such as dragons and great birds to acting out space-borne conflicts in the role of famed Eldar warships. At other times they aid the storytellers by creating moving, shifting scenery with

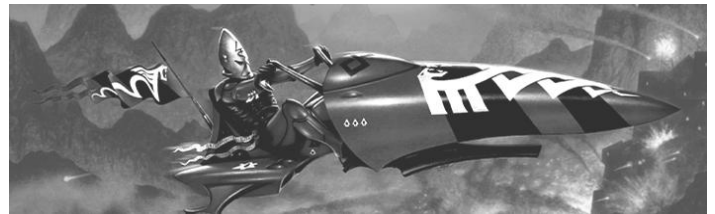
their pre-programmed holo-fields, or adding to the effects of the Shadowseers' *creidann* displays.

In battle, the Harlequin Aerobats are no less deadly than their ground-bound kin, hurtling toward the enemy at impossible speeds and cutting them to ribbons both up close with their blades, and at moderate ranges with the shuriken weapons mounted to their jetbikes. Utilising their speed advantages they are able to quickly slip away from their quarry before they even know what has hit them.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Aerobat	5	4	3	4	1	6	2	9	3+
Aerobat Master	5	4	3	4	1	6	3	10	3+

SPECIAL RULES

Dance of Death, Skilled Riders



Wind Dancer Troupe

The Wind Dancers are among the swiftest of the Harlequins, seeming to dance effortlessly through the sky only to descend upon their foes in a rain of shuriken fire and slashing blades.

In performance, the Wind Dancers take on varying roles such as the large, intelligent birds of ancient Eldar legends, lesser spirits, and many more esoteric parts.

SPECIAL RULES

Dance of Death, Deep Strike, Fleet

Dance on the Wind: *Using their flutter-belts, the wind-dancers are able to flit about as leaves on a breeze, never staying in one place for long.*

A unit that contains only models with the Dance on the Wind special rule can either shoot and then Run, or Run and then shoot, in the same shooting phase. The unit must complete both actions before you move on to the next unit – otherwise the chance to make the second action is forfeit.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Wind Dancer	5	4	3	3	1	6	2	9	-
Choreographer	5	4	3	3	1	6	3	10	-

Aspirant Ensemble

As the Harlequin bands travel the webway and visit the various craftworlds, settlements, enclaves and colonies of the disparate Eldar race, performing their masques and fighting alongside their kin, they will occasionally select a promising candidate from among those they encounter. These individuals are those whom the Harlequins feel may possess the fortitude to undertake the mysterious Ritual that all Harlequins must face prior to initiation into a Harlequin Troupe.

SPECIAL RULES

Dance of Death (Harlequin Only), Fleet

Aspirations: *The Aspirants are expected to prove themselves in battle. They are led by a single Harlequin, whose task it is to train them and lead by example. Beyond this, they can expect little assistance or even acknowledgement from the rest of the Masque.*

The Aspirant Ensemble may not be joined by any Independent Characters, nor may they embark on an Aspis. In addition, the Harlequin leading the Aspirant Ensemble may not make use of the Hit and Run special rule unless he is the only remaining model in the unit.

Designer's Note: In a typical game of Warhammer 40,000, there is little difference between the "2" result and the "3-4" result on "The Ritual" table. However, the "2" result is included for players who may be interested in a long-term campaign, allowing them to set up a scenario where they begin the campaign without access to the Solitaire, but gain access along the way by having his Aspirants attempt "The Ritual" and rolling a 2.

Before they are allowed to attempt The Ritual, aspirants must undergo a period of tutelage under a true Harlequin, fighting and dancing alongside them and their fellow hopefuls. They begin to learn the intricate dances and deadly skills that they will employ as a Harlequin. They are also expected to perform rituals of cleansing to clear any dark taint, as well as hone their bodies through extremely rigorous exercises and training.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Aspirant	4	4	3	3	1	5	1	8	5+
Harlequin	5	4	3	3	1	6	2	9	-

The Ritual: *The Ritual is the special ceremony which acts as the final test before an Aspirant is accepted into a Harlequin Troupe as a true Harlequin. Not all Aspirants will pass The Ritual; indeed some won't even last long enough to attempt it.*

At the start of the battle, immediately before deployment, you may allow up to half of the Aspirants (rounding up) to attempt The Ritual. Roll 2D6 for each model attempting The Ritual and consult the following chart.

D6 Roll	Result
2	During The Ritual, the Aspirant is touched by the Laughing god and begins the long journey to becoming a Solitaire. Remove the Aspirant from the unit.
3-4	The Aspirant is unable to pass The Ritual successfully, and his soul is lost to the Warp. Remove the Aspirant from the unit.
5-9	The Harlequins have determined that the Aspirant is not yet strong enough in mind, body and spirit to attempt The Ritual. The Aspirant remains with the unit.
10-11	The Aspirant has passed The Ritual and been accepted as a Harlequin. Remove the Aspirant from the unit, but add a Harlequin with no upgrades to any of your Harlequin Troupes. (This may take the unit above its normal maximum size.)
12	The Aspirant has passed The Ritual and been accepted as a Mime. Remove the Aspirant from the unit, but add a Mime with no upgrades to any of your Mime Troupes. (This may take the unit above its normal maximum size. If you do not have a Mime Troupe in your army, treat this as having rolled a 10 or 11 instead.)

Great Harlequin

The Great Harlequin, also known as the High Avatar, is the leader of a Harlequin Masque. He takes on the role of the Laughing god himself during performance, a role which is very demanding and requires the utmost care and skill to perform properly.

A Masque will only ever have a single Great Harlequin; if another Harlequin becomes sufficiently skillful, he or she will leave and found a new Masque, thus the number of Harlequin bands travelling the Webway is slowly but surely increasing.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Great Harlequin	7	6	3	3	3	7	4	10	-

SPECIAL RULES

Dance of Death, Fleet, Independent Character



Death Jester

The Death Jesters are heavy weapon specialists, sinister warriors who stand apart from their fellow Harlequins and even from each other. Their costumes always feature skulls, bones and death's head masks, and are often decorated with bones of their predecessors.

Death Jesters have a morbid sense of humour, and their mocking laugh often heralds a messy and painful death. Although they are armed for ranged combat, they are just as deadly up-close as any Harlequin, and many a foe has charged into combat with a Death Jester and been cut down for their ignorance.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Death Jester	5	4	3	3	1	6	2	9	-
Veteran Death Jester	5	6	3	3	2	6	2	9	-

SPECIAL RULES

Dance of Death, Fleet, Independent Character

Veteran Death Jester: *Some Death Jesters have been plying their trade for a very long time, dealing death from afar wherever they roam. Aside from developing their already morbid sense of humor to new and deeper levels, these tough old veterans are also among the deadliest marksmen in the galaxy.*

Veteran Death Jesters have the Stealth special rule.



High Shadowseer

The High Shadowseer is the greatest psyker in a Harlequin Masque, who coordinates the other Shadowseers during the performance as they support his role as Master Storyteller.

In battle, the High Shadowseer uses their superior abilities to sow confusion among the enemy army, causing them to jump at shadows. To face a High Shadowseer is to face true uncertainty.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
High Shadowseer	5	5	3	3	2	6	2	10	-

SPECIAL RULES

Dance of Death, Fleet, Independent Character, Psyker (Mastery 3)

Shadowseer

Shadowseers are specialist psykers whose abilities are centered around confusion and fear. They add to the potency of their performances by releasing programmed hallucinations from their *creidann* grenade launcher backpacks.

During the Masques, the Shadowseers act as storytellers, forming scintillating phantoms that dance and duel in the air. In battle, they can force visions of unholy terror upon the foe or even remove the Harlequin's presence from their minds altogether.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Shadowseer	5	4	3	3	1	6	2	9	-

SPECIAL RULES

Dance of Death, Fleet, Psyker (Mastery 1)



Solitaire

Little is known about the Solitaires, even amongst the Eldar. They have passed the sacred Ritual which all Harlequins must undertake, yet they live apart from other Harlequins, not a part of any particular Masque. The Solitaires roam the Webway seeking out Eldar whom they believe can survive the Ritual, and take them to the Harlequin Masques.

On the extremely rare occasions when a Solitaire performs, he or she takes on the part of Slaanesh and the Harlequin band will perform the legendary tale of the Birth of the Great Enemy – the most dangerous of all Harlequin masques, known simply as *The Dance*. It is claimed that others have tried to take on the role of the Great Enemy and died or been driven insane!

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Solitaire	9	6	3	3	3	9	4	10	-

SPECIAL RULES

Dance of Death, Fleet, Fear, Stealth

A Cut Above: *There are few things as swift and dangerous as a Harlequin Solitaire dealing death on the battlefield. They quite simply outmatch nearly any opponent they face, their movements blurring into a beautiful but deadly display of graceful strikes, swipes and slashes.*

If the Solitaire's Weapon skill is higher than that of all enemy models he is in base contact with, he gets a number of bonus Attacks equal to the difference between his Weapon Skill and the highest Weapon skill from amongst those enemies.

Individual: *Solitaires are aloof and hold themselves apart from everyone, even their fellow Harlequins. It is said that even touch a Solitaire is to invite upon oneself a fate worse than death.*

A Solitaire may never ride in any transport vehicle.

Spiritless: *It is postulated by Imperial scholars that a Solitaire has no soul to speak of, and this may be true. They show no evidence of emotions and psychic powers seem to have little to no effect on them.*

A Solitaire never has to take a Leadership test of any kind (Morale, Pinning, etc) – they are always assumed to pass, even in situations where failure is normally automatic. In addition, any attack which relies upon the Solitaire's Leadership value has no effect and automatically fails, and they 'Deny the Witch' on a D6 roll of 3+.



Veil of Laughter: *The Solitaire is protected by a strange psychic shroud that makes a mockery of targeting systems and skilled marksmen alike. Some suggest that it is the protective hand of the Laughing god; others whisper that the dark power of She Who Thirsts suffuses the Solitaire due to the role he plays in the great Dance Without End. Whatever the source, the protection is undeniable.*

Any unit shooting at a Solitaire must re-roll all successful To Hit rolls, and may not re-roll any failed To Hit rolls for any reason. The Solitaire may also re-roll any failed cover saves and invulnerable saves.

Aspis

Much of the Webway cannot be traversed by large vehicles, such as the Falcons and Wave Serpents used as transports by the craftworld Eldar, and so the Harlequins make wide use of the Aspis. The Aspis is a modified version of the Vyper war machine used by craftworld Eldar, incorporating an open transport deck instead of a gun cradle.

Such is the skill of every Harlequin that the small numbers of warriors that can be transported by this vehicle is still enough to overcome enemy units many times their size. The Aspis are usually piloted by the most accomplished Harlequin Jetbikers, who are able to skillfully maneuver these agile craft even under the most hostile conditions imaginable.

A unit may embark or disembark onto or from the Aspis at any point during the Aspis's move, rather than just at the beginning or end. They may not do this if the Aspis will be moving over 12" in total that Movement Phase, and they cannot move before embarking or continue to move after disembarking as it is a moving vehicle.

In addition, whenever the Aspis is wrecked or explodes, the unit being transported may re-roll the Pinning test if it is failed. When the Aspis explodes, all successful to wound rolls for the explosion against the unit being transported must be re-rolled.

Unit	BS	┌ Armour ┐			HP
		Front	Side	Rear	
Aspis	4	10	10	10	2

SPECIAL RULES

Acrobatic Dismount: *The Aspis's passengers are carried on an open transport deck which, combined with the exceptional acrobatic skills of the Harlequins, allows them to quickly dismount from the vehicle in order to launch their assault, or when the vehicle comes under attack.*

Mockingbird

In his travels the Laughing God had, before the Fall, often in his company of a strange mockingbird, its plume like fire and gold, which was a prankster and a jester just like him.

Even though this creature was lost to him during the Fall, along with all other such companions, the spirit of the Mockingbird, with its shrill cry that disrupted and disoriented any foe the Laughing God would encounter is still with the Harlequins today. Mounted on the chassis of a vyper a battery of vibrocannons literally sing apart the opposition.

Unit	BS	┌ Armour ┐			HP
		Front	Side	Rear	
Mockingbird	4	10	10	10	2

Marionette

The Marionette is a strange wraithbone construct that is sometimes seen amongst the ranks of the Harlequins. Resembling the more common Wraithlords utilised by the craftworld Eldar, the Marionettes eschew the heaviest weaponry. Rather, they rely on their holo-fields to protect them as they quickly close with the enemy, cutting them down with grace and skill rivaling the Harlequins themselves.

Strangely, unlike Wraithlords and Wraithguard, Marionettes do not seem to be controlled by spirit stones. There are whispers that they are extensions of the Laughing god's will, and that he controls them through strings of fate stolen from the crone-goddess Morai-heg in ancient days, or that they are crewed by the souls of the few and fortunate Solitaires which have been rescued from the clutches of Slaanesh.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Marionette	5	3	7	7	3	5	3	10	3+

SPECIAL RULES

Dance of Death, Fearless, Fleet, Scout



Dramatis Personae

Kiramsuith

He Who Dances Within the Fire

The Great Harlequins are greatly celebrated for their prowess in battle as well as their grace and skill in the performances of the Harlequin Troupes. Highly individualistic as a rule, no two Great Harlequins fight or dance in quite the same way. However, even among their enigmatic number, there is spoken one name that is said to be even more unique in his approach to both warfare and the performing arts.

He is known as Kiramsuith, He Who Dances Within the Fire. The only living Great Harlequin known to perform the ancient and hazardous Dance of the Blazing Wyrms, his portrayal of the great dragon of Eldar myth is legendary. Equally renowned are his exploits on the battlefield, as he is known to seek out the largest and most dangerous targets and set them ablaze or destroy them in great conflagrations.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Kiramsuith	8	6	3	3	3	7	4	10	-

SPECIAL RULES

Dance of Death, Fleet, Independent Character, Stubborn

WARGEAR

Breath of Fire: *This is a unique mask worn by Kiramsuith which is said to have been forged using the fiery breath of the legendary dragon himself.*

The Breath of Fire grants Kiramsuith the Eternal Warrior special rule. In addition, it allows the wearer to fire during the Shooting Phase as though he were carrying a flamer.

Emberflails: *Kiramsuith carries a matched pair of weapons known as the Emberflails. Each Emberflail takes the form of a long, sinuous cord of what appears to be free flowing magma, tipped with a bright ember of pure heat.*

The Emberflails are treated as a pair of Power Swords with the Soul Blaze special rule. In addition, all enemy models in base contact with Kiramsuith during the Assault Phase must re-roll all successful To Hit rolls. If the model has a rule which allows it to re-roll misses, these two rules will cancel each other out.

Heart of the Dragon: *The Heart of the Dragon is a powerful incendiary explosive carried by Kiramsuith. To create such a device involves a long, painstaking process requiring many long hours of arduous concentration and not a small degree of risk – which is why he usually only bears a single example.*

The Heart of the Dragon may only be used once per battle, in one of the following ways:

The Heart of the Dragon may be used during the Assault Phase as a type of grenade.

Range	Strength	AP	Type
-	8	2	Armourbane

Alternatively, the Heart of the Dragon may be used during the Shooting Phase with the following profile.

Range	Strength	AP	Type
12"	5	5	Assault 1, Large Blast

If Kiramsuith is slain before using the Heart of the Dragon, there is a chance it will explode. Before removing Kiramsuith from play, roll a D6. On a roll of 1, 2 or 3, nothing happens. On a roll of 4, 5 or 6, place the large blast marker over Kiramsuith and resolve the attack with the profile given above.

Laché-sis Anga-faresh

The Weaver of Fates

Whispered in legend on the Craftworlds of the Eldar are tales of a strange figure who travels the Webway in the company of the Harlequins, but is yet stranger and more aloof than their unusual kind. She is Laché-sis, the Weaver of Fates, and it is said that she alone knows the ultimate destiny of every creature, mortal and immortal alike.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Laché-sis	5	5	3	3	2	6	2	10	-

SPECIAL RULES

Fear, Fleet, Independent Character, Psyker (Mastery 3)

Divination: *Laché-sis has powers of precognition and prophecy as great as any among the Eldar race.*

After both sides have deployed, but before Scout redeployment has been performed, you can redeploy D3+1 of your units. Such units must be placed in your deployment zone, even if they have the Infiltrate special rule.

In addition, if Laché-sis is in your army, you may successfully Seize the Initiative on a D6 roll of 5+.

Hand of Fate: *In echo of the Eldar crone goddess Morai-heg, Laché-sis is missing her left hand. From this missing appendage flows knowledge that no mortal should possess, and a glimmer of this knowledge flickers in the minds of those nearby.*

Laché-sis has the Fear special rule. In addition, enemy units may not make use of the Stubborn special rule if a model from their unit was in base contact with Laché-sis at any point during the Assault phase.

Weaver of Fates: Laché-sis knows all of the Divination psychic powers as given in the Warhammer 40,000 Rulebook. In addition, if she does not move at all during her Movement Phase, gains an extra Warp Charge point for use during that Turn.

Those few who claim to have seen her say that she wears a small skin rune pouch on her belt, and the most learned among them claim that it once belonged to Morai-heg, the Eldar goddess of fate and souls. Whether this is mere superstition or if it has some basis in the truth is not clearly understood. What is known, however, is that Laché-sis seems to have some power over the destiny of any individual who falls beneath her piercing gaze.

WARGEAR

Rune Armour: *Eldar psykers fashion themselves elegant armour decorated with runes that offer protection against attacks both spiritual and physical in nature.*

This grants the wearer a 4+ invulnerable save.

Blade of Ordination: The Blade of Ordination counts as a normal close combat weapon. In addition, it allows Laché-sis to re-roll all failed to hit rolls and to wound rolls, and her opponents must re-roll all successful armour saves and invulnerable saves for wounds inflicted by the Blade of Ordination.

Skin Rune Pouch: *This is said to be the very pouch that once belonged to the Eldar crone goddess Morai-heg, and legend tells that the fate of all creatures is held within.*

Once per battle, at the end of the Harlequin player's shooting phase, Laché-sis may open the pouch, revealing to those around her their ultimate fates. All units within 12", friend or foe, (but not Laché-sis or any unit she has joined) must immediately take a Morale Test. Enemy units must take this test on 3D6 due to the sudden shock of such a revelation. If the test is failed, the unit immediately begins falling back. If the test is passed, the unit gains the Stubborn Universal Special Rule for the remainder of the game. (They know their fate, and are thus inured to the horrors of war!) Fearless units, and units otherwise immune to Morale Tests are unaffected by the Skin Rune Pouch.

Jocu'lari

The Blade Juggler

Among the various Troupe Masters of the Harlequin Troupes there are many individuals with special skills or who favor a particular fighting style. One of the most distinctive of these strange specialists is known as Jocu'lari - the Blade Juggler.

Jocu'lari specializes in the strange and beautiful art of blade juggling - a feat which he has honed to perfection and which he uses in performance to impress the audience with his skill, and in battle to impress upon his foes the danger they face.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Jocu'lari	6	4	3	3	1	7	4	10	-

SPECIAL RULES

Dance of Death, Fleet

Dance of the Blade Juggler: *Jocu'lari is the master of a very unusual form of dance – the Dance of the Blade Juggler. In battle, he leads his Troupe in the seemingly random steps of this lively art, causing tremendous confusion amongst the enemy allowing the Harlequins to more easily control the ebb and flow of the engagement.*

When Jocu'lari's unit makes a Hit & Run move, they may roll 4D6 and pick the 3 highest for their move distance. In addition, they are allowed to move into contact with any enemy unit that they were not locked in combat with before the Hit & Run move. If they do so, this move counts as a charge in every way (for bonus attacks, the Counter Attack rule, etc.) , but the combat will not be resolved until the next Assault Phase, during which Jocu'lari and his unit still count as charging.

In addition, at the beginning of any round of close combat in which Jocu'lari is involved, after any challenges are resolved but before any blows are struck, he may move to any part of the same combat where there is room to place him. He must be placed in base-to-base contact with the enemy and remain in coherency with his unit. (He may not be moved in this way if he issued, accepted or refused a challenge.)

WARGEAR

Juggling Blades: *Jocu'lari carries a pair of short, ornate, matched blades sharpened to a monomolecular edge. He fights with these blades as part of his blade juggling art form, their flashing edges distracting his enemies and allowing him to strike swiftly from unexpected angles.*

The juggling blades are treated as a pair of close combat weapons with the Rending special rule. In addition, for each To Hit roll of 6 he makes when he attacks, Jocu'lari may roll a bonus attack. These bonus attacks will not generate additional bonus attacks.



The Court of the Heavens

The little-known Masque of the Heavens is performed by only a single Harlequin Troupe who travel apart from their fellows. This Troupe is known as the Court of the Heavens. Each member of the Court represents one of the Eldar deities, such as the Phoenix King Asuryan, or Kurnous the Hunter.

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Court Player	6	4	3	3	2	6	2	10	-
Asuryan Player	7	5	3	3	3	6	3	10	-

SPECIAL RULES

Dance of Death, Fleet

Boneforging: In each of your Shooting phases, instead of firing his weapon, the Vault Player may attempt to repair a single Harlequin vehicle within 6". To do so, roll a D6. On a 4+, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Consort of the Bold: As long as the Gea Player is in play, the Asuryan Player automatically passes Look Out Sir! Rolls, and all Look Out Sir! Wounds must be allocated to the Gea Player until she is slain. She is also treated as a Character for the purpose of Challenges only.

Dreamer of Dreams: As long as the Lilleath Player is in play, the Court of the Heavens may re-roll all failed saves.

Hope in Death: The Ynnead Player gains a +1 bonus to his Attacks characteristic for each model from the Court of the Heavens which has been removed as a casualty.

Masque of the Heavens: The Court of the Heavens hold themselves apart, even from their fellow Harlequins. They may never be joined by any Independent Characters.

The Last Laugh: If the Cegorach Player is removed as a casualty in Close Combat, all enemy models in base contact with him immediately suffer a single Wound. Unsaved Wounds count towards Combat Resolution. If the Cegorach Player is removed as a casualty due to enemy shooting, the unit which fired upon him immediately suffers a single Wound. Saves may be taken normally for Wounds caused in this manner. Vehicles are unaffected.

The Court performs the Masque of the Heavens, which is a strange and mystical tale detailing the origins of the Eldar pantheon and their struggles to bring order to the scattered realms of reality, on down through their destruction during the fall and even the impending emergence of the mysterious Ynnead.

The Phoenix King: Whenever the Asuryan Player would be removed as a casualty, roll a D6 and consult the chart below.

D6	Result
1-3	Remove the Asuryan Player as normal.
4-5	The Asuryan Player is left in play with 1 Wound remaining.
6	The Asuryan Player is left in play and his Wounds are restored to their starting value.

The Wild Hunt: As long as the Kurnous Player is in play, the Court of the Heavens has the Hatred and Rage special rules.

Twisted Fate: As long as the Morai-Heg Player is in play, the Court of the Heavens may re-roll all failed To Hit rolls.

WARGEAR

Doomwailer: The Khaine Player carries the Doomwailer, which has the following profile:

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta
-	User	1	Melee

Isha's Tear: As long as the Isha Player is in play, the Court of the Heavens has the Fearless and Feel No Pain (5+) special rules.

The Dance Without End

Hrythar had seen a Harlequin troupe only once before - as a child several decades ago - but now he had been chosen as *lavair* to welcome the *Masque of the Dance Without End* to the Saim Hann craftworld. He fought down tension as the warpgate opened and two dozen figures stepped out of the shifting, coruscating colours. It was said that Harlequins could smell fear, and as the spokesman for his craftworld, it was not seemly to show any.

The newcomers' appearance certainly lived up to the stories. Three little knots of troupers each manhandled a trunk like a garishly coloured coffin, which hovered just above the deck on suspensors. Three skull-masked *margorach* Death Jesters glided forward with their great reapers and brightlances on their backs, moving automatically towards the chamber's cardinal defence points. Four *esdain* Shadowseers strolled forward in a group, their masks bobbing in an animated discussion that had evidently begun on the other side of the warpgate. The *ardathair*, the Great Harlequin who played the Laughing god in the masque, emerged last, the fixed ironic half-smile on its mask seeming to comment on what had come before.

"*Lavair*." it said. It was a statement, not a question. Hrythar struggled to seem relaxed and slightly offhand as courtesy demanded.

"Hrythar Dreamweave," he answered. "Saim-Hann is gladdened by your presence."

"Dreamweave," the voice was rich and even despite the mask's distortion, "a fortunate name."

Unsure whether this was a compliment or mockery Hrythar held an expression of bland courtesy. Inclining his head to the Great Harlequin, he turned to lead the Harlequins to the quarters set aside for them. Even though he concentrated on his movements as he walked, beside their fluid gliding figures he felt clumsy as an Ork. He burned to ask if and when the Masque would perform, but it was for them to say and for none to ask.

A hush descended as the performance began.

The first work was performed by a single troupe. It was one of the many stories about the Laughing god, the Harlequins' only master. The High Shadowseer stood to one side, his *dathedi* suit cycling through shifting reds, greens and golds of the Storyteller as he wove a commentary with the projectors of light, sound, psychic impulse and programmed hallucinogen from the *creidann* unit on his back. The Great Harlequin danced the part of the Laughing god with his suit projecting the ever-changing lozenge pattern of *Cegorach*.

Death entered, his suit cycling through the decomposition of a corpse from flesh to bone to dust to nothingness and back again. Troupers danced around him, falling at his touch. The Laughing god danced around the outside.

Suddenly the performance stopped. The Great Harlequin of the *Dance Without End* walked to the front of the stage and looked out into the audience. Then he bowed - a bow of courtesy to a superior.

The audience sat in stunned silence. Then one figure rose.

Those few who recognized him knew him only as an undistinguished infinity Matrix technician. He had lived on Saim-Hann for over a century, humbly tending the circuitry that maintained the countless Ancestors as the spirits in the body of the great ship. Now the Great Harlequin had bowed to him. He nodded - curtly, as to a subordinate - and walked toward the stage.

"Saim-Hann is fortunate." The Great Harlequin's voice seemed uncomfortably loud after the silence. "We shall perform The Dance."

The message flashed around the craftworld at the speed of thought. All normal functions were suspended, and every Eldar on Saim-Hann came to the *talachu* hall. Even the Ancestors in the Infinity Matrix watched through the craftworld's internal sensors. At least once in their lives, every Eldar should witness *The Dance* – the greatest of the Harlequins' works, retelling the story of the fall of the Old Race – and keep the lessons of the Fall alive in the spirits of the survivors. But *The Dance* is rarely performed, since the key part cannot be danced by any member of a Masque. Only the mystic Solitaires – those touched by the Laughing god himself, who pass unrecognised as whim or design moves them – only these may dance the part of Slaanesh.

The nine troupers bounded into the centre of the stage, their *dathedi* suits projecting a weaving pattern of colours as they danced the part of the Old Race. The Shadowseers took up positions around the outside; emotions were monitored, amplified and returned by their equipment as the Eldar lived the fall of their ancestors; felt their joys. Their prides, their petty rivalries and their driving passions. Three Troupe Masters danced the parts of the Fallen gods, leaping, cartwheeling and somersaulting around and among the dancers of the Old Race

The dancers of the Old Race became wilder, their passions stronger and their joys more extreme, more menacing. They came together like a whirlpool, and broke upon something unseen – hurled back as the Solitaire leaped into view, somersaulting from his unseen entrance to the centre of the dancers.

An involuntary shock ran through the audience at the sight of the allegorical figure of the Chaos god Slaanesh. His suit projected a constantly-writhing mass of figure, in attitudes of decadent pleasure.

From behind Slaanesh, seven figures appeared one by one to mingle with the Old Race. First came four of the Mimes, passing their sensual and disturbing movements to the other dancers as the Daemons they represented had spread the corruption of Slaanesh. One by one the dancers of the Old Race began to project the pattern of writhing figures on their suits. Next came three dark figures; the Death Jesters' suits displayed skeletons as they leaped and slew, dragging the inert forms of the Fallen gods to the feet of Slaanesh. As the last fell, a psychic scream from the

Shadowseers echoed through the minds of the audience. It shifted and writhed like the patterns on the cancers' suits, gradually coalescing into a chilling gibbering laugh of madness, corruption and depravity.

But in the laugh there was another voice. A clearer laugh, an ironic laugh. A laugh which laughs because it chooses not to weep.

Then at one side of the stage, the Great Harlequin entered. His suit projected the ever-shifting multicoloured lozenges of the Laughing god as he strolled casually onstage, still laughing at the cosmic folly of the Fallen. He looked at the triumphant form of Slaanesh atop the mound of writhing dancers, and he laughed. He looked at the Mime-Daemons and the Death Jesters as they bore down upon him. And he laughed.

For a moment he could not be seen among the press of Slaanesh's minions, but with a cry he flew above their heads, tumbling in flight to land facing them. As they turned he leaped again; two figures dropped as he touched them, and five more clawed the empty air as he somersaulted across the stage.

His laugh now was one of glee as he leaped and tumbled, evading the hunters and turning now and then to strike back. He picked up the body of a Death Jester and hurled it at the figure of Slaanesh, who reeled slightly at the impact. With a wild cry the Laughing god leaped forward, pulled a single dancer from the feet of Slaanesh, and withdrew. At his touch, the writhing figures on the dancer's suit dissolved into the lozenge pattern, and the dancer also began to laugh as he danced the dance of the Harlequin. The two of them put the remaining Daemons to flight, and as last fell. Slaanesh joined the battle.

The confrontation between Slaanesh and the Laughing god seemed to go on forever. Other dancers melted from the stage as the two figures leaped, cartwheeled and somersaulted around each other. Slowly. In the background, the Mime-Daemons and the Harlequin troupers took up the dance reflecting the movements of the two principals in perfect unison.

The Dance ended abruptly, with the struggle unresolved. It was indeed the Dance Without End. The hall was quiet. The dancers left the stage. The audience sat stunned.

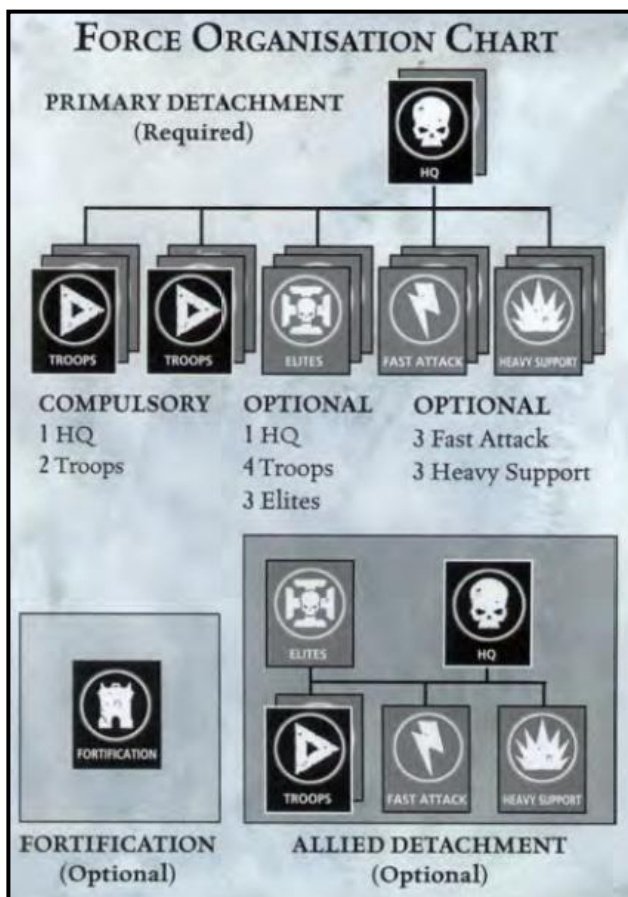
Harlequin Army List

The following pages contain an army list that enables you to field a Harlequin army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you'll need in order to field an Harlequin army in scenarios you've devised yourself, or that form part of a campaign.

The army list is split into five sections. All the squads, vehicles and characters in the army are placed into one of these depending on their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon a scenario and the total number of points each of you will spend. Then you can proceed to pick your army as described.

USING A FORCE ORGANISATION CHART

The army lists are used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box means that you must make a choice from that section. Note that unless a model forms part of a squad, it is a single choice from what is available to your army.



USING THE ARMY LISTS

To make a choice, look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Remember that you cannot field models that are equipped with weapons or wargear not shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make of that unit type.

Profile: These are the characteristics of that unit type, including its points cost. Where the unit has different warriors, there may be more than one profile.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapons and equipment options for the unit and any additional points for taking these options. It may also include an option to upgrade the squad to include a character.

Special Rules: This is where you'll find any special rules that apply to the unit. See the Forces of the Exodites section for the details of these rules.

ALLIES OF THE HARLEQUINS

The Harlequins often fight alongside other forces, whether they are welcomed by them or not. This happens most frequently when their erstwhile "allies" are fighting the forces of Chaos, but the ways of the Harlequins are as inscrutable as any other Eldar, and their reasons for aiding a certain force are not always clear.

Battle Brothers:

Dark Eldar, Eldar, Eldar Exodites, Eldar Corsairs

Allies of Convenience:

Adeptus Mechanicus, Black Templars, Blood Angels, Dark Angels, Grey Knights, Imperial Guard, Space Marines, Space Wolves, Sisters of Battle, Tau

Desperate Allies:

Genestealer Cult, Necrons, Orks, Tyranids

Come the Apocalypse:

Chaos Cult, Chaos Daemons, Chaos Space Marines

Great Harlequin

90 points

page 17

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Great Harlequin	7	6	3	3	3	7	4	10	-	Infantry (Character)	1 Great Harlequin

Wargear:

- Shuriken pistol
- Close combat weapon
- Flip belt
- Holo-suit

Special Rules:

- Dance of Death
- Fleet
- Independent Character

Options

- May replace his shuriken pistol and/or close combat weapon with any of the following
 - dancing blades+5 pts
 - a fusion pistol+10 pts
 - a harlequin's kiss+5 pts
 - a kiss of death+25 pts
 - a laughing blade+25 pts
 - a neuro-disruptor+10 pts
 - a power weapon+10 pts
- May be given any of the following
 - a domino field+20 pts
 - hallucinogen grenades+5 pts
 - a phase shifter+35 pts
 - tanglefoot grenades+5 pts
- May be given one of the following
 - a dread mask+20 pts
 - a rictus mask+10 pts



Travelling Troupe

Due to the requirements of performance, a Harlequin Troupe only has a single Great Harlequin and a single High Shadowseer. To represent this, your army may only include one Great Harlequin and One High Shadowseer per detachment.

High Shadowseer

90 points

page 18

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
High Shadowseer	5	5	3	3	2	6	2	10	-	Infantry (Character)	1 High Shadowseer

Wargear:

- Shuriken pistol
- Close combat weapon
- Flip belt
- Holo-suit
- Hallucinogen grenades

Psychic Powers:

A High Shadowseer generates his powers from the Illusion psychic discipline.



Special Rules:

- Dance of Death
- Fleet
- Independent Character
- Psyker (Mastery 3)

Options

- May replace his shuriken pistol and/or close combat weapon with any of the following
 - dancing blades+5 pts
 - a fusion pistol+10 pts
 - a harlequin's kiss+5 pts
 - a neuro-disruptor+10 pts
 - a power weapon+10 pts
 - a riveblade+15 pts
- May be given any of the following
 - a domino field+20 pts
 - tanglefoot grenades+5 pts

Kiramsuith

165 points

page 22

He Who Dances Within the Fire

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Kiramsuith	8	6	3	3	3	7	4	10	-	Infantry (Character)	1 (Unique)

Wargear:

- Breath of Fire
- Domino Field
- Emberflails
- Flip belt
- Hallucinogen Grenades
- Heart of the Dragon
- Holo-suit

Special Rules:

- Dance of Death
- Fleet
- Independent Character
- Stubborn

Warlord Trait:

Kiramsuith may choose one of the following:

- Enemy of Chaos
- Whirling Death

Master of the Troupe

Kiramsuith is a Great Harlequin, and as such if your army includes Kiramsuith, it may not include another Great Harlequin in the same Detachment.



Laché-sis

200 points

page 23

The Weaver of Fates

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Laché-sis	5	5	3	3	2	6	2	10	-	Infantry (Character)	1 (Unique)

Wargear:

- Blade of Ordination
- Rune Armour
- Skin Rune Pouch

Special Rules:

- Divination
- Fear
- Fleet
- Hand of Fate
- Independent Character
- Psyker (Mastery 3)
- Weaver of Fates



Psychic Powers

Laché-sis knows all of the powers from the Divination psychic discipline.

Enigmatic Wanderer

Laché-sis wanders the Webway in pursuit of goals known only to herself. She may never be the Warlord for your army, and so you must always include at least one other HQ character.



Troupes

Harlequin Troupe 90 points

page 13

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Harlequin	5	4	3	3	1	6	2	9	-	Infantry	5 Harlequins
Death Jester	5	4	3	3	1	6	2	9	-	Infantry (Character)	
Shadowseer	5	4	3	3	1	6	2	9	-	Infantry (Character)	
Troupe Master	5	4	3	3	1	6	3	10	-	Infantry (Character)	
Jocu'lari	6	4	3	3	1	7	4	10	-	Infantry (Character)	

Wargear:

- Shuriken pistol
- Close combat weapon
- Flip belt
- Holo-suit
- Juggling Blades (Jocu'lari only)

Special Rules:

- Dance of Death
- Fleet
- Psyker (Mastery 1 - Shadowseer only)
- Dance of the Blade Juggler (Jocu'lari only)

Psychic Powers:

- Veil of Tears (Shadowseer only)

Options

- May include up to five additional Harlequins+18 pts per model
- Any model may replace his close combat weapon with a harlequin's kiss+4 pts
- Up to two Harlequins may replace their shuriken pistol with one of the following
 - a fusion pistol.....+10 pts
- One Harlequin may be upgraded to a Death Jester, replacing his weapons with a shrieker cannon.....+10 pts
- One Harlequin may be upgraded to a Shadowseer (with hallucinogen grenades).....+30 pts
- One Harlequin may be upgraded to a Troupe Master+20 pts
- The Troupe Master may replace his close combat weapon with one of the following
 - dancing blades.....*free*
 - a harlequin's kiss.....*free*
 - a power weapon.....*free*
- The Troupe Master may be given one of the following
 - The Dance of the Comedienne.....+35 pts
 - The Dance of the Tragedienne.....+20 pts
- One Harlequin Troupe may upgrade a single Harlequin to Jocu'lari instead of upgrading one to a Troupe Master+65 pts

Harlequin Chorus 75 points

page 14

You may include up to one Harlequin Chorus for each Harlequin Troupe also included in your army.

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chorus	4	4	3	3	1	5	1	8	-	Infantry	5 Chorus

Wargear:

- Shuriken pistol
- Close combat weapon
- Holo-suit

Special Rules:

- Choral Hymn
- Dance of Death
- Fleet

Options

- May include up to five additional Chorus+15 pts per model

Elites

Mime Troupe

110 points

page 14

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Mime	5	4	3	3	1	6	2	9	-	Infantry	5 Mimes
Shadowseer	5	4	3	3	1	6	2	9	-	Infantry (Character)	
Master Mime	5	4	3	3	1	6	3	10	-	Infantry (Character)	

Wargear:

- Shuriken pistol
- Close combat weapon
- Flip belt
- Holo-suit

Special Rules:

- Dance of Death
- Fleet
- Infiltrate
- Master Infiltrators (Master Mime only)
- Psyker (Mastery 1 - Shadowseer only)
- Scouts

Psychic Powers:

- Veil of Tears (Shadowseer only)

Options

- May include up to five additional Mimes+22 pts per model
- Any model may replace his close combat weapon with a harlequin's kiss+4 pts
- Up to two Mimes may replace their shuriken pistol with one of the following
 - a fusion pistol+10 pts
 - a neuro-disruptor+10 pts
- One Mime may be upgraded to a Shadowseer (with hallucinogen grenades)+30 pts
- One Mime may be upgraded to a Master Mime+20 pts
- The Master Mime may replace his close combat weapon with one of the following
 - dancing bladesfree
 - a harlequin's kissfree
 - a power weaponfree
- The Master Mime may take a Calling Card+20 pts

Solitaire

120 points

page 19

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Solitaire	9	6	3	3	3	9	4	10	-	Infantry (Character)	1 Solitaire

Wargear:

- Shuriken pistol
- Close combat weapon
- Flip belt
- Holo-suit

Special Rules:

- Blitz Attack
- Dance of Death
- Fleet
- Fear
- Individual
- Spiritless
- Stealth
- Veil of Laughter

Options

- May replace his shuriken pistol and/or close combat weapon with any of the following
 - dancing blades+5 pts
 - a fusion pistol+10 pts
 - a harlequin's kiss+5 pts
 - a power weapon+10 pts
 - a solitaire's kiss+35 pts
- May be given any of the following
 - a domino field+15 pts
 - hallucinogen grenades+5 pts
 - a phase shifter+35 pts
 - tanglefoot grenades+5 pts

Scion of Cegorach

Seeing even a single Solitaire is extremely rare. Finding more than one in the same location is nearly unheard of. Your army may only ever contain one Solitaire, regardless of the number of Detachments.

Elites

Aspirant Ensemble 45 points

page 16

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Aspirant	4	4	3	3	1	5	1	8	5+	Infantry	2 Aspirants
Harlequin	5	4	3	3	1	6	2	9	-	Infantry	1 Harlequin

Wargear:

- Shuriken pistol
- Close combat weapon
- Mesh armour (Aspirants only)
- Flip belt (Harlequin only)
- Holo-suit (Harlequin only)

Special Rules:

- Aspirations
- Dance of Death (Harlequin only)
- Fleet

Options

- May include up to eighteen additional Aspirants +12 pts per model
- Any Aspirant may replace his shuriken pistol with a shuriken catapult, a splinter pistol or a splinter rifle *free*
- For every five Aspirants in the unit, one may replace their shuriken pistol with one of the following
 - a flamer or a shredder +5 pts
 - a fusion gun or a blaster +10 pts
 - a splinter cannon +15 pts
- The Harlequin may replace his close combat weapon with a harlequin's kiss +4 pts

Court of the Heavens 350 points

page 25

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Court Player	6	4	3	3	2	6	2	10	-	Infantry	9 Court Player
Asuryan Player	7	5	3	3	3	6	3	10	-	Infantry (Character)	1 Asuryan Player

Wargear (All models):

- Shuriken pistol
- Harlequin's Kiss
- Flip belt
- Holo-suit

Special Rules (All models):

- Dance of Death
- Fleet
- Masque of the Heavens.

Masque of the Heavens

The little-known Masque of the Heavens is performed by only a single Harlequin Troupe who travel apart from their fellows. Your army may only ever contain one Court of the Heavens, regardless of the number of Detachments.

Each model in the Court of the Heavens represents a member of the Eldar Pantheon. Each model may have different wargear and/or special rules. Asuryan is represented by the Asuryan Player profile, while the other Eldar gods are represented by the Court Player profile. Below you will find each god's player, and what additional rules and equipment they carry.

Asuryan the Phoenix King Wargear: <ul style="list-style-type: none"> • Phoenix Blade 	Cegorach the Trickster Special Rules: <ul style="list-style-type: none"> • The Last Laugh 	Gea the Consort Special Rules: <ul style="list-style-type: none"> • Consort of the Bold 	Isha the Earthmother Wargear: <ul style="list-style-type: none"> • Isha's Tear
Khaine the Bloody Handed Wargear: <ul style="list-style-type: none"> • Doomwailer 	Kurnous the Hunter Special Rules: <ul style="list-style-type: none"> • The Wild Hunt 	Lilleath the Maiden Special Rules: <ul style="list-style-type: none"> • Dreamer of Dreams 	Morai-Heg the Crone Special Rules: <ul style="list-style-type: none"> • Twisted Fate
Vaul the Artificer Special Rules: <ul style="list-style-type: none"> • Boneforging 	Ynnead the Hope in Death Special Rules: <ul style="list-style-type: none"> • Hope in Death 		

Fast Attack

Aerobatics Troupe

105 points

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Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Aerobat	5	4	3	4	1	6	2	9	3+	Eldar Jetbike	3 Aerobats
Aerobat Master	5	4	3	4	1	6	3	10	3+	Eldar Jetbike (Character)	

Wargear:

- Shuriken pistol
- Close combat weapon
- Holo-suit
- Harlequin jetbike

Special Rules:

- Dance of Death
- Skilled Riders

Options

- May include up to seven additional Aerobats
.....+35 pts per model
- Any model may replace their close combat weapon with a laser lance.....+10 pts
- Up to two Aerobats may replace their shuriken pistol with one of the following
 - a fusion pistol.....+10 pts
- One Harlequin may be upgraded to an Aerobat Master
.....+15 pts
- The Aerobat Master may replace his close combat weapon with a power weapon.....+5 pts

Masters of the Air

If your Harlequin Army includes at least one Aerobatics Troupe numbering a full 10 models, the Great Harlequin and/or the High Shadowseer may be mounted on a Harlequin Jetbike at a cost of +30 points per model. A model equipped with a Phase Shifter may not be given a Harlequin Jetbike.

Wind Dancer Troupe

60 points

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Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wind Dancer	5	4	3	3	1	6	2	9	-	Jump Infantry	3 Wind Dancers
Choreographer	5	4	3	3	1	6	3	10	-	Jump Infantry (Character)	

Wargear:

- Shuriken catapult
- Flitter-belt
- Haywire grenades
- Holo-suit

Special Rules:

- Dance of Death
- Dance on the Wind
- Deep Strike
- Fleet

Options

- May include up to seven additional Wind Dancers
.....+20 pts per model
- Up to two Wind Dancers may replace their shuriken catapult with one of the following
 - a fusion pistol.....+10 pts
- One Wind Dancer may be upgraded to a Choreographer
.....+20 pts
- The Troupe Master may replace his close combat weapon with one of the following
 - dancing blades.....+5 pts
 - a harlequin's kiss.....+5 pts
 - a power weapon.....+5 pts

BS	Armour			HP
	Front	Side	Rear	
Aspis	4	10	10	2

Aspis

60 points

page 20

You may include up to three Aspis as a single Fast Attack choice. Each Aspis operates independently.

Unit	WS	BS	Armour			I	A	HP	Unit Type	Unit Composition
			F	S	R					
Aspis	-	4	10	10	10	-	-	2	Vehicle (Fast, Skimmer, Open-Topped, Transport)	1-3 Aspis

Wargear:

- Twin-linked shuriken catapults
- Shuriken cannon
- Jigsaw Field

Special Rules:

- Acrobatic Dismount

Transport Capacity:

- Six models

Options

- May replace its twin-linked shuriken catapults with
 - a fusion gun.....+10 pts
 - a shuriken cannon.....+10 pts
- May be given any of the following
 - star engines.....+10 pts
 - vectored engines.....+15 pts

Heavy Support

Death Jesters 30 points

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You may include up to three Death Jesters as a single Heavy Support choice. Each Death Jester operates independently.

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Death Jester	5	4	3	3	1	6	2	9	-	Infantry (Character)	1-3 Death Jesters
Veteran Death Jester	5	6	3	3	2	6	2	9	-	Infantry (Character)	

Wargear:

- Shrieker cannon
- Flip belt
- Holo-suit
- Tanglefoot grenades

Special Rules:

- Dance of Death
- Fleet
- Independent Character
- Stealth (Veteran Death Jesters only.)

Options

- Any Death Jester may replace his shrieker cannon with one of the following:
 - a brightlance.....+15 pts
 - a dark lance.....+15 pts
 - an Eldar missile launcher.....+10 pts
 - a splinter cannon.....+5 pts
 - a starcannon.....+10 pts
- Any Death Jester may be given any of the following:
 - a jester's mark.....+10 pts
 - a power scythe.....+10 pts
 - suspensors.....+10 pts
- Any Death Jester may be upgraded to a Veteran Death Jester.....+25 pts
- A Veteran Death Jester may be given one of the following:
 - a domino field.....+15 pts
 - a phase shifter.....+35 pts

Marionette 130 points

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Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Marionette	5	4	7	7	3	5	3	10	3+	Monstrous Creature	1 Marionette

Wargear:

- Ghostglave
- Shuriken catapult
- Holo-suit

Special Rules:

- Dance of Death
- Fearless
- Fleet
- Scout

Options

- May replace its shuriken catapult with one of the following:
 - a fusion pistol.....+10 pts
 - a nightweaver.....+5 pts
- May replace its ghostglave with one of the following:
 - a haywire cannon.....+10 pts
 - a shrieker cannon.....+5 pts

Mockingbird 80 points

page 20

Unit	WS	BS	Armour			I	A	HP	Unit Type	Unit Composition
			F	S	R					
Mockingbird	-	4	10	10	10	-	-	2	Vehicle (Fast, Skimmer, Open-Topped)	1 Mockingbird

Wargear:

- Twin-linked shuriken catapults
- Sonic Cannon
- Jigsaw Field

Options

- May replace its twin-linked shuriken catapults with a single shuriken cannon.....+10 pts
- May be given any of the following:
 - star engines.....+10 pts
 - vectored engines.....+15 pts

Harlequin Fortifications

Although the Harlequins have little interest in holding territory, they will make use of captured fortifications in battle when it suits their purposes, often choosing to decorate them with their trademark bright colours and patterns in order to please their sense of aesthetics and further intimidate their foes.

A Harlequin army may make use of any of the Fortifications in the Warhammer 40,000 Rulebook. In addition, they have access to the special Webway Rift Fortification as detailed below. The Webway Rift follows all of the normal rules for Fortifications, and has additional rules as described in its entry.

Webway Rift 35 points

The Harlequins are the undisputed masters of the Webway. They know every twist and turn, every hidden path, every secret way. They are able to use their unparalleled knowledge of the Webway and its workings to form temporary rifts between it and the material realm at almost any location. These rifts are inherently unstable, as they cut directly through the Warp, but the shock and surprise they can cause is well worth the effort to maintain create and maintain them for the duration of a battle.

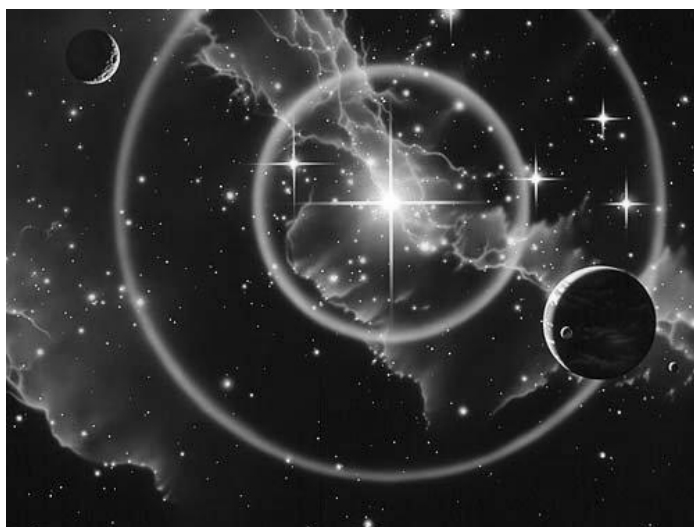
Composition: One Webway Rift.

Terrain Type: Impassable Terrain

Weapons: None

Options:

- You may include up to two more Webway Rifts 35 pts per model (Each Webway Rift is deployed separately.)
- Any Webway Rift may be upgraded with coruscating warfire 10 pts per model



Modeling Notes

Each Webway Rift should be represented by a half-dome 3" in diameter and 1.5" tall. What it looks like beyond that is up to you – after all, it is cutting a hole through the Warp, so it could really look like just about anything!

SPECIAL RULES

Coruscating Warfire: At the start of each player turn, roll a D6 for each unit within 6" of a Webway Rift. (Do not roll for units chosen from Codex: Harlequins or Harlequin Troupes chosen from any other Codex). On a roll of 1-4, nothing happens. On a roll of 5-6, the unit suffers D3 Strength 4, AP 6 hits. All wounds caused by these hits have the Soul Blaze special rule.

Unstable Entity: No model may end its move in or on a Webway Rift. If a model making a compulsory move would end its movement in or on a Webway Rift, instead move it the minimum distance needed to be clear of the Webway Rift. Note that the Webway Rift blocks Line of Site as normal.

A Webway Rift may be targeted in the same way as a single model unit. The Webway Rift has T10 and 5 Wounds, and is immune to all Instant Death and "Remove From Play" effects. A Webway Rift that loses its last Wound will explode. Nearby units suffer a Strength 4, AP 6 hit for each model that is within D6" of the Webway Rift. All Wounds caused by these hits have the Soul Blaze special rule.

Tangled Web: If there are two or more Webway Rifts on the table, either player may choose to embark any non-vehicle units into a Webway Rift during their movement phase, exactly as if they were embarking onto a vehicle. The unit must then immediately disembark from one of the Webway Rifts on the table as though the Webway Rift were an open-topped vehicle. Units chosen from Codex: Harlequins, as well as Harlequin Troupes chosen from any other Codex may choose which Webway Rift they disembark from. (They may not choose to disembark from the same Webway Rift they previously embarked upon.) All other units disembark from a randomly chosen Webway Rift. (And yes – they may end up disembarking directly from the same Webway Rift they entered...) If the chosen Webway Rift is completely surrounded by enemy models such that the unit cannot disembark, simply choose another Webway Rift at random.

Webway Assault: All units chosen from Codex: Harlequins, as well as Harlequin Troupes chosen from any other Codex treat the entire edge of all Webway Rifts as part of their own table edge when they are moving on from Reserve. They also treat the Webway Rift as part of their own table edge when Falling Back, and will be removed as casualties if they move into contact with the Webway Rift during a Fall Back move.

The Harlequin Masque



Modeling and painting your Harlequin Masque presents plenty of opportunities for you to really go wild with interesting conversions and high-contrast, brightly-coloured paintjobs. The Harlequins are the most flamboyant army in the Warhammer 40,000 universe, and their outfits and equipment reflect this nature. Harlequin models look great with lots of flowing sashes, streamers, pennants, flags and cloaks. They will generally look best painted with bright colours, with patterns such as diamonds, checkerboards, stripes, dags, etc. really helping to create a sense of pizzazz that is not found in any other army on the Warhammer 40,000 tabletop. However you choose to model and paint your Harlequins, remember that they are both entertainers and warriors without peer.

Harlequins in Competitive Play

This section contains ideas for using your Harlequin forces in a “Counts As” list using the Eldar Codex and/or the Dark Eldar Codex. This is aimed at allowing you to use your Harlequin models in Tournament or competitive League play, where unofficial rules such as those presented in this Codex are generally unwelcome. The list is organised according to the Force Organisation Chart as it relates to the Harlequin Army List – some of the suggested “Counts As” units may come from different FOC slots. (i.e. Asurman and Jain Zar are HQ units in the Eldar Codex, but are suggested to “Count As” the Harlequin Solitaire, who is an Elite unit.)

Note that some units from Codex: Eldar or Codex: Dark Eldar may be suggested as “Counts As” equivalents for multiple Harlequin units. Where this is the case, extra care must be taken to ensure your opponent knows what each model is representing. Note that due to the nature of the “Counts As” system, some of the suggested units are less than ideal, but the list presented below should represent the best possible Eldar or Dark Eldar unit(s) to “Count As” each Harlequin unit within these limitations. (For example, the Wave Serpents and Falcons don’t really represent the Aspis very well, but they are the best of the available units.)

HQ

Harlequin Unit	Eldar “Counts As” Unit	Dark Eldar “Counts As” Unit
Great Harlequin	Autarch, Prince Yriel	Archon, Succubus, Asdrubael Vect
High Shadowseer	Farseer, Spiritseer, Eldrad Ulthran	Lady Malys, Haemonculus Ancient
Kiramsmith	Fuegan	Haemonculus Ancient
Laché-sis	Eldrad Ulthran w/ Divination Powers	Haemonculus Ancient

TROUPES

Harlequin Unit	Eldar “Counts As” Unit	Dark Eldar “Counts As” Unit
Harlequin Troupe	Harlequin Troupe	Harlequin Troupe, Wyches
Harlequin Chorus	Storm Guardians*, Striking Scorpions	Wyches

ELITES

Harlequin Unit	Eldar “Counts As” Unit	Dark Eldar “Counts As” Unit
Mime Troupe	Harlequin Troupe, Striking Scorpions	Harlequin Troupe, Mandrakes
Solitaire	Asurman, Jain Zar, Karandras	Lelith Hesperax
Aspirant Ensemble	Guardians, Storm Guardians	Kabalite Warriors
Court of the Heavens	Harlequin Troupe, Warlock Council	Harlequin Troupe, Hekatrix Bloodbrides

FAST ATTACK

Harlequin Unit	Eldar “Counts As” Unit	Dark Eldar “Counts As” Unit
Aerobatics Troupe	Windrider Jetbike Squad*, Shining Spears	Reavers, Hellions
Wind Dancer Troupe	Swooping Hawks	Scourges
Aspis	Wave Serpent, Falcon	Venom, Raider

HEAVY SUPPORT

Harlequin Unit	Eldar “Counts As” Unit	Dark Eldar “Counts As” Unit
Death Jesters	Maugan Ra, Rangers, Dark Reapers	Scourges
Marionette	Wraithlord	Talos, Cronos
Mockingbird	Vyper	Ravager

* An Eldar Warlock with the Conceal/Reveal psychic power added to an Windrider Jetbike Squad being used as an Aerobatics Troupe or Storm Guardians being used as a Harlequin Chorus is great for representing their “holo-field” save, as well as giving them a model with better stats to act as the “Aerobat Master”. Thankfully, Conceal/Reveal is the Primaris power, so it is possible to guarantee it as the Warlock’s power.

Psychic Power Cards

Deception

Warp Charge 1

Ghostly figures and half-seen shadows dance about, mingling with the Harlequins and making it impossible to know from whence the next real strike will come.

Deception is a **blessing** that targets the psyker. Whilst the power is in effect, enemy models in base contact with the psyker or his unit treat their Weapon Skill as being reduced to half its normal value (rounding up). (i.e. a model with WS5 would be WS3, a model with WS4 would be WS2, etc.)

Hallucination

Warp Charge 2

Paranoia, confusion and panic are heightened to a debilitating degree as the Shadowseer alters his foes' perceptions of reality.

Hallucination is a **malediction** that targets a single enemy unit within 24". Roll immediately to determine the manner of hallucination the target is suffering from (roll once for the whole unit).

D6 Result

1-2 **Bugs! I Hate Bugs!** *Something unspeakable has gotten under the victims' armour and has begun to crawl around.* The unit is automatically Pinned, unless it would normally automatically pass Pinning tests or is locked in close combat, in which case there is no effect.

3-4 **Ermmm?** *All sense of urgency is lost, and the befuddled warriors just state listlessly into space.* The unit cannot Shoot, Run, declare charges or strike blows in close combat whilst the power is in effect.

5-6 **You! You're a Traitor!** *Paranoia sets in and the panicked warriors lash out at their comrades.* Every model in the unit immediately inflicts a single hit on his own unit, resolved at the models' own Strengths, but using the Strength bonus, AP values and special rules of their most powerful close combat weapons (if they have any).

Mirage

Warp Charge 1

The mists and shadows seem to coil about the Shadowseer and his fellows.

Mirage is a **blessing** that targets the psyker. Whilst the power is in effect, the Psyker has the Stealth special rule, and he and his unit gain an additional +1 to their Cover Save for every full 12" between them and the shooting unit, to a maximum additional bonus of +3.

Misdirection

Warp Charge 1

The Shadowseer clouds the minds of those wishing him harm, causing them to chase shadows and pursue ethereal foes.

Misdirection is a **blessing** that targets the psyker. Whilst the power is in effect, enemy units wishing to Assault the psyker or his unit must pass a Leadership test on 3D6. If they fail, they are unable to launch an Assault this turn.

Shadow's Dance

Warp Charge X

The pinnacle of the Shadowseer's illusory art, the Shadowseer focuses on bending the shadows and the light, making it nearly impossible for the enemy to draw a bead on his fellow Harlequins and thereby protecting them from harm.

Shadow's Dance is a **blessing** that targets the psyker. You may use between 1 and 3 Warp Charges to manifest this ability, with the effects noted below. The psyker may not shoot or run on the same turn that Shadow's Dance is used.

Warp Charge 1:

Whilst the power is in effect, the psyker and his unit gain the Shrouded special rule.

Warp Charge 2:

In addition to the above, all friendly non-vehicle units from this Codex within 6" gain the Stealth special rule. Units that contain either a Shadowseer or High Shadowseer gain the Shrouded special rule instead, unless they already have the Shrouded special rule.

Warp Charge 3:

As above, but the range of the additional effect is increased from 6" to 12".

Terrify

Warp Charge 1

Even the bravest of heroes quake in terror as the Shadowseer assails them with images from their own darkest and most dreadful nightmares.

Terrify is a **malediction** that targets a single enemy unit within 24". The target receives no benefit from the Fearless special rule and treats all enemy units as having the Fear special rule for the power's duration. Furthermore, it must immediately take a Morale check.

Veil of Tears

Warp Charge 1

Sketching a gesture in the air, the Shadowseer hides his Harlequin comrades from sight.

Veil of Tears is a **blessing** that affects the Shadowseer and their unit. Any enemy unit wishing to target the Shadowseer or their unit must roll 2D6X2. If the Shadowseer or their unit are not within this distance inches, the enemy unit may not fire this turn.

Harlequins Summary

HQ

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Great Harlequin	7	6	3	3	3	7	4	10	-	In,(ch)	17
High Shadowseer	5	5	3	3	2	6	2	10	-	In,(ch)	18
Kiramsmith	8	6	3	3	3	7	4	10	-	In,(ch)	22
Laché-sis	5	5	3	3	2	6	2	10	-	In,(ch)	23

TROUPES

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Harlequin	5	4	3	3	1	6	2	9	-	In	13
Death Jester	5	4	3	3	1	6	2	9	-	In,(ch)	13
Shadowseer	5	4	3	3	1	6	2	9	-	In,(ch)	13
Troupe Master	5	4	3	3	1	6	3	10	-	In,(ch)	13
Jocu'lari	6	4	3	3	1	7	4	10	-	In,(ch)	13
Mime	5	4	3	3	1	6	2	9	-	In	14
Shadowseer	5	4	3	3	1	6	2	9	-	In,(ch)	14
Master Mime	5	4	3	3	1	6	3	10	-	In,(ch)	14

ELITES

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Solitaire	9	6	3	3	3	9	4	10	-	In,(ch)	19
Chorus	4	4	3	3	1	5	1	8	-	In	14
Aspirant	4	4	3	3	1	5	1	8	5+	In	16
Harlequin	5	4	3	3	1	6	2	9	-	In	16
Court Player	6	4	3	3	2	6	2	10	-	In	25
Asuryan Player	7	5	3	3	3	6	3	10	-	In,(ch)	25

FAST ATTACK

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Aerobat	5	4	3	4	1	6	2	9	3+	Ejb	15
Aerobat Master	5	4	3	4	1	6	3	10	3+	Ejb,(ch)	15
Wind Dancer	5	4	3	3	1	6	2	9	-	In,J	15
Choreographer	5	4	3	3	1	6	3	10	-	In,J,(ch)	15

HEAVY SUPPORT

Unit	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Death Jester	5	4	3	3	1	6	2	9	-	In,(ch)	17
Veteran Death Jester	5	6	3	3	2	6	2	9	-	In,(ch)	17
Marionette	5	4	7	7	3	5	3	10	3+	Mc	21

VEHICLES

Unit	WS	BS	Armour			I	A	HP	Unit Type	Pg
			F	S	R					
Aspis	-	4	10	10	10	-	-	2	F,O,S,T	20
Mockingbird	-	4	10	10	10	-	-	2	F,O,S	20

SPECIAL RULES

The Ritual: At the start of the battle, immediately before deployment, you may allow up to half of the Aspirants (rounding up) to attempt The Ritual. Roll 2D6 for each model attempting The Ritual and consult the following chart.

D6 Roll	Result
2	During The Ritual, the Aspirant is touched by the Laughing god and begins the long journey to becoming a Solitaire. Remove the Aspirant from the unit.
3-4	The Aspirant is unable to pass The Ritual successfully, and his soul is lost to the Warp. Remove the Aspirant from the unit.
5-9	The Harlequins have determined that the Aspirant is not yet strong enough in mind, body and spirit to attempt The Ritual. The Aspirant remains with the unit.
10-11	The Aspirant has passed The Ritual and been accepted as a Harlequin. Remove the Aspirant from the unit, but add a Harlequin with no upgrades to any of your Harlequin Troupes. (This may take the unit above its normal maximum size.)
12	The Aspirant has passed The Ritual and been accepted as a Mime. Remove the Aspirant from the unit, but add a Mime with no upgrades to any of your Mime Troupes. (This may take the unit above its normal maximum size. If you do not have a Mime Troupe in your army, treat this as having rolled a 10 or 11 instead.)

SPECIAL RULES

Acrobatic Dismount: A unit may embark or disembark onto or from the Aspis at any point during the Aspis's move, rather than just at the beginning or end. They may not do this if the Aspis will be moving over 12" in total that Movement Phase, and they cannot move before embarking or continue to move after disembarking as it is a moving vehicle.

In addition, whenever the Aspis is wrecked or explodes, the unit being transported may re-roll the Pinning test if it is failed. When the Aspis explodes, all successful to wound rolls for the explosion against the unit being transported must be re-rolled.

A Cut Above: If the Solitaire's Weapon skill is higher than that of all enemy models he is in base contact with, he gets a number of bonus Attacks equal to the difference between his Weapon Skill and the highest Weapon skill from amongst those enemies.

Aspirations: The Aspirant Ensemble may not be joined by any Independent Characters, nor may they embark on an Aspis. In addition, the Harlequin leading the Aspirant Ensemble may not make use of the Hit and Run special rule unless he is the only remaining model in the unit.

Choral Hymn: The Harlequin Chorus sing up an enchanted mist that causes their foes to forget their purpose. This grants them the Shrouded special rule. In addition, they are treated as having Defensive Grenades whenever they are assaulted.

Dance of Death: Any model or unit with this rule has the Furious Assault and Hit and Run Universal Special Rules.

Dance of the Comedienne: If a Harlequin Troupe is led by a Troupe Master with the Dance of the Comedienne, any enemy unit rolling To Hit the Troupe in close combat must re-roll all successful rolls. If the enemy unit is entitled to re-roll failed To Hit rolls for any of their attacks, these two rules cancel out and you roll To Hit as normal for those attacks, with no re-rolls either way. In addition, enemy models in base contact with the Troupe Master halve their Weapon Skill (rounding up).

Dance of the Tragedienne: If a Harlequin Troupe is led by a Troupe Master with the Dance of the Tragedienne, they gain the Hatred special rule as long as he is alive. In addition, the Troupe Master himself has the Rage special rule.

Dance on the Wind: A unit that contains only models with the Dance on the Wind special rule can either shoot and then Run, or Run and then shoot, in the same shooting phase. The unit must complete both actions before you move on to the next unit – otherwise the chance to make the second action is forfeit.

Individual: A Solitaire may never ride in any transport vehicle.

Master Infiltrator: For each Master Mime currently held in reserve, you may force your opponent to re-roll any one reserve roll per turn.

Spiritless: A Solitaire never has to take a Leadership test of any kind (Morale, Pinning, etc) – they are always assumed to pass, even in situations where failure is normally automatic. In addition, any attack which relies upon the Solitaire's Leadership value has no effect and automatically fails, and they 'Deny the Witch' on a D6 roll of 3+.

Veil of Laughter: Any unit shooting at a Solitaire must re-roll all successful To Hit rolls, and may not re-roll any failed To Hit rolls for any reason. The Solitaire may also re-roll any failed cover saves and invulnerable saves.

Unit Types

Unit Types: *Eldar Jetbike* = Ejb, *Infantry* = In, *Jump unit* = J, *Monstrous Creature* = Mc, *Character* = (ch)

Vehicle Types: *Fast* = F, *Open-Topped* = O, *Skimmer* = S, *Transport* = T

RANGED WEAPONS

Weapon	Range	Strength	AP	Type
Brightlance	36"	8	2	Heavy 1, Lance
Blaster	18"	8	2	Assault 1, Lance
Dark Lance	36"	8	2	Heavy 1, Lance
Eldar Missile Launcher				
Plasma Missile	48"	4	4	Heavy 1, Blast, Pinning
Flakk Missile	48"	7	4	Heavy 1, Skyfire
Starshot Missile	48"	8	3	Heavy 1, Pinning
Flamer	Template	4	5	Assault 1
Fusion Pistol	6"	8	1	Pistol, Melta
Fusion Gun	12"	8	1	Assault 1, Melta
Haywire Cannon	36"	5	3	Assault 1, Blast, Haywire
Laser Lance	6"	6	3	Assault 1, Lance
Nightweaver	Template	6	6	Assault 1, Monofilament
Nuero-Disruptor	Template	8	2	Assault 1, Neuro-Disruption
Shredder	Template	6	-	Assault 1, Blast
Shuriken Pistol	12"	4	5	Pistol, Bladestorm
Shuriken Catapult	24"	4	5	Assault 2, Bladestorm
Shuriken Cannon	24"	6	5	Assault 3, Bladestorm
Shrieker Cannon	24"	6	5	Assault 3, Bladestorm, Pinning
Sonic Cannon	36"	7	4	Heavy 3, Pinning, Vibro
Splinter Pistol	12"	X	5	Pistol, Poisoned (4+)
Splinter Rifle	24"	X	5	Rapid Fire, Poisoned (4+)
Splinter Cannon	36"	X	5	Assault 4 or Heavy 6, Poisoned (4+)
Starcannon	36"	6	2	Heavy 2

MELEE WEAPONS

Weapon	Range	Strength	AP	Type
Dancing Blades	-	User	-	Melee, Blade Dance
Ghostglaive	-	+1	2	Melee, Master-Crafted
Harlequin's Kiss	-	User	-	Melee, Rending
Kiss of Death	-	User	3	Melee, Rending
Solitaire's Kiss	-	User	3	Melee, Armourbane, Fleshbane, Rending
Laser Lance	-	3+	3	Melee, Impact, Lance
Laughing Blade	-	+2	3	Melee, Laughter
Power Scythe	-	User	3	Melee, Scything, Two-Handed
Riveblade	-	-	3	Melee, Killing Blow

D6 WARLORD TRAITS (Roll 2D6 and choose which result you want to apply.)

- 1 Harbinger of Fear:** One use only. Declare your Warlord is using this ability at the start of one of your Assault phases. For the duration of the phase, all friendly units from Codex: Harlequins within 12" gain the Fear special rule.
- 2 Enemy of Chaos:** The Warlord and all friendly units within 12" of the Warlord have the Preferred Enemy (Chaos) special rule. (This applies to all units taken from Codex: Chaos Space Marines and Codex: Chaos Daemons.)
- 3 Master of the Webway:** As long as the Warlord has not been removed as a casualty, all friendly units from Codex: Harlequins may re-roll any Reserves rolls, and any models entering using the Outflank rule may always choose which table edge they will enter from (either the left, right or your own).
- 4 Master of Disguise:** The Warlord has the Infiltrate special rule. In addition, all failed Look Out Sir! rolls made on behalf of the Warlord may be re-rolled.
- 5 Whirling Death:** The Warlord and all models in his unit that have the Dance of Death special rule gain the Rage and Rampage special rules.
- 6 Chosen of Cegorach:** Any unit shooting at the Warlord or his unit must re-roll all successful To Hit rolls and may not re-roll any failed To Hit rolls for any reason.

VEHICLE EQUIPMENT

Jigsaw Field: A vehicle with a jigsaw field is entitled to a cover save based on what speed it moved during its most recent turn. (See the table below.) This cover save cannot be combined with a cover saved granted by the vehicle being an obscured target. If the vehicle used its Star Engines, this cover save is improved by +1, though it can never be improved to better than 3+ by any means.

Vehicle Speed	Cover Save
Stationary	-
Combat Speed	6+
Cruising Speed	5+
Flat Out	4+

Star Engines: A vehicle equipped with star engines may move an additional 12" in lieu of shooting, but troops may not embark or disembark that turn.

Vectored Engines: If a vehicle equipped with vectored engines would crash due to being immobilised, it instead makes a forced landing as if it had not moved Flat Out that turn.

WEAPON SPECIAL RULES

Blade Dance: A set of dancing blades is comprised of two weapons, but grant +D3 Attacks rather than one as normal.

Bladestorm: When a weapon with this special rule rolls a 6 To Wound, the target is wounded automatically and the Wound is resolved at AP2.

Impact: In any Fight sub-phase in which the wielder is engaged but has not charged, this weapons uses the profile of a close combat weapon instead of the melee profile above.

Killing Blow: When attacking with a Riveblade, any To Wound rolls of 6 grants the Instant Death special rule to those Wounds.

Laughter: Any model which suffers an unsaved wound from a laughing blade and is not slain must take a Leadership Test at the end of the Assault Phase. If the Leadership Test is failed, roll a D6 and consult the chart below.

D6	Result
1-2	The model reduces their WS and I by -1 (to a minimum of 1) for the remainder of the game.
3-4	The model reduces their WS and I to 1 until the end of the next Assault Phase.
5-6	The model immediately makes one attack against the nearest friendly model within 6" as if it were attacking in close combat, using a weapon of the Harlequin player's choice. If no friendly model is close enough, then treat this as if the model had rolled a 3-4 as above.

Monofilament: If the target's majority Initiative is 3 or lower, or the target has no Initiative characteristic, then Hits from a weapon with this special rule are resolved at +1 Strength. If two or more Initiative characteristics are tied for majority, use the highest of those tied values. Additionally, if a 6 is rolled To Wound with this weapon, the target is wounded automatically and the wound is resolved at AP1.

Neuro-Disruption: When rolling To Wound when using a neuro-disruptor, compare the weapon's Strength value to the opponent's Leadership value instead of their Toughness value. (For example, a Leadership 9 model is wounded on a roll of 5+.) The Leadership value is also used in place of the Toughness value when determining whether the attack causes Instant Death. Against vehicles, do not roll for Penetration. Instead, roll a D6 for any vehicle hit. On a 1-3 nothing happens. On a 4-5 the vehicle is "Crew Shaken". On a 6 the vehicle is "Crew Stunned". However, the neuro-disruptor never removes any Hull Points.

Scything: A power scythe's wielder attacks using broad sweeps, allowing them to strike several opponents with a single swing. A model attacking with a power scythe adds gains a bonus Attack for each model in base contact after the first when he makes his Attacks. (For example, a Death Jester with a Power Scythe who is in base contact with three models when he makes his Attacks would gain +2 bonus Attacks.)

Vibro: If a unit is hit by two or more Vibro shots as part of the same unit's Shooting attack, the Strength of all Vibro hits is increased by 1 for each hit beyond the first, and the AP of all Vibro hits is reduced by 1 for each hit beyond the first. Strength cannot be raised above 10, and AP cannot be reduced below 1. For example, if a unit suffers three hits from a Sonic Cannon (normally Strength 7 and AP4), those hits are resolved at Strength 9 and AP2.

GRENADES

Hallucinogen Grenades: All models in unit that contains one or more models with hallucinogen grenades count as being armed with plasma grenades.

Tanglefoot Grenades: Tanglefoot grenades follow the rules for defensive grenades. If a model has Tanglefoot Grenades his unit may forgo their chance to fire Overwatch and instead force the unit attempting to Assault them to count as moving through Difficult Terrain when they charge (requiring a Difficult Terrain Test and affecting their Initiative as normal).

WARGEAR

Calling Card: A Master Mime with a calling card may mark one enemy unit before armies are deployed. For the duration of the battle, the marked unit suffers a -1 penalty to their Leadership. (No unit may be marked more than once, nor have their Leadership lowered below 2).

Domino Field: A model wearing a domino field benefits from a 3+ invulnerable save. In addition, enemy models in base contact with a model wearing a domino field halve their Weapon Skill (rounding up).

Dread Mask: A model wearing a Dread Mask has the Fear special rule, and all unsaved Wounds that he inflicts in close combat count double for deciding which side won the combat.

Flip Belt: A model equipped with a flip belt ignores difficult terrain.

Flitter Belt: A model wearing a flitter-belt is unit type Jump Infantry. In addition, the model is never affected by Difficult Terrain in any way, and as such does not count it as Dangerous Terrain when starting or ending a Jump move in it, nor do they suffer the penalty to their Initiative for charging enemies through cover. Models wearing flitter belts are affected by actual Dangerous Terrain as normal.

Holo-Suit: A holo-suit grants the wearer a 5+ invulnerable save.

Harlequin Jetbike: A model riding a Harlequin jetbike has a 3+ Armour Save and a twin-linked shuriken catapult. Their unit types also changes to Eldar Jetbike. If a model riding a Harlequin jetbike moves at all during their Movement Phase, Shooting Phase and/or Assault Phase, they increase any invulnerable save they have by +1 until the start of their following turn.

Jester's Mark: A Death Jester equipped with a Jester's Mark may target a separate enemy unit to that engaged by the unit they are a part of. All firing in the unit must be declared before any to hit rolls are made. In addition, the enemy may not make cover saves against shots from a Death Jester equipped with a Jester's Mark.

Phase Shifter: A model equipped with a phase shifter changes their unit type to Jump Infantry. If unengaged, they may move 6" during the Assault Phase instead of assaulting. When they run, a model equipped with a phase shifter may roll any number of D6 and choose the highest. However, if any doubles are rolled, the model is lost in the Warp and removed as a casualty.

Rictus Mask: When a model wearing a rictus mask makes a successful Hit & Run move, all enemy units that were engaged in combat with him, and which are no longer locked in combat, must take an immediate Pinning Test with a bonus or penalty to their Leadership equal to the amount they won or lost the combat by.

Suspensors: A model equipped with suspensors may fire at half their normal Ballistic Skill (rounding up) whenever they make Snap Shots.

KIRAMSUITH

Breath of Fire: The Breath of Fire grants Kiramsuith the Eternal Warrior special rule. In addition, it allows the wearer to fire during the Shooting Phase as though he were carrying a flamer.

Emberflails: The Emberflails are treated as a pair of Power Swords with the Soul Blaze special rule. In addition, all enemy models in base contact with Kiramsuith during the Assault Phase must re-roll all successful To Hit rolls. If the model has a rule which allows it to re-roll misses, these two rules will cancel each other out.

Heart of the Dragon: The Heart of the Dragon may only be used once per battle, in one of the following ways:

Range	Strength	AP	Type
-	8	2	Armourbane
12"	5	5	Assault 1, Large Blast

If Kiramsuith is slain before using the Heart of the Dragon, there is a chance it will explode. Before removing Kiramsuith from play, roll a D6. On a roll of 1, 2 or 3, nothing happens. On a roll of 4, 5 or 6, place the large blast marker over Kiramsuith and resolve the attack with the profile given above.

LACHÉ-SIS

Blade of Ordination: The Blade of Ordination counts as a normal close combat weapon. In addition, it allows Laché-sis to re-roll all failed to hit rolls and to wound rolls, and her opponents must re-roll all successful armour saves and invulnerable saves for wounds inflicted by the Blade of Ordination.

Divination: After both sides have deployed, but before Scout redeployment has been performed, you can redeploy D3+1 of your units. Such units must be placed in your deployment zone, even if they have the Infiltrate special rule.

In addition, if Laché-sis is in your army, you may successfully Seize the Initiative on a D6 roll of 5+.

Hand of Fate: Laché-sis has the Fear special rule. In addition, enemy units may not make use of the Stubborn special rule if a model from their unit was in base contact with Laché-sis at any point during the Assault phase.

Rune Armour: This grants the wearer a 4+ invulnerable save.

Skin Rune Pouch: Once per battle, at the end of the Harlequin player's shooting phase, Laché-sis may open the pouch, revealing to those around her their ultimate fates. All units within 12", friend or foe, (but not Laché-sis or any unit she has joined) must immediately take a Morale Test. Enemy units must take this test on 3D6 due to the sudden shock of such a revelation. If the test is failed, the unit immediately begins falling back. If the test is passed, the unit gains the Stubborn Universal Special Rule for the remainder of the game. (They know their fate, and are thus injured to the horrors of war!) Fearless units, and units otherwise immune to Morale Tests are unaffected by the Skin Rune Pouch.

Weaver of Fates: Laché-sis knows all of the Divination psychic powers as given in the Warhammer 40,000 Rulebook. In addition, if she does not move at all during her Movement Phase, gains an extra Warp Charge point for use during that Turn.

JOCU'LARI

Dance of the Blade Juggler: When Jocu'lari's unit makes a Hit & Run move, they may roll 4D6 and pick the 3 highest for their move distance. In addition, they are allowed to move into contact with any enemy unit that they were not locked in combat with before the Hit & Run move. If they do so, this move counts as a charge in every way (for bonus attacks, the Counter Attack rule, etc.), but the combat will not be resolved until the next Assault Phase, during which Jocu'lari and his unit still count as charging.

In addition, at the beginning of any round of close combat in which Jocu'lari is involved, after any challenges are resolved but before any blows are struck, he may move to any part of the same combat where there is room to place him. He must be placed in base-to-base contact with the enemy and remain in coherency with his unit. (He may not be moved in this way if he issued, accepted or refused a challenge.)

Juggling Blades: The juggling blades are treated as a pair of close combat weapons with the Rending special rule. In addition, for each To Hit roll of 6 he makes when he attacks, Jocu'lari may roll a bonus attack. These bonus attacks will not generate additional bonus attacks.

COURT OF THE HEAVENS

Boneforging: In each of your Shooting phases, instead of firing his weapon, the Vaul Player may attempt to repair a single Harlequin vehicle within 6". To do so, roll a D6. On a 4+, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Consort of the Bold: As long as the Gea Player is in play, the Asuryan Player automatically passes Look Out Sir! Rolls, and all Look Out Sir! Wounds must be allocated to the Gea Player until she is slain. She is also treated as a Character for the purpose of Challenges only.

Doomwailer: The Khaine Player carries the Doomwailer, which has the following profile:

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta
-	User	1	Melee

Dreamer of Dreams: As long as the Lillith Player is in play, the Court of the Heavens may re-roll all failed saves.

Hope in Death: The Ynnead Player gains a +1 bonus to his Attacks characteristic for each model from the Court of the Heavens which has been removed as a casualty.

Isha's Tear: As long as the Isha Player is in play, the Court of the Heavens has the Fearless and Feel No Pain (5+) special rules.

Masque of the Heavens: The Court of the Heavens hold themselves apart, even from their fellow Harlequins. They may never be joined by any Independent Characters.

The Last Laugh: If the Cegorach Player is removed as a casualty in Close Combat, all enemy models in base contact with him immediately suffer a single Wound. Unsaved Wounds count towards Combat Resolution. If the Cegorach Player is removed as a casualty due to enemy shooting, the unit which fired upon him immediately suffers a single Wound. Saves may be taken normally for Wounds caused in this manner. Vehicles are unaffected.

The Phoenix King: Whenever the Asuryan Player would be removed as a casualty, roll a D6 and consult the chart below.

D6	Result
1-3	Remove the Asuryan Player as normal
4-5	The Asuryan Player is left in play with 1 Wound remaining.
6	The Asuryan Player is left in play and his Wounds are restored to their starting value.

The Wild Hunt: As long as the Kurnous Player is in play, the Court of the Heavens has the Hatred and Rage special rules.

Twisted Fate: As long as the Morai-Heg Player is in play, the Court of the Heavens may re-roll all failed To Hit rolls.



A Harlequin Masque on the Assault, with an Aerobatics Troupe leading the way.



Harlequin jetbikes are often the most ostentatious and colourful units in a Harlequin Masque.



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