

Codex: Harlequins



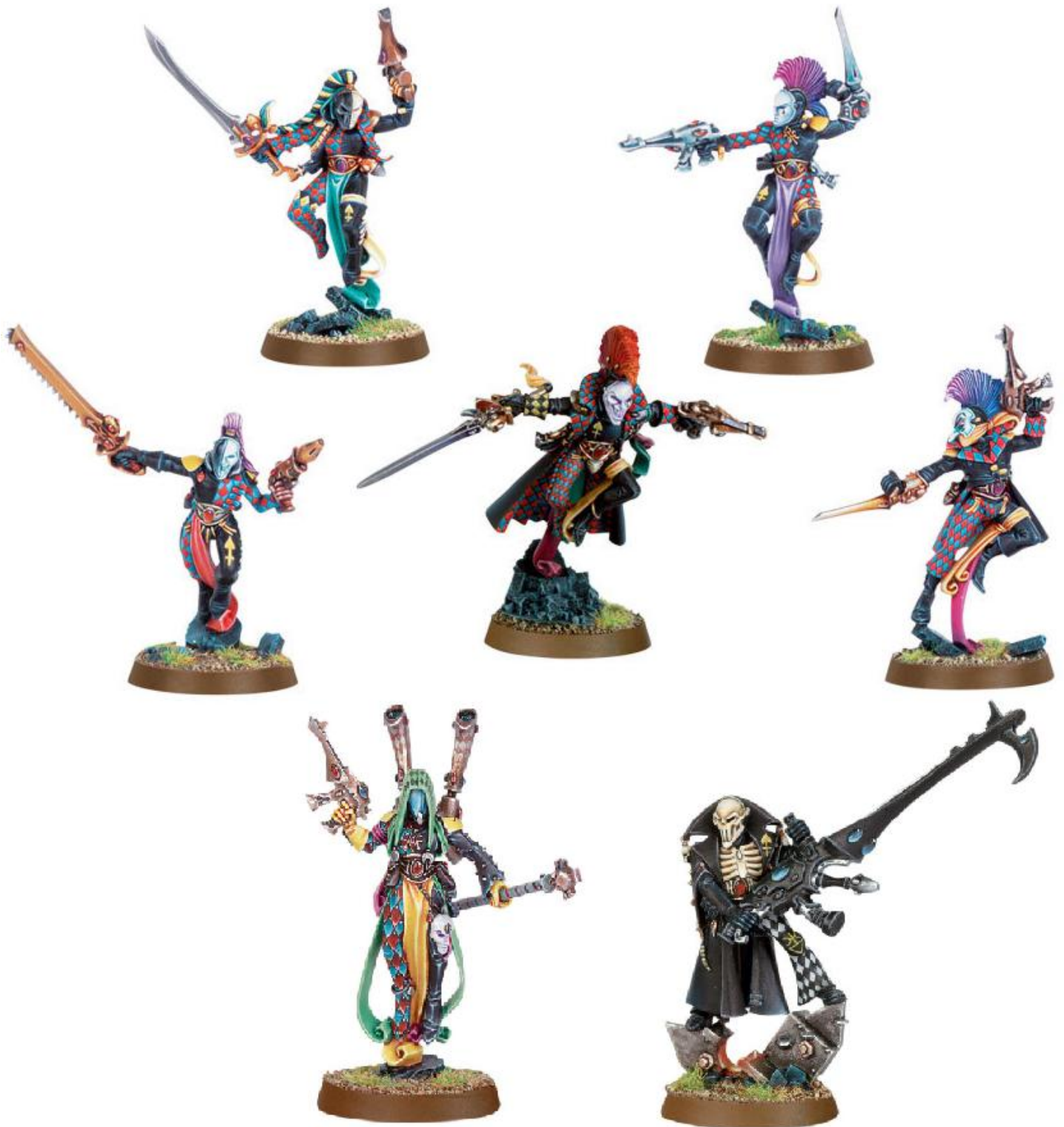
WARHAMMER
40,000

CODEX

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Harlequins



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

Codex: Harlequins

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Special thanks to Vermin-thing, Lorieth, kraken, djinn8, lordmetroid, autarch dsaliuvid, Inquisitor Kallus and Gu Long: Ancient Dragon from Warseer, and Rasmus from 40K Online for their help in spotting errors and polishing some units.

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 multiple units in 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, Troops, Elites, Fast Attack and Heavy Support choices. 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 unlikely that you will be able to obtain permission to use it in a tournament or competitive league. 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, either as a stand-alone Harlequin force, or as part of a larger Eldar army. Note that you will need to own a copy of the official Eldar 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 are 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 WEAPONS

There are a number of weapons used by multiple Harlequin units. These are summarized in the table below. Weapons used by only one or two Harlequin units will be detailed in their own unit entries.



Weapon	Rng	Str	AP	Type
Shuriken Pistol	12"	4	5	Pistol
Shuriken Catapult	12"	4	5	Assault 2
Shuriken Cannon	24"	6	5	Assault 3
Fusion Pistol	6"	8	1	Pistol, Melta
Neuro-Disruptor	Template	8	2	Assault 1, Special



HARLEQUIN SPECIAL RULES

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.

Fleet of Foot: See the Universal Special Rules section of the Warhammer 40,000 Rulebook.

HARLEQUIN WARGEAR

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. Dancing blades are treated as a pair of close combat weapons that add +2 bonus Attacks rather than +1. They may not be combined with any other close combat weapons.

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).

Flip Belt: The anti-gravity flip belts of the Harlequins enable them to dart through the roughest terrain with their feet barely touching the ground. A model equipped with a flip belt ignores difficult terrain.

Fusion Pistol: This compact hand-held melta weapon has an elegance that belies its potency. It has the following profile:

Rng: 6" S: 8 AP: 1 Pistol, Melta

Hallucinogen Grenades: Many Harlequins, especially the Shadowseers, carry hallucinogen grenades. These emit powerful narcotic gasses that create numerous programmable effects on those who breathe their fumes. During a performance, the Harlequins use these devices to elicit the desired emotional responses from their audience. In battle, they are used to sow fear and confusion among the enemy as the Harlequins charge into combat. A model equipped with hallucinogen grenades, as well as any unit they are attached to, counts as being armed with plasma grenades.

Harlequin's Kiss: A sharpened tube attached to the forearm, the Kiss can be punched into an enemy and the monofilament wire inside allowed to uncoil, reducing the target's insides to a gory soup in an instant. A Harlequin's Kiss counts as a close combat weapon. In addition, close combat attacks made by a model armed with a Harlequin's Kiss have the Rending special rule.



Holo-suit: Harlequins use a sophisticated holo-suit (Eldar: *dathedi* "between colours") to fragment their image and foil incoming fire and blows from their enemies. They benefit from a 5+ invulnerable save.

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. 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.

Rng: Template S: 8 AP: 2 Assault 1

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.

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 Infantry (Jump). 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.

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.

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 of Foot

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.

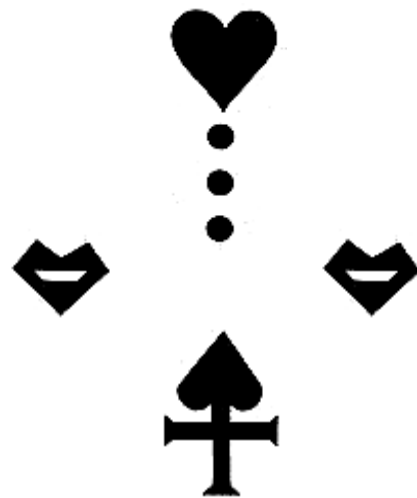
The Master Mime is the leader of a Mime Troupe, and is among the Great Harlequin’s most trusted advisors within the Masque. In performance, the Master Mime generally plays the most prominent and demanding mystic or daemonic roles.

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 of Foot, Infiltrate, Scouts

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



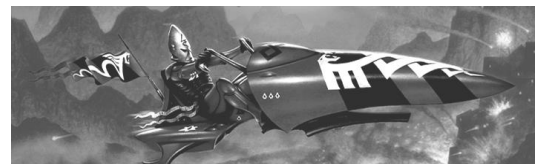
Aerobatics Troupe

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

WARGEAR

Harlequin Jetbike: These have twin-linked shuriken catapults; they increase their rider's Toughness by +1 and confer a 3+ armour save to the rider. Finally, they change the rider's unit type to Eldar Jetbike.

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.

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	-

SPECIAL RULES

Dance of Death, Deep Strike, Fleet of Foot

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 Infantry (Jump). In addition, the model is never affected by Difficult Terrain in any way, and as such do not count it as Dangerous Terrain when starting or ending a Jump move in it. They are affected by actual Dangerous Terrain as normal.

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.

WARGEAR

Weapons: The Aspirants come to the Harlequins bearing their own weapons, usually those of either the craftworld Eldar or the Dark Eldar. These weapons are detailed in the summary section.

SPECIAL RULES

Dance of Death (Harlequin Only), Fleet of Foot

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.

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 of Foot, Independent Character

WARGEAR

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.

Kiss of Death: Some Great Harlequins carry an ancient and more powerful variation of the Harlequin's Kiss. The Kiss of Death is treated as a Power Sword with the Rending special rule.

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.

The laughing blade is treated as a Power Sword which adds +2 to the bearer's Strength. In addition, any enemy 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.

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.



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.

For example, if the Harlequins lost the combat by 2 wounds, and the Great Harlequin proceeded to use Hit and Run to withdraw from the combat, any units he was engaged with who are no longer locked in combat must take a Pinning Test with a +2 modifier to their Leadership. If the Harlequins had instead won the combat by 2 Wounds, the enemy units would suffer a -2 modifier to their Leadership. Stubborn units ignore the negative Leadership modifiers as usual.

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 of Foot, Independent Character, Psyker (Mastery 2)

Veil of Tears: The High Shadowseer is a psyker and always has the Veil of Tears psychic power. The High Shadowseer does not need to take a Psychic test to use Veil of Tears, and it does not require Warp Charge to activate – it is always on.

The High Shadowseer uses their powers to confuse and terrify their foes. The High Shadowseer, and all models in their unit, have the Stealth and Shrouded special rules.

WARGEAR

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. A riveblade is treated as a Power Sword. In addition, any To Wound rolls of 6 cause Instant Death if the wound is not saved.

PSYCHIC POWERS

CONCEALMENT

Warp Charge: 1

The High Shadowseer clouds the minds of the enemy, creating a shifting psychic mist that conceals those around him, making it more difficult to target them.

Concealment is a **blessing** that targets a single friendly unit within 12". Whilst the power is in effect, the target unit gains +1 to their cover saves, or a 6+ cover save if they are out in the open.

ENSHROUD

Warp Charge: 2

The High Shadowseer conjures up a powerful illusion that makes him and those around him fade into nothingness, often confusing their opponents.

Enshroud is a **blessing** that targets the High Shadowseer. Whilst the power is in effect, any enemy units wishing to shoot at the High Shadowseer or his unit must first roll 2D6x2. This is their spotting distance in inches. If the models are not within spotting distance, they may not fire that turn.

ILLUSION

Warp Charge: 1

The High Shadowseer creates illusory doubles of himself and other nearby Harlequins, confusing the enemy and making it much more difficult for them to attack or defend themselves.

Illusion is a **blessing** that targets the High Shadowseer. Whilst the power is in effect, any enemy models attacking or being attacked by the High Shadowseer or his unit halve their Weapon Skill (rounding up). Enemy units which lose an assault whilst locked in combat with the High Shadowseer or his unit suffer a -1 penalty to the Morale Check.

MISDIRECTION

Warp Charge: 1

The High Shadowseer reaches into the minds of the enemy, baffling them with psychic messages.

Misdirection is a **blessing** which is used at the start of the opponent's Assault Phase before charges are declared. Whilst the power is in effect, any enemy unit wishing to declare a charge against the High Shadowseer or his unit must first pass a Leadership Test on 3D6. If this test is failed the enemy unit may not charge at all during that Assault Phase.

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.

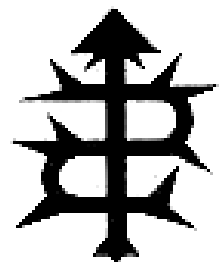
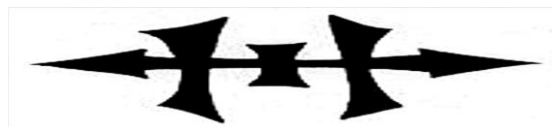
Unit	WS	BS	S	T	W	I	A	Ld	Sv
Shadowseer	5	4	3	3	1	6	2	9	-

SPECIAL RULES

Dance of Death, Fleet of Foot, Psyker (Mastery 0)

Veil of Tears: The Shadowseer is a psyker and always has the Veil of Tears psychic power. The Shadowseer does not need to take a Psychic test to use Veil of Tears, and it does not require Warp Charge to activate – it is always on

The Shadowseers use their powers to confuse and terrify their foes. The Shadowseer, and all models in their unit, have the Stealth and Shrouded special rules.



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 of Foot, Independent Character

WARGEAR

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. The power scythe is treated as a Power Sword which confers +1 Attack.

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.



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.

Shrieker Cannon: A Death Jester's shrieker cannon fires shuriken impregnated with virulent toxins, causing its victims to rupture and explode in spectacular fashion. It has the following profile:

Rng: 24" S: 6 AP: 5 Assault 3, Pinning

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 whenever they make Snap Shots.

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 of Foot, 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: A Solitaire is an Independent Character and follows all of the special rules for Independent Characters given in the Warhammer 40,000 rulebook, with the exception that they may never join any other unit, be joined by other Independent Characters, or ride in any transport vehicles.

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.

WARGEAR

Solitaire's Kiss: Ancient weapons from the glory days of the Eldar empire, the Solitaire's kiss is similar in form and function to the standard harlequin's kiss, though much more potent. This is because it contains a series of tiny crystals within its structure that are attuned to the warp, and able to open tiny rents in the fabric of reality, stretching them to encompass the monofilament wire

The Solitaire's kiss is treated as a Power Sword with the Armourbane, Instant Death and Rending special rules. In addition, it adds +1 to the Solitaire's Strength value.

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.

BS	┌ Armour ─┐			HP
	Front	Side	Rear	
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

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.

WARGEAR

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.

WARGEAR

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.

<u>Vehicle Speed</u>	<u>Cover Save</u>
Stationary	-
Combat Speed	6+
Cruising Speed	5+
Flat Out	4+

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.

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.

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

WARGEAR

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.

When firing the sonic cannon, roll to hit three times. If any of these results in a hit, draw a single 36" straight line from the sonic cannon in any direction. Any unit which the line passes through suffers D6 hits. For each hit rolled beyond the first, add +1 hit and +1 to the Strength of the sonic cannon. For example, if you roll two hits, the sonic cannon would cause D6+1 S5 hits to each unit the line passes through.

Rng: 36" S: 4 AP: - Heavy 1, Pinning

Webway Rift

The Harlequins are masters of the Eldar Webway, spending much of their time travelling through its twisted passages. They know many secret paths hidden from other Eldar. They sometimes use this knowledge to create temporary rifts between the Webway and the material universe.

The Harlequins then use these rifts to appear where they are least expected, often behind enemy lines or even within their ranks. The shock and disarray that this causes is a vital part of the Harlequin's battle strategies, and has been instrumental in many key victories over the passing millennia.

Taking a Webway Rift uses up an Elites slot on the Force Organisation Chart. Webway Rifts are always held in Reserve, even in missions where this is normally not allowed. If you have a Webway Rift in your army, you may also keep other units in Reserve, even in missions where this is normally not allowed.

The Webway Rift is represented by an area the size of a small blast marker, and counts as impassable terrain which cannot be destroyed. After the Webway Rift is on the table, any of your units arriving from Reserve may move on from the Webway Rift's edge instead of entering as normal (it does not matter whether these units were intending to deep strike, outflank, simply move on from their own table edge, and so on). Units entering from a Webway Rift may not launch an Assault on the turn they arrive. Webway Rifts never count as scoring or denial units and never award Victory Points.

When the Webway Rift arrives from Reserve, it will enter play via the rules for Deep Strike. It is not affected in any way by difficult or dangerous terrain, but will suffer mishaps as normal.

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	9	7	3	5	3	10	3+

WARGEAR

Haywire Cannon: Some Marionettes exchange their typical wraithblade armament with 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.

Rng: 36" S: 5 AP: 3 Assault 1, Blast, Haywire

Nightweaver: The nightweaver, a weapon unique to the Marionette, is a miniature version of the shadow weaver support weapons used by the craftworld Eldar. It 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.

Rng: Template S: 6 AP: - Assault 1

Wraithblade: A wraithblade has a sentience unto itself and guides the wielder's blows. It allows the Marionette to re-roll failed rolls to hit in close combat.

SPECIAL RULES

Dance of Death, Fearless, Fleet of Foot, Scout



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 Wyrn, 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 of Foot, 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 mask 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.

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

Rng: - S: 8 AP: 2 Armourbane

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

Rng: 12” S: 5 AP: 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 Angaufaresh

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 of Foot, Independent Character, Psyker (Mastery 2)

Divination: Laché-sis has powers of precognition and prophecy as great as any among the Eldar race. After both sides have deployed at the start of the game, the Harlequin player may reposition D3+1 units in her army. No unit may be moved outside of its deployment zone. In addition, if Laché-sis is in your army, you may successfully Seize the Initiative on a D6 roll of 5+.

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.

WARGEAR

Rune Armour: See Codex: Eldar

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.

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.

Skin Rune Pouch: This is said to be the very pouch that once belonged to the Eldar 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 of Foot

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 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.

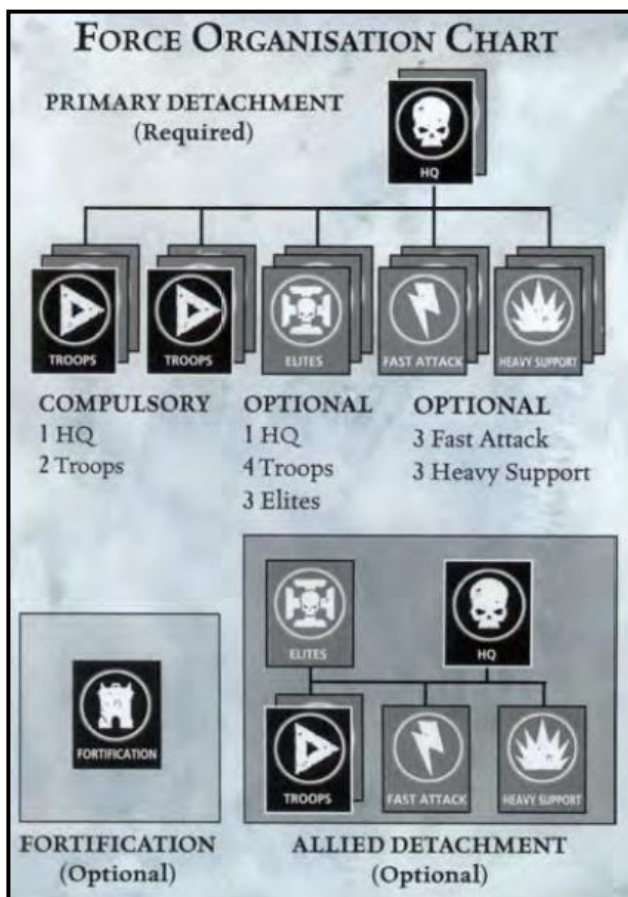
Harlequin Army List

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

0-1 Great Harlequin 90 points

page 10

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

Unit Composition:

- 1 Great Harlequin

Unit Type:

- Infantry (Character)



Wargear:

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

Special Rules:

- Dance of Death
- Fleet of Foot
- 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+3 pts
- May be given one of the following
 - a dread mask+20 pts
 - a rictus mask+10 pts

0-1 High Shadowseer 90 points

page 11

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

Unit Composition:

- 1 High Shadowseer

Unit Type:

- Infantry (Character)

Special Rules:

- Dance of Death
- Fleet of Foot
- Independent Character
- Psyker (Mastery 2)

Psychic Powers:

- Concealment
- Enshroud
- Illusion
- Misdirection
- Veil of Tears

Wargear:

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

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+3 pts



Kiramsuith **165 points**
He Who Dances Within the Fire

page ??

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

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (Character)

Wargear:

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

Special Rules:

- Dance of Death
- Fleet of Foot
- Independent Character
- Stubborn



Laché-sis **175 points**
The Weaver of Fates

page ??

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

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry (Character)

Wargear:

- Shuriken pistol
- Blade of Ordination
- Rune Armour
- Skin Rune Pouch

Special Rules:

- Divination
- Fear
- Fleet of Foot
- Independent Character
- Psyker (Mastery 2)
- Weaver of Fates

Psychic Powers

- Foreboding
- Forewarning
- Misfortune
- Perfect Timing
- Precognition
- Prescience
- Scrier's Gaze



Troupes

1+ Harlequin Troupe 90 points

page 6

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	-
Jocu'lari	6	4	3	3	1	7	4	10	-

Unit Composition:

- 5 Harlequins

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Dance of Death
- Fleet of Foot
- Psyker (Mastery 0 - 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 bladesfree
 - a harlequin's kissfree
 - a power weaponfree
- 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

Mime Troupe 110 points

page 7

You may include a maximum of 1 Mime Troupe in your army for every 2 Harlequin Troupes also included in your army.

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	-

Unit Composition:

- 5 Mimes

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Dance of Death
- Fleet of Foot
- Infiltrate
- Master Infiltrators
- Psyker (Mastery 0 - 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

Elites

0-1 Solitaire.....120 points

page 14

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

Unit Composition:

- 1 Solitaire

Unit Type:

- Infantry (Character)

Wargear:

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

Special Rules:

- Blitz Attack
- Dance of Death
- Fleet of Foot
- 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.....+3 pts

0-1 Aspirant Ensemble.....45 points

page 9

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	-

Unit Composition:

- 2 Aspirants
- 1 Harlequin

Unit Type:

- Infantry

Wargear:

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

Special Rules:

- Aspirations
- Dance of Death (Harlequin Only)
- Fleet of Foot

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

Webway Rift.....50 points

page 16

See the Webway Rift entry in the Forces of the Harlequins section for details.

Fast Attack

Aerobatics Troupe 90 points page 8

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+

Unit Composition:

- 3 Aerobats

Unit Type:

- Jetbikes

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
.....+30 pts per model
- 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 +20 points per model. A model equipped with a Phase Shifter may not be given a Harlequin Jetbike.

Wind Dancer Troupe 60 points page 8

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	-

Unit Composition:

- 3 Wind Dancers

Unit Type:

- Infantry (Jump)

Wargear:

- Shuriken catapult
- Close combat weapon
- Flitter-belt
- Haywire grenades
- Holo-suit

Special Rules:

- Dance of Death
- Deep Strike
- Fleet of Foot

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

Aspis 60 points page 15

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

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

Special Rules:

- Acrobatic Dismount

Unit Composition:

- 1 Aspis

Unit Type:

- Fast, Skimmer, Open-Topped

Wargear:

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

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

page 13

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
Death Jester	5	4	3	3	1	6	2	9	-
Veteran Death Jester	5	6	3	3	2	6	2	9	-

Unit Composition:

- 1-3 Death Jesters

Unit Type:

- Infantry (Character)

Wargear:

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

Special Rules:

- Dance of Death
- Fleet of Foot
- 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 scatter laser+5 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

0-1 Marionette 105 points

page 17

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Marionette	5	4	9	7	3	5	3	10	3+

Unit Composition:

- 1 Marionette

Unit Type:

- Monstrous Creature

Wargear:

- Wraithblade
- Shuriken catapult
- Holo-suit

Special Rules:

- Dance of Death
- Fearless
- Fleet of Foot
- Scout

Options

May replace its shuriken catapult with one of the following

- a fusion pistol+10 pts
 - a nightweaver+5 pts
- May replace its wraithblade with one of the following
- a haywire cannon+10 pts
 - a shrieker cannon+5 pts

0-1 Mockingbird 80 points

page 16

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

Unit Composition:

- 1 Mockingbird

Unit Type:

- Fast, Skimmer, Open-Topped

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

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 either 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

<u>Harlequin Unit</u>	<u>Eldar “Counts As” Unit</u>	<u>Dark Eldar “Counts As” Unit</u>
Great Harlequin	Autarch or Prince Yriel of Iyanden	Archon, Succubus, Asdrubael Vect
High Shadowseer	Farseer, Eldrad Ulthran	Lady Malys, Haemonculus Ancient
Kiramsmith	Fuegan	Haemonculus Ancient
Laché-sis	Eldrad Ulthran	Haemonculus Ancient

TROOPS

<u>Harlequin Unit</u>	<u>Eldar “Counts As” Unit</u>	<u>Dark Eldar “Counts As” Unit</u>
Harlequin Troupe	Harlequin Troupe	Harlequin Troupe, Wyches
Mime Troupe	Harlequin Troupe, Striking Scorpions	Mandrakes

ELITES

<u>Harlequin Unit</u>	<u>Eldar “Counts As” Unit</u>	<u>Dark Eldar “Counts As” Unit</u>
Solitaire	Asurman, Jain Zar, Karandras	Lelith Hesperax
Shadowseers	Shadowseers, Warlocks	Haemonculus
Aspirant Ensemble	Guardians, Storm Guardians	Kabalite Warriors

FAST ATTACK

<u>Harlequin Unit</u>	<u>Eldar “Counts As” Unit</u>	<u>Dark Eldar “Counts As” Unit</u>
Aerobatics Troupe	Guardian Jetbike Squadron, Shining Spears	Reavers, Hellions
Wind Dancer Troupe	Swooping Hawks	Scourges
Aspis	Wave Serpent, Falcon	Venom, Raider

HEAVY SUPPORT

<u>Harlequin Unit</u>	<u>Eldar “Counts As” Unit</u>	<u>Dark Eldar “Counts As” Unit</u>
Death Jesters	Maugan Ra, Rangers, Dark Reapers	Scourges
Marionette	Wraithlord (with Wraithsword)	Talos, Cronos
Mockingbird	Vyper (with Starcannon)	Ravager (with Disintegrators)

Note: An Eldar Warlock with the Conceal psychic power added to an Eldar Jetbike Squad being used as an Aerobatics Troupe is great for representing their “holo-field” save, as well as giving them a model with better stats to act as the “Aerobat Master”. In the same way, adding a Warlock with the Enhance psychic power to a Guardian Squad or Storm Guardian Squad helps them to better represent the Aspirant Ensemble.

Harlequins Summary

Unit	WS	BS	S	T	W	I	A	Ld	Sv
Great Harlequin	7	6	3	3	3	7	4	10	-
High Shadowseer	5	5	3	3	2	6	2	10	-
Shadowseer	5	4	3	3	1	6	2	9	-
Death Jester	5	4	3	3	1	6	2	9	-
Kiramisuith	8	6	3	3	3	7	4	10	-
Laché-sis	5	5	3	3	2	6	2	10	-
Veteran Death Jester	5	6	3	3	2	6	2	9	-
Solitaire	9	6	3	3	3	9	4	10	-
Aspirant	4	4	3	3	1	5	1	8	5+
Harlequin	5	4	3	3	1	6	2	9	-
Troupe Master	5	4	3	3	1	6	3	10	-
Jocu'lari	6	4	3	3	1	7	4	10	-
Mime	5	4	3	3	1	6	2	9	-
Master Mime	5	4	3	3	1	6	3	10	-
Aerobat	5	4	3	4	1	6	2	9	-
Aerobat Master	5	4	3	4	1	6	3	10	-
Marionette	5	4	9	7	3	5	3	10	3+

Weapon	Rng	Str	AP	Type
Blaster	12"	8	2	Assault 1, Lance
Brightlance	36"	8	2	Heavy 1, Lance
Dark Lance	36"	8	2	Heavy 1, Lance
Eldar Missile Launcher (Krak)	48"	8	3	Heavy 1
Eldar Missile Launcher (Plasma)	48"	4	4	Heavy 1, Blast, Pinning
Flamer	Template	4	5	Assault 1
Fusion Gun	12"	8	1	Assault 1, Melta
Fusion Pistol	6"	8	1	Pistol, Melta
Haywire Cannon	36"	5	3	Assault 1, Blast, Haywire
Neuro-Disruptor	Template	8	2	Assault 1, Haywire, Special
Nightweaver	Template	6	-	Assault 1
Scatter laser	36"	6	6	Heavy 4
Shredder	12"	6	-	Assault 1, Blast
Shrieker Cannon	24"	6	5	Assault 3, Pinning
Shuriken Cannon	24"	6	5	Assault 3
Shuriken Catapult	12"	4	5	Assault 2
Shuriken Pistol	12"	4	5	Pistol
Splinter Cannon	36"	X	5	Assault 4 or Heavy 6, Poisoned (4+)
Splinter Pistol	12"	X	5	Pistol, Poisoned (4+)
Splinter Rifle	24"	X	5	Rapid Fire, Poisoned (4+)
Starcannon	36"	6	2	Heavy 2

Vehicle	┌ Armour ┐			
	BS	Front	Side	Rear HQ
Aspis	4	10	10	10 2
Mockingbird	4	10	10	10 2



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.



Harlequins

Across the dark void of space and through the mysterious passages of the Webway, the Harlequins make their way. They travel always between Eldar craftworlds, Exodite settlements, Corsair fleets and even the dark city of Commorragh – performing their masques to remind the Eldar of the dreadful reality of the Fall of their race and their eternal struggle against the dark forces of Chaos.

Inside you will find:

The Harlequin Masque. Information about the Harlequins, their mysterious ways and their eternal struggle against chaos.

The Harlequins. Information about the various Troupes and characters found within a Harlequin Masque, from the deadly Harlequin Troupers and their Troupe Leaders to the mystical Shadowseers, the brash and haughty Great Harlequin and the soulless and mysterious Solitaire.

Harlequin Army List. An army list that allows you to field your Harlequin Troupes in games of Warhammer 40,000.



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HARLEQUINS

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