

CODEX

HARLEQUIN



HARLEQUIN CODEX

Harlequin Background & History

The Harlequins (Eldar: *Rillietann*) are a uniquely Eldar social and military institution; a caste of fighters and entertainers who exist beyond conventional Eldar social structure. They owe no allegiance to any craft-world or other Eldar community and travel amongst Eldar and other races at will. The central figure of Harlequin belief is the *Cegorach* -- the Great Harlequin, also known as the Great Fool, the First Fool or the Laughing god. According to legend, this deity survived the Fall because his mocking nature distanced him from the corruption and decadence that became Slaanesh. The Laughing god is the only authority that the Harlequins recognize. There are stories about Harlequins and other Eldar who have met the Laughing god in the guise of a Harlequin without realizing his identity until afterwards, but these are just stories. A thesis on these enigmatic figures can not be adequately explored without first reviewing the genesis of their beginnings. The fall of the great Eldar civilization was both the worst moment in all Eldar history and the only reason that the Harlequins exist. One of their self-appointed duties is to keep this legend alive through their performances.

Before the rise of the Imperium or even the emergence of Mankind into the galaxy, the Eldar had established a mighty civilization that spanned many planetary systems. Their huge city-ships and craft-worlds, vast ornate palaces floating between

star systems, traded new knowledge and goods. Learning enlightenment and reason flourished. The Eldar enriched the galaxy and looked for new worlds to make their own and new challenges to meet.

One challenge they took up was the complete mastery of warpgate technology. The Eldar adopted, refined and perfected the ancient Slann knowledge of the warp and its movements. They established a network of wormhole tunnels through warp space, linking gates aboard their craft-worlds, planets and smaller spaceships. It was possible for an Eldar to walk from one planet to another, across hundreds or thousands of light-years of real space. The warp gates bound the Eldar together as a single civilization, stretching across space and, it was theorized, backwards and forwards in time. The Eldar, fearful of the consequences, never experimented with the temporal aspect of the warp gates.

Their studies did, however, bring them an understanding of the link between the warp and psychic power. In making this conceptual leap the Eldar also discovered the power of Chaos, in all its seductive glory. The Eldar, for all their apparent culture, had never encountered its like. Some turned from the warp with disgust when the corrupting nature of Chaos and its effects on reality became evident, but others responded with new vigor. The manifestations of Chaos - insanity, wickedness, and depravity - spread like wildfire

though the Eldar, and were carried further by tainted individuals with access to the warp gates. In the space of a single generation, the Eldar paused in their quest for enlightenment and chose the darker path into the service of Chaos.

Eldar who remained untouched by Chaos, retreated to the city-ships and the larger craft-worlds. The insanity of Chaos had no foothold or appeal aboard the vast ships. The warp gates to the infected Eldar worlds were closed and locked. The city-ships were absorbed into the larger craft-worlds, and all drifted into the depths of space, lifeboats and seedpods

The rest of their race sank wholeheartedly into the dark worship of the Chaos gods. A racial madness had taken hold throughout Eldar space, and the insanity had only one end. In a mindless psychic orgy every Eldar planet perished in a single night. The death screams of the Eldar echoed across the warp. On every planet Eldar corpses twitched in the mindless dance of Chaos and crumbled to dust. Worlds were laid waste in moments. The Eldar race was sucked into the warp.

The dead Eldar, however, were not gone. Their spirits had merged with the warp in a horrifying manner. Their deathshout became a howl of joy and release. Slaanesh, the Lord of Pleasure, god of unbridled depravity, was born from the dark side of the Eldar nature. The psychic pain of the Eldar's racial death and Slaanesh's birth convulsed the warp; the warp storms around Earth were blown away, and warp space itself rippled into new patterns.



The last of the Eldar drifted into the long night between the stars. The racial memory of their former glory and nobility sustained them, while the downfall of the race filled them with bitterness. They had come face-to-face with their darkest desires and had been found wanting.

The story goes that once the Chaos god Slaanesh had destroyed the other Eldar gods he fought with Kaela Mensha Khaine, the Bloody-handed War god of the Eldar. But the Laughing god hid behind Kaela Mensha Khaine, and by means of his trickery and adroitness managed to avoid the gaze of Slaanesh. When the two struggling gods retired exhausted, the Bloody-handed god into the material universe in his Avatar forms, and Slaanesh into the orbit of the Chaos gods, the Laughing god escaped into the Webway and hid amongst its myriad tunnels. He lives there still, laughing at the gods of Chaos, emerging secretly to play his deadly tricks upon them or make his secret plans. He cannot be caught, for he is too fast and subtle, and he knows all the secrets of the Webway.

It was some time after this fall that the first Harlequin troupes appeared, avowed followers of the Laughing god, chronicling the downfall of the Eldar, reminding those that remained of the frailty of their existence and the faults that led to the downfall of their ancestors. Who gave them this responsibility no Eldar knows and no Harlequin will divulge. What is known of the Harlequins by the general public comes from legend and tales told around fires late at night. Many credit them with supernatural powers. Some claim that they guard the complete secret of the Webway's endless paths and tunnels. To other Eldar they are enigmatic otherworldly creatures whose origins and fates

seem curiously different from that of the rest of their race.

Harlequins have no home Craftworld of their own. Instead groups of them wander from one Craftworld to another appearing and disappearing often without any clue as to where they might be going. The Harlequins see no distinction between art and war. In peacetime the Harlequins weave spells of song and dance enacting the mythic cycles of the Eldar in mime and music. When war calls they sometimes lend their strength to the might of the Warrior Aspects and Guardians, but what reason causes them to do some is sometimes unknown even to the Craftworld's seers.

They travel the Webway moving between the Eldar Craftworlds as if guided from place to place by some unknown purpose. They always seem to appear upon the eve of momentous events whether for good or ill and their appearance is said to be a portent of the shifting tides of fate. Their traveling groups or Masques, are small and rarely comprise more than a hundred individuals. Only a proportion of them are warrior Harlequins. The remainder are the young, the very old and those whose duties include fashioning costumes and operating the psycho-projectors that shift scenes during performances.

The Harlequins are talented performers whose costumes enable them to adopt illusive shapes representing different characters within the Eldar mythic cycles. The traditions of the Eldar are very ancient and their plays and songs hark back to the old stories of the Eldar gods and primal ancestors. These stories are full of subtle meanings and significance that only the Eldar can fully appreciate.

The roles within each performance are always taken by the same players thus the role of the Laughing god is always played by the High Avatar himself whilst that of Fate is played by the Shadow Seer. Death by the Death Jester and so on. The majority of roles are played by the Chorus troupes and the Mimes who are able to adapt to a wide variety of complex demands. It will come as no surprise to learn that it takes many years for a Harlequin to learn the parts of the countless mythic heroes in the Eldar dance: Asuryan Eldanesh Khaine Lileath and a thousand more. They have been known to stage their dance-dramas for Humans and other non-Eldar, since they believe that the Fall of the Eldar holds a lesson from which all races may benefit.

Their role as wandering players is only part of the Harlequins' true purpose. They are also warriors, and their skills in dance and song are equaled by their skills in war. Just as their acrobatic feats, strength, and endurance exceed the abilities of even other Eldar, so these unique talents make them the most deadly adversaries on the battlefield. Their speed and agility is beyond imagining. In combat they hurl themselves over the heads of their foes, and leap high barriers with a single bound. With a stroke of their swords they can sever head from shoulders and yet not break a

stride. Among many of the less intelligent races they are regarded as wizards, malevolent warp entities, or worse.



Such grace and surety outmatches the most accomplished human swordsman and easily evades the clumsy brute strength of Orks. In addition the Harlequins' holo-masks flash through visions of horror, frightening away the weak-hearted and unnerving even the most sturdy warrior with premonitions of doom.

Harlequins are thought to wear their masks at all times. Their clothing is tight-fitting and brightly-colored, with bold stripes, zigzags, spots, checks, and other colorful designs. Multiple belts, studs, straps, buckles, scarves and other adornments are common, and the symbol of the masque is often incorporated into the clothing design. Death Jesters are an exception to this practice, preferring to wear predominantly black clothing, often with skull and bone designs.

A device known as a holo-suit, *dathedi* shield (*dathedi*: "between colors"), or visual disruption field, is incorporated into each Harlequin's body-suit; projecting a holographic field around the

wearer's body. This produces various costume effects in performance, and operates in battle like a programmable form of cameloline, breaking up the Harlequin's outline.

To enhance their speed and agility, Harlequins are equipped with suspensor belts known as Flip Belts, Inertia Pivots or *geirgilath* (Eldar: "belt of speed"). These devices allow the Harlequins to pivot effortlessly about hip-level, and permit undiminished use of their spectacular acrobatic abilities even when encumbered with battle-gear.

Vehicles attached to or salvaged by a Harlequin force are brightly painted in the same patterns as the Harlequins themselves, and festooned with flags and bunting - a strangely cheerful sight on the battlefield. It is also common for some Harlequin vehicles to be equipped with visual disruption fields.

The Black Library

The Webway is a labyrinth through the warp. Its tunnels lead to the Craftworlds, to the planets of the Exoduses, and to untold thousands of worlds throughout the galaxy. It is said that no-one knows all the routes through the Webway except for the Laughing god himself. The Craftworld Seers maintain there are many secret paths which lead through time and reality, though no living Eldar knows of any such route. Throughout the Webway there are many byways, dead ends, endless paths that deceive, and mazes that can entrap the unwary. However, the strangest place of all is the Black Library.

Much of the Eldar's ancient knowledge and culture was lost during the flight from Chaos. The craft-worlds became the sole repository of Eldar wisdom, and this fragmented as the Eldar nations drifted apart. Craftworlds were lost over the millennia, and knowledge vanished with them. The Black Library is the single source of Eldar knowledge that has remained untouched and inviolate since the Fall. The Black Library is spoken of as a Craftworld, which in form it may be, yet it is very different from the other Craftworlds of the Eldar. Where the Craftworlds float through the firmament of the material universe, the Black Library exists only within the Webway itself. To reach the Black Library it is necessary to travel the secret passages through the warp, to pass the Guardians of the Black Library, and to find one of the hidden entrances that lead within. The Great Harlequins, the leaders of the Harlequins, are said to know the secret ways which lead to the Black Library, just as their master the Laughing god knows all the secrets of the Webway.

The Black Library houses all the Eldar's most precious knowledge. Within its psychically locked rooms lie grimoires of dark magic, black tomes of daemonic lore, and records of countless Chaos Cults throughout the galaxy. This forbidden lore describes the blandishments, influences forms, creatures, perils, promises, and horrors of Chaos. Enclosed within a nearly impenetrable psychic barrier, the Black Library is watched and maintained by its Guardian-Scribes; they collate and transcribe the knowledge of the Library, a task that they have carried since the Fall of the Eldar. They also maintain a hawk-like watch over their charges, the books; dreadful repositories of secret

powers and must be monitored at all times. For it was Chaos that destroyed their once great civilization, and which threatens them still from the warp. The secrets of the Library are not for the unwary or the merely curious. Very few can pass the Guardians of the Black Library and enter within. The Great Harlequins are said to know the key enchantments to open the doors of the Black Library, just as they know many of the dark secrets of the Eldar race.

The existence of the Library is known to only a few, and entry is allowed to even fewer individuals. As a result few have seen within the Library or read any of its books. Of all humans only certain Inquisitors of the Ordo Malleus have ever entered the confines of the Black Library, and then only in the company of Harlequins and under the closest supervision. None have ever described their experiences. These Inquisitors share a common bond with the Harlequins for both are sworn enemies of Chaos and understand only too well the nature of the threat that faces Eldar and humanity. As the ultimate repository of arcana, the Black Library serves Harlequins and Inquisitors alike. As to the Guardians of the Library their true nature

remains an unspoken secret, yet they are described as the most terrible of all perils in the Webway.

Harlequin Organization



Harlequins are organized into two basic units: the *troupe* and the *masque*. A masque is composed of a number of troupes plus certain additional personalities and a number support personnel.

Troupers (*rillietann*) form the backbone of a Harlequin force. In performance they dance the chorus roles, and in battle they form the rank and file of the Harlequin troupe if such a term is appropriate to the unique structure of Harlequin troupes. Harlequin troopers are deadly hand to hand troops and very mobile secondary to their acrobatic training and their flip-belts. Harlequin troopers dress in a nearly infinite number of patterns and colors adding to the confusion caused by their Holo suits. Some Harlequin troops are mounted on Jetbikes, vehicles which the

Harlequins relish secondary to their high speed and mobility. The fact that they can still get close to their enemies to deal death in close combat only heightens the appeal of these vehicles to the Harlequins. They are also the only vehicle type for

which Harlequins have taken the time to learn maintenance procedures.

Mimes (*distaur*) are under the direct command of the Master Mime, instead of being allocated to individual troupes. In performance, the Mimes play mystical and daemonic roles, using movement and gesture only. Even in everyday life, the Mimes speak little, communicating among themselves by *lambruith*, their system of hand-signals.

It is customary for Mimes to go in advance of a masque or troupe to announce their arrival. Frequently they simply appear on a craft-world or elsewhere, without anyone knowing when or how they arrived. This skill is also used in warfare mimes gather tactical intelligence set ambushes and generally cause confusion in the enemy ranks - the oft-repeated stories of enemy commanders suddenly and unaccountably finding a Harlequin 'calling card' in their command centers are typical examples of the tactics Mimes use to undermine enemy morale. Infiltration and assassination are their specialty.

Troop Leaders or Avatars (*athair*) Individual troupes are lead by more experienced Harlequins sometimes referred to as Avatars. In performance, these gifted players dance the parts of the various Eldar gods. In battle they occasionally carry longer range weapons or pack grenade launchers for special tactical needs or to provide very close support of their troop. The Avatars of some Harlequin troupes carry a number lightweight batons, which unfold into a flag bearing the symbol of their masque. This is commonly left as a 'calling card' after the destruction of enemy units and installations.

Warlocks or Seers (*esdainn*) are specialist psykers. While other personalities may or may not have psychic powers, the Warlocks contribute most to the psychic capacity of Harlequin force. In performance, Warlocks take the roles of the Fates and add to the performance by using their psychic powers and the release of programmed hallucinogens from the *creidann* mini grenade launchers. In battle, these weapons are used as conventional grenade launchers, laying down a pattern of grenade fire to cover the Harlequin advance into close combat. Many Warlocks favor masks which do not feature a face design, the blank mirror-like mask reflecting the last death face of their opponent so they can see themselves as they perish.

Death Jesters, or Death-heads (*margorach*), are heavy weapons specialists who tend to stand somewhat aloof from other Harlequins and even from each other. They are renowned for their morbid and ironic sense of humor something not normally considered an Eldar trait. On the battlefield, they stand off from the rest of a Harlequin force, firing their heavy weapons in support. Their costumes and equipment nearly always feature skulls, bones and other symbols of death, and the death's-head mask has almost become a uniform for them. In performance, the Death Jester dances the role of Death acting out his part in accepting the Eldar gods one by one as they are defeated by Slaanesh. In battle, the Death Jester delivers his punchline with shuriken cannon or the more uncommon firepike or brightlance.

The Great Harlequins are impressive warriors and skilled tacticians who have graduated from troop leaders to positions of authority in the

Masque. Since Masques vary in size drastically, the number of Great Harlequins in any masque may vary as well. In battle the Great Harlequins coordinate the movement all the Harlequins on the field, while providing ranged fire power support or by providing leadership to the close assault. In the Dance, Great Harlequins direct the dance and the players so that all the features of the performance are timed perfectly.

The High Avatar (*ardathair*) is the designated leader of the masque. He or she is chosen from among the Masque's Great Harlequins to be the tactical and aesthetic leader. While the other Great Harlequins direct the performances, he/she has the final authority on each performances' theme, symbolism, and aesthetic feel. When the Masque performs The Dance depicting the Fall of the Eldar (the most significant and meaningful dance in their repertoire) the High Avatar is the only harlequin that may dance the role of the Laughing god. In fact it is this honor from which the title "High Avatar" is derived. In Harlequin legend occasionally the Laughing god sends a part of himself from the Webway in disguise to check on his followers or take part in some of the performances. The title "High Avatar" is based on the idea that during the Dance the Harlequin playing the part of the Laughing god actually is blessed by becoming filled with a sliver of the Laughing god. His "Avatar". How much of this legend is true is unknown.

The **High Warlock** (*athesdan*) is the title given to the Harlequin Warlock who has been placed in overall command of a masque's Warlocks. This title is given to one of the most powerful Warlocks of the masque, but the bearer of this title is chosen

primarily for his/her understanding of the tactical use of Warlocks, leadership skills, and their ability to use their psychic powers in combat. In performance the High Warlock leads and coordinates the pyrotechnic displays and the controlled release of the hallucinogens by the other Warlocks. In addition he/she plays the part of a narrator/storyteller in some performances.

The **Shadow Seer** is the most powerful seer of the Masque. The Shadow Seer acts in an advisory role to the High Avatar and rarely speaks to anyone else, being much too absorbed in seeking the appropriate path for the Masque. Sometimes this position overlaps with the High Warlock position, but many times it does not since the roll of High Warlock requires leadership skills and a certain demonstrative nature, which many times Shadow Seers lack due to their preoccupation with the various futures displayed in front of them. In performances, the Shadow Seer often plays the part of Fate or Fortune, but many times the Shadow Seer will stand down from performance and allow other warlocks or seers to take the part preferring to remain outside the performance.

The **Master Mime** (*athistaur*) commands the Mimes of his or her masque, and advises the High Avatar on all matters of espionage, infiltration and politics. He/She is often called upon to perform specific high risk, skill intensive operations under deep cover. Master mimes are second only to the solitaires in their abilities to perform behind enemy lines. In performance, the Master Mime joins the other Mimes, generally playing the most prominent and demanding daemon or mystic role.

Solitaires (*arehennian*) are outside the masque, and roam the universe alone, occasionally joining a masque for a single performance or battle as the fancy takes them. They are said to have great insight into the fall of the Eldar and the nature of the universe. They are the only Harlequins who can play the role of Slaanesh in the great Harlequin masterwork known as The Dance. Among Harlequins various stories exist of others who have tried, and been driven mad by the experience. They almost always fight as individuals both out of preference and because many Eldar (including Harlequins) are as disturbed by their presence as their enemies are. Among the Eldar it is said that Solitaires are Harlequins who have been honored and cursed at the same time, both touched by the Laughing god and Slaanesh. Because of this they live hidden and lonely lives. A Solitaire may live unknown among Eldar or even members of another race for years or decades. When necessary either to join in a great and significant battle, or to fulfill his role in the Dance as the great devourer Slaanesh he/she will step forth and reveal themselves to the High Avatar of the Masque. Once revealed Solitaires are considered untouchable. The Eldar believe that to come in close proximity to a Solitaire may invite the curse with which they are burdened. Harlequins are somewhat more controlled in their aversion to the Solitaires due to their great respect for their skills in war and art. They view Solitaires with great sadness and pride that one of their own would take such a burden on themselves. When a

Solitaire dies it is said that the Laughing god and Slaanesh fight for the Solitaire's soul. Slaanesh is the stronger and most Solitaires are lost, but occasionally the Laughing god succeeds in his trickery and saves the Solitaire so that his/her soul might spend its after-life with his fellow Harlequins, accepted by them at last.

Harlequin Psychic Powers

Harlequins Warlocks and Seers are trained somewhat differently than the Eldar Craftworld Warlocks and Seers. Thus sometimes the same abilities manifest themselves in these powerful beings, but mostly the Harlequin psykers tend to use more subtle powers of deception, misdirection, concealment, trickery and guile, the hallmark of Harlequin tactics. These differences are secondary to motivation, battle tactics and philosophy. Of the Eldar powers used by Harlequins, those limited to the Farseer only are limited to the masque's High Warlock or Shadow Seer Battle Fate, Mind War, and Doom are limited to the Shadow Seer just as they are limited to the Farseer in a Craftworld army.

Some Solitaires also have psychic powers, and learn much of their skill outside of the Masque. They have access to the Dark Library. For this reason they can learn and use powers from the Adeptus and Inquisition fields of knowledge as well.

Darrathe, Master of Mimes for the Masque of the Cheshire Shadows, walked through the mass of humans unnoticed. His holo-projector was functioning perfectly. To the dirty rabble through which he strode, he looked like a nondescript manual laborer on his way to a menial job for very little pay. The projector was just the start of the disguise. Darrathe's own acting ability completed the look by having the projected person move like a human. This, Darrathe believed, was the most difficult part about disguising himself as a human. They are so inherently clumsy and ungainly in their movements it was almost painful to mimic them. Not all humans lacked grace. He had once seen an imperial assassin on the battlefield. It was graceful in a hyper-kinetic and brutish way. Of all the humans he had seen though the one that would even come close to an Eldar in fluidity of movement was a commander of a space marine army. Darrathe had the opportunity to watch him for an extended period once in another war. He was dressed in gold armor even though the rest of his troops were all in red. He had moved with poise and grace atypical of humankind. However, these genetic and cybernetic human paragons were certainly not the norm. Far from it in fact. He often wondered how the average human managed not to hurt themselves as they bumbled through the universe.

Today his mission took him amongst them and he must conform if the masque's plans were to be successful. So he walked, keeping eyes down. He could feel the eyes of the other mimes in the crowd watching him and guarding him. His students. This was good practice for them. One day when fate dictated, one of them would replace him. Soon he arrived at the alley outside his objective. There he stepped into a doorway and triggered the programmed changes to his projector. As he stepped out of the doorway and into the room of the gunsmith's shop, a gasp escaped from the shopkeeper's open mouth. Before the gapping man stood a tall sensuous human female dressed in studded leather and chains that covered very little. Darrathe moved himself and his illusionary self over to the astounded merchant using completely different techniques of body movement to convey the right attitude and emotion. With a flair he handed him a small package. Then as quick as he came in he moved to the door and disappeared. The shopkeeper raced to the door only to find no change in the endless caravan of human flesh passing outside. Looking down he remembered the package. He tore it open without hesitation. When

he saw its contents he ran into the back room and looked closer. It was a metallic ornament in the shape of a symbol that he recognized immediately. The symbol of the great one that only his disciples would recognize. Quickly, he checked for the opening that he knew would be there. It was. Inside was a parchment containing a set of map coordinates, a time, and a message. "Gather the disciples and bring them to this spot, if you would know the pleasure of pain" The shop was closed in minutes.

GINNESHE, who had danced the part of the Laughing god in the Great Dance for over fifty years met Darrathe upon his return. "Your mission was successful" It was a statement not a question. "Yes, the ruse is set" Darrathe said, speaking both to Ginneshe and to the seer who stood behind him who had obviously informed the Great Harlequin of his success. "They will be coming soon, we must prepare"

Later, as the night was about to fall, Darrathe surveyed the placement of his troupe. The clearing was vacant; an opening in an otherwise dense forest. The terrain was hilly and this clearing happened to coincide with a depression in the topography. Darrathe's mimes were positioned in the trees surrounding the clearing. Even with his trained eyes looking exactly where he knew they should be he could only barely see them as they maintained their vigil. They would be the only representatives of the masque in place when the marks arrived. The thrill of the hunt sent a chill through him. It reminded him of stories he had heard of more primitive Eldar who existed both in ancient history and on some exodite worlds that made their homes in the woods and took prey in a similar manner. It was a tribute to a more innocent time of which he was happy to be a part. Behind his two-toned mask a smile spread. Just as this thought was fully formed something happened to Darrathe that had not happened to him in years. He was surprised by someone behind him. He wheeled about leveling his shuriken pistol at the place the intruder must be, only to find no one there. "You would kill me, Mime?" Came the question near his right ear. He could feel the press of the harlequin's kiss against his neck. "Amazing" thought Darrathe "I am no more than a child to him" He remained motionless and said aloud to the stranger "You honor us Solitaire." "I felt the call." The voice said back. "Where is your leader?" Darrathe motioned in the direction of the Ginneshe's camp. The solitaire lowered his arm

and moved in front of him and bowed slightly. He was dressed as in black with pink and purple accents in the shape of a heart and a diamond. Darrathe wondered where this solitaire had been spending his life. Before he could say anything else the solitaire turned and vanished into the woods in the direction of the camp.

The first of the humans arrived just after sunset. They continued to arrive for several hours until nearly two-hundred of the disciples were present. They set the fire that the masque had left ready in this center of the clearing. The mimes watched as the humans cavorted around the fire in a startling display of poor coordination. After a while Darrathe relayed the signal from Ginneshe to the mimes that the show was about to begin.

From the East over the ridge of the valley a light began to appear. As the light grew, the human revelers ceased their contortions and looked to the light. In complete awe they froze as if rooted to the ground as suddenly a figure bathed in pinkish-purple light seemed to fly from behind the ridge and land in the clearing. Close on its heels followed one after another by what seemed to be an endless stream of similarly firefly figures. As each landed, it began to dance towards the dumbfounded humans with a degree of grace a beauty that the humans had never seen. In the end there were nearly forty of the dancing figures dazzling the humans as they danced in their midst. The light coming from the figures totally obscured their features, which seemed to entice the humans to dance with them as best they could. As the humans became completely absorbed in their fascination with the dancing figures, a bright flash came from the fire and a huge brilliant figure stepped forth. It was bathed in a similar glow as the dancers, but its features were visible through the light. The features constantly shifted between that of an incredibly beautiful human female and a perfectly formed human male.

One of the humans saw the figure and shouted "The Master!" At once the human throng wheeled and upon seeing the emerging image fell to their faces. The figure stepped away from the fire and rose into the air. Looking down on the crowd and the lighted dancers it said in a voice that seemed it could melt iron and freeze blood at the same time "You have come to learn the pleasure of pain?" The humans shout "Yes" in unison. The great image turned and looked around the prostrate group and after a pause said in a soft voice "Then you shall!" At that uttering, great beacons shone down

upon the clearing from outside. As the humans blinked to adjust their eyes the screams began from all around. The lighted dancers had been replaced with brightly clad Eldar warriors wielding death in either hand. They cut a swath through the mass of humans like a wildfire across dry brush. The central figure dropped his disguise revealing the Solitaire, triumphant in his role of Slannesh the great destroyer, knowing that this performance only served to deepen the doom of his calling. Once revealed, he walked toward the east edge of the clearing killing ten humans on the way as casually as one might pick a weed on an afternoon walk. A few of the humans still living tried to run from the clearing only to find their path blocked by one of Darrathe's mimes, who dispatched them cleanly.

In five minutes the performance was over, the solitaire gone, and Darrathe, Ginneshe, and the seer, met on the rise above the clearing. "An adequate performance" said Ginneshe. Darrathe knew this to be high praise from the Harlequin. "Did you know that the solitaire would come?" Darrathe asked. "It was to happen" stated the seer flatly. "We have performed a service for the universe today" Ginneshe said. "These weak-willed humans will no longer provide sustenance for the great enemy." "They were weak-willed and beyond help" Darrathe said. "Everyone is at risk" Ginneshe replied. "Will you do the honors for the masque?" He asked holding out a multicolored tube to Darrathe. "It would be my pleasure" Darrathe replied as he took the tube and strode down the slope to the middle of the clearing. When he arrived, he noticed the body of the shopkeeper to whom he had given the package earlier. He knelt beside the body noticing the missing arm severed by a power sword and the shuriken sticking out of its chest. He used the good arm of the body to cradle the tube and pushed a small button on its side. As he leaned near the body he said "It was no pleasure causing you pain". While looking at the man he activated his rictus mask to record the death face of this cultist so that others might see the pain and know better in the future. He stood and walked away through the scattered bodies and body parts to the top of edge of the clearing. The masque had left the stage, he was the last to leave and he had one task left to perform. He sent the signal from his comm unit to the tube. The tube deployed its anchoring spikes and the standard unfurled as it went up, showing the shimmering multicolored diamond background and smiling shadow that told everyone that the Masque of the Cheshire Shadows had performed here.

Explanation and Justification of Changes

Not being a writer for GW and understanding the skepticism with which outside rules are received, I felt it necessary to spend some time explaining my reasoning for this set of rule revisions. Many of these rule changes have their genesis in the Warhammer 40k Compendium's rules for Harlequins. Since these rules were made prior to Warhammer 40k 2nd edition, they should NOT be used in their entirety. Thus I decided to merge them with the information on Harlequins in the current Warhammer 40K 2nd edition Eldar Codex to create a usable Harlequin army list that still offers game balance while fitting into the 2nd edition background and feel.

Global Considerations: Sealed Suits and Photo-protective eye wear

One thing that was not specifically addressed in the Eldar codex was whether or not Harlequin Holo-suits and Rictus masks comprised a sealed suit. Proof against gases, toxins, and viruses. Another issue was whether the Rictus Mask contained Photo-Protective devices that protect versus Photon flash grenades and conversion suits. From the background material on Harlequins in the Compendium, Harlequins regularly used Hallucinogen grenades and other substances on their audiences to intensify the experiences. Given this, it is doubtful that they would not have used suits and masks to protect themselves from these substances. In addition, they are one of the few armies that can actually take Hallucinogen grenades in battle that would also lend credence to their use of sealed suits and eye protection. However, since some might want to use the Harlequins closer to the costs listed in the Eldar Codex, I decided to allow Harlequins to have sealed suits and photo-protective devices as an option. For the Harlequin characters however, I included it in the base cost.

Great Harlequins

Great Harlequins are normally 93 points in the Eldar Codex. I have increased this to 95 points to cover the clarification of the Harlequin characters having sealed suits and photo-protective eye wear built into their Rictus Masks as mentioned above. In addition I limited the number of Great Harlequins per army farther by allowing only 1 per 10 troupers. Previously the number of great Harlequins was limited by squads of Harlequins that could be as small as 5 harlequins if they were on jetbikes. Now they are limited to a fixed number of Harlequin troupers.

Other ideas considered but not included:

Limiting the total number of characters to 1 per 5 harlequin troupers total

Solitaires

Solitaires are normally 93 points in the Eldar Codex. This was always somewhat under-priced and left out several things that should have been included based on their history and background information. Therefore I increased the total cost of the Solitaire to 108 points as well as provide some additional limitations to the Solitaire on the battlefield. As with the Great Harlequins, Solitaires have sealed suits and photo-protective **eye**-wear built into their Rictus Masks. I have also included in the Solitaire's listing the ability to be disguised at the beginning of the game. This power is very valuable but does mean the loss of another Harlequin model and therefore the cost of this ability is offset somewhat by this fact. Note that I did not include in the Solitaire's abilities the ability to infiltrate. I left this ability to the Mimes that it suits better. It's bad enough that Imperial Assassins with their WS of 8 can infiltrate. I did not see the need to add to this.

I have also added the ability of the Solitaire to have Psychic powers. In the Compendium several of the Harlequin characters had the possibility of Psychic powers. Assuming that we did not want all the Harlequin characters to have psychic capabilities, the question was which ones should. Based on the fact that the Warlocks were going to compose the main psychic power for the Masque, it was reasonable that the one character that functions outside the Masque would be the one who was most likely to have psychic powers. The idea of psychic Solitaire could be very scary, but considering that in many ways the Solitaire is the Eldar counterpart of the Imperial Inquisitor it is not too out of bounds. However, I did not want to create a monster, so I used 30 points per psychic level vs the 25 points per level that is standard in the write-ups of inquisitors and other psykers. I did however limit the Solitaire's psychic ability to 3rd level for the purpose of selecting powers.

In the current Eldar Codex Solitaires are prohibited from leading or joining squads. I went a little farther than this based on the idea that Solitaires are so mysterious and awe-inspiring that they have a drastic effect on people who are not used to either their presence or other particularly dreadful beings or situations. This is why they cause fear not only to the enemy but also to ANY models within 4" of the Solitaire. This will not effect models in a 100% Harlequin army since all Harlequins cause fear and are thus immune to it. However, in an Eldar army or an allied force this will assure that the Solitaire will be fighting alone or will have a negative effect on his allies.

I also limited the number of Solitaires per army to 1 secondary to the fact Solitaires are so rare and unlikely to show up except on the most momentous of occasions. Not only are they limited to 1 but there must be at least 10 Harlequins in the army other than the Solitaire before a Solitaire can be included. Previously the number of Solitaires was limited by squads of Harlequins that could be as small as 5 harlequins if they were on jetbikes.

Other ideas considered but not included:

Limiting the total number of characters to 1 per 5 harlequin troupers total

Not allowing psychic Solitaires to use Harlequin powers

Warlocks/Seers

One of the problems with the Eldar Codex Harlequin list is the inclusion of only a 4th level psyker. The compendium includes Harlequin Warlocks of 1st, 2nd, 3rd, and 4th level. To create the missing 1st, 2nd, and 3rd levels, I used the base Harlequin point cost as a starting point and then added 25 points per level of psychic abilities. The additional points are included for the wargear slots, the ability to get a Pack Grenade Launcher, and to cover the clarification of the Harlequin characters having sealed suits and photo-protective eye-wear built into their Rictus Masks as mentioned above. I also compared these to the Eldar Warlocks for to make sure the costs are reasonable.

I liked both the concept of the High Warlock and the Shadow Seer concept from the Eldar Codex, so I included both but limited a Harlequin army to one of each. This gives opportunity for Psychic powers that are only for the Shadow seer just as there are "Farseer only" powers.

Another inconsistency in the Eldar Codex is the Pack Grenade Launcher. In the weapons section that discusses the PGL it states that it must be preloaded with a single type of grenade. However, in the army list presented for Harlequins it states under the Shadow Seer listing that the Shadow Seer may include Blind AND/OR Photon Flash AND/OR Hallucinogen. These two things contradict. More than likely, the former statement may be a cut-and-paste error from the grenade launcher listing from the Wargear book in the original rule set. Based on this and the fact that the models showing a PGL only show two launch tubes, I have included the ability to substitute other grenades for the Frag and Krak. This allows the PGL to carry other types of grenades, but limits it to two types at a time.

In addition I limited the number of Warlocks per army farther by allowing only 1 per 10 troupers. Previously the number of Warlocks was limited by squads of Harlequins that could be as small as 5 harlequins if they were on jetbikes. Now they are limited to a fixed number of Harlequin troupers.

Other ideas considered but not included:

Limiting the total number of characters to 1 per 5 harlequin troupers total

Death Jesters

Death Jesters as listed in the Eldar Codex are considerably over priced; even including the points to cover the clarification of the Harlequin characters having sealed suits and photo-protective eye-wear built into their Rictus Masks as mentioned above. Given the fact that an Exarch with Bounding Leap, Stealth, and War Shout would only cost 75 points and would already come with 3+ armor. The Death Jester at 125 points -40 for the Shuriken Cannon still comes to 85. A full 10 points higher. Therefore I have reduced the cost of the Death Jester to 80 points and made the Shuriken Cannon optional as explained below.

Death Jesters in the Eldar Codex are listed as having Shuriken Cannons as their only weapon choice. This is in direct contrast to the compendium where they were allowed other heavy weapons as well as the existence of the one Death Jester model that is carrying a Las cannon. I believe the intent of the changes to the Death Jester in the Eldar Codex was to make him a more mobile character so as to fit into the Harlequin mold. I agree that the mobility of the Death Jester should be maintained, but to allow for the various models available and to increase the flexibility of the Death Jester closer to the Compendium, I listed his point cost without the shuriken cannon. I did NOT list any other heavy weapons as available to the Death Jesters. Other Heavy Weapons are move OR fire and would therefore reduce their mobility thus making them significantly un-Harlequin-like. Any Death Jester however would have the option of using one of their wargear slots to be able to use a brightlance, firepike, lazblaster, etc.. This will give them very heavy weapon like potential and still be move and fire. Additionally it does give them the option of using a special weapon instead.

In addition I limited the number of Death Jesters per army farther by allowing only 1 per 10 troupers. Previously the number of Warlocks was limited by squads of Harlequins that could be as small as 5 harlequins if they were on jetbikes. Now they are limited to a fixed number of Harlequin troupers.

Other ideas considered but not included:

Limiting the total number of characters to 1 per 5 harlequin troupers total

Master Mimes

Mimes and Master Mimes are included in the Compendium, but not in the Eldar Codex, although mimes are mentioned in the background text. The Master Mime has the same stats as the Great Harlequin and has the ability to infiltrate, but has no strategy rating and can not take special weapons. These things mostly balance out considering that Master Mimes are limited by the fact that there must be a mime troupe in the army to have a master mime. Also, the total number of Master Mimes is limited to one for the entire army.

Other ideas considered but not included:

Limiting the total number of characters to 1 per 5 harlequin troupers total

Gifted Troupe Leaders (Avatars)

Every Harlequin troupe is considered to have a leader that may have special gear as listed in the Eldar Codex. In the Compendium all these leaders were called Avatars. They had various stats. My purpose in including these Gifted Troupe Leader is to show that there is a step in maturity and experience between a normal Harlequin trouper and Harlequin character. The Gifted Troupe Leader has better stats than a normal troupe leader (but still 1 wound), has the ability to get a wargear card, the ability to access the armor list, the ability to get replacement grenade types the Pack Grenade Launcher, and the sealed suit and photo-protective eye-wear in their Rictus Masks. For these bonuses I allowed a point cost of 20 points. This makes the Gifted Troupe Leader cost about the same as an Exarch with worse stats, but less than a Death Jester. The number of Gifted Troupe Leaders is limited by the number of Harlequin Troopers. Mime Troupes can not upgrade their troupe leaders.

Harlequin Troupes

There were two basic problems with the Eldar Codex version of Harlequin Troupers. The size of the squad starting at 10 was inconsistent with the Harlequin mobility and dispersed formation capabilities. The second point was the lack of sealed suits and photo-protective eye-wear. This is discussed above in the general section. The first point was corrected by allowing squads of 5 troupers. To make sure that the character to squad ratio is maintained, however, the character limitations have been revised as shown in the character listings and the above character explanations. Please note that I did NOT include any "death dance" rules. These were listed in the compendium and allowed a Harlequin once per battle to double their Attacks characteristic. I thought about including something like this, but I realized that the basic Harlequin in the Compendium had a WS & BS of 4 instead of the new WS & BS of 5 in the Eldar Codex. I could only assume that this increase contained and made up for the loss of the special "death dance" ability. Thus they are ALWAYS Death Dancing.

Note that when Harlequins are mounted on Jetbikes the cost of the jetbikes is included in the cost of the squad for victory point calculations and for support percentage calculations. The listing for jetbikes is included in the support section for completeness only. This is for the strange people who read the Eldar Codex differently than the rest of us.

Mime Troupes

Mimes are included in the Compendium, but not in the Eldar Codex, although they are mentioned in the background text. Mimes have the same stats as the Harlequin troupers and have the ability to infiltrate. They are more limited in their Grenade selection than regular troupers, but otherwise are the same. They cost five points more than Harlequin troupers for the ability to infiltrate. The ability to infiltrate troops with high WS is a very valuable ability. I wanted to be sure that I did not under-price these squads. The Chaos codex cost for the Veteran Chaos Space Marine Squad is a prime example of under-pricing an infiltrating squad. I did not want to repeat that mistake.

Note that Mimes can not be mounted on Jetbikes.

Allies

Currently the Eldar Codex mentions that you can build a Harlequin army but allows no provision for any allies to that army. In particular their aversion to Chaos is considerable and would occasionally necessitate their accepting help from others with similar goals. This is why they are able to ally occasionally with the inquisition, grey knights, and marines. Since 40K is based on skirmishes often taking place on a larger battle field, Harlequin armies occasionally have Eldar allies instead of the reverse. This typically happens when a fragment of an Eldar force happens to become separated and attaches itself to a Harlequin force temporarily as the battle continues to rage. Because of these circumstances, there would be no guardians (they would be too intimidated to ally with harlequins), no seers (they would lead the Eldar themselves), or support (Eldar support crew would have the same problem as guardians)

Harlequin Dreadnoughts

The concept that the Harlequins do not use spirit stones to contain the souls of their dead is completely against their background. If this is true then the possibility of Harlequin vehicles run by spirit stones is also true. (In addition how many of us have used the front plate of a Harlequin Jet bike to make a Harlequin Dreadnought?) However the ability to create and maintain these dreadnought does NOT fit into the Harlequin background. The Compendium mentions that Harlequin dreadnoughts often participate in the dances as well as battle. They are in effect still part of the troupe after their life is over. If this is true there is no reason to believe that a harlequins' spirit would change favorite weapons or fighting styles in its afterlife. For this reason I decided to allow NO heavy weapons as an option. However since the Pack Grenade Launcher is a mainstay of Harlequin tactics, particularly for Troupe Leaders and Harlequin characters, I did include these as optional weapons. This is as close to a support dreadnought as a Harlequin army would maintain. Another close combat option available to the Harlequin Dreadnought is the ability to gain a Harlequins kiss. Although this seems like a big addition secondary to its all-or-nothing killing ability, it is no more effective than if it was carried by a Harlequin character. Also based on this close combat bias, I included the ability to "dance" away from any opponent whether large or small. Normal Dreadnoughts can disengage from close combat from man-sized models already, this addition just allows Harlequin dreadnoughts to disengage from monster sized creatures and other dreadnoughts. I also felt that the option of a holo field and a rictus

mask adds some versatility, but their costs are reasonable for what they do. Due to the inclination towards close combat and the fact that the spirit within the Dreadnought is a Harlequin, I have altered the Stats of the Harlequin dreadnought to reflect this. The weapon skill was increased by 1, the Initiative by 1 and the Leadership by 2. The base cost was increased by 15 points to cover these increases in stats as well their option to cause fear like other Harlequins, their ability to carry the pack grenade launchers, and the ability to get a harlequin's kiss and a holo field. Given that they cannot get heavy weapons, I felt that this was a reasonable cost. Note that I allowed the holo field at 20 points vs the vehicle card listed in WD207 that is listed at 30 points. I did this because the 30 point cost of the vehicle card is available to any vehicle, including many that are more effective at long range than Harlequin dreadnoughts.

Note that Harlequin Dreadnoughts do not follow the rules for Salvaged Vehicles.

Salvaged Vehicles

The Warhammer 40k Compendium contained rules for Harlequin Salvaged vehicles. These rules contained three basic tenets. 1) Harlequins acquire anything they can during large battles to use against their foes. 2) Harlequins are not particularly good at maintaining them so they break down. 3) Vehicles salvaged and added to a Harlequin force must be painted in Harlequin colors. However because these rules were written in a rule system that did not rely completely on point costs to determine the make up of an army, they do not translate completely, nor do they jibe with the change in philosophy of the Harlequin army being nearly completely a close combat force. I wanted to allow for this option, but not allow it to be an overwhelming part of a Harlequin force. To this end I developed rules that would meet these criteria in the 2nd edition 40k rules. I limited the total support percentage to 25%. I increase the base cost of each salvaged item to 150% of its cost, both to deter this option and to cover the cost and added benefit of Harlequins as crew (they have a BS of 5). I created breakdown rules for the vehicles that are simple and universal.

Other considerations:

I'm slightly worried that 150% of cost is too much for balance

Special Characters

Although the inclusion of special characters in a codex is looked on by many as the beginnings of all cheese, there are some special characters and monster-like creatures that are balanced in the 40k Universe. The problem stems from the point cost being appropriately assigned. This requires a recognition of how the character can be used (abused) prior to its implementation.

Background text alludes to the fact that the Laughing god sometimes comes in disguise to this plain of existence and walks among the Harlequins as one of them. This was the reasons for including his "Avatar" as an option in the list. Like the other great characters in the game (the Avatar, A Hive Tyrant, Greater demons) the Avatar of the Laughing god should be a significant force to be reckoned with, but for different reasons. I wanted him to be the arch-type or paragon Harlequin. This would mean that although he would be very good in close combat, it would not be secondary to raw power, but secondary to skill, misdirection, and cunning, which is his forte. To this end I gave him:

- An 8 BS and WS that is less than most of the greater demons, the Avatar, and Hive tyrants.
- A movement of 8 that is fast but less than some of the greater demons.
- A strength of 5 which will seldom be used since he uses weapons
- A Toughness of 6 that allows him to be threatened by basic weapon fire.
- A wound value of 6 which is lower than most all demons and the Avatar
- An Initiative of 11 which is the highest in the game. (Ties should always go to the Laughing god)
- An Attack characteristic of 5 which is lower than most demons, the Avatar, and Hive Tyrants
- A Leadership of 10 which is fairly standard for this level of being.

Just given these stat adjustments the Avatar of the Laughing god would be marginally better than a Solitaire. To make him able to stand up in to virtually anyone in close combat several other pieces were added.

The Hyper Agility rule was added to provide protection and the ability to ignore 1" obstacles. It is important to know that the model used to represent the Avatar of the Laughing god should be less than monster sized, but larger than normal Harlequins

The disguise ability was added to allow the avatar to hide his presence to his opponents. (This turns out to be very similar to the demon possession rules in the Chaos Codex, since it allows a very powerful character to suddenly appear in the place of another less powerful model.)

The trickster ability originally was going to allow the avatar of the Laughing god to ignore the charging rules completely, but this was too much. The ability to ignore a screening squad or model in favor of another or a vehicle is still VERY significant. The second part of the ability that allows the additional parries will rarely come into play and was just too cool an idea to leave out.

The Kiss of the Laughing god is a significantly improved Harlequin's kiss, but does require a 2 for 1 hit exchange in close combat. The point cost is steep for this however, and harlequin's kisses are only really useful vs characters with more than one wound or monsters, Typically these creatures have difficult armor to penetrate anyway, often in combination with fields of some sort.

Vaul's Stiletos are like a cross between twin force swords without the psychic storage ability, and a singing spear without the storage capabilities and an additional parry. I purposefully decreased the armor saving throw to -4 from -5 that would be normal for a strength eight weapon to emphasize the avatar of the laughing god's diminished offensive capabilities in comparison with his defensive capabilities.

The Glimmer Suit also increases his ability to be equal to anyone, but not necessarily better, in close combat. The -2 helps vs basic trooper fire. The inability to get bonuses for ganging up is similar to the Eversor Assassin's ability. The 3d6 roll to keep from having a -1 WS is also an odds evener, but will not matter in many cases secondary to the fact that many of the creatures of similar combat capabilities automatically pass leadership tests.

The grand total for the Avatar of the Laughing god is 273 points which is similar in cost to all the greater demons, and the Avatar of Khaine. Although the Laughing god should be able to hold his own with any of these for the entirety of a battle, it is doubtful that he will kill them any more regularly than they kill him.

Harlequin Psychic Powers

These are listed in a separate file.

As noted in the explanation of the powers in the main body, Harlequins Masques use their psykers differently than craftworlds and therefore should have their own psychic powers that play into the kind of army they are. I reviewed as many of the powers created by others on the web as I could find. I was not able to see the ones in Citadel Journal. I have used a few of these that I thought most typify the style of Harlequin armies. I have also modified a few of them slightly to make them read more like the psychic powers of other races and to clarify some confusing points. I also included some powers I.

I have made Eldar powers tertiary for Harlequins. I just could not stand giving up ghuide, executioner, and mind war. But in retrospect it seems VERY valuable to have access to both sets. I am not sure about this one at all.

Wargear

These are listed in a separate file.

There are several items of wargear that have been created and listed for Harlequins on other. I have included some of these including a few I created, but did not want to go overboard with wargear. There is significant room for expansion or contraction here..



WARGEAR LIST

The following charts list additional wargear that may be carried by Harlequin characters or troops. Any limitations as to availability are indicated on the charts themselves. Note that some items are also available as wargear cards - these items are available to the Harlequin much more readily than to some other armies, hence they are included as wargear which you can purchase. Such items are not wargear cards and do not effect a character's ability to carry other equipment in the form of wargear cards.

ASSAULT WEAPONS

Assault weapons may be carried by any models as indicated in the lists and each model may carry an unlimited number.

Chainsword.....	2
Laspistol.....	1
Power Axe.....	7
Power Sword.....	6
Power Fists.....	10
Plasma Pistol.....	5
Hand Flamer.....	7
Needle Pistol.....	10
Shuriken Pistol.....	3
Harlequin's Kiss.....	10
Neuro Disruptor (Characters only).....	10
Single Lightning Claw (Characters only).....	12

SPECIAL WEAPONS

Special weapons may be carried by any models as indicated in the lists. A model may carry only a single special weapon.

Flamer.....	9
Meltagun.....	8
Lasgun.....	2
Shuriken Catapult.....	5
Plasma Gun.....	8

GRENADES

The following grenades may be carried by any character models as indicated in the lists. They are not available to other models except where they are included as equipment within the lists themselves. A model may carry any number of these grenade types. A model which is carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle

Blind Grenades.....	2
Frag Grenades.....	2
Krak Grenades.....	3
Melta Bombs.....	5
Plasma Grenades.....	8
Photon Flash.....	2
Halucenogen.....	2

FIELDS

Fields may only be taken by character models, and each character model may only take one kind of Field.

Refractor (5+ save).....	6
Conversion (4+ save).....	14
Displacer (3+ save).....	24

HARLEQUIN CODEX ARMY LIST

ARMY SELECTION

Characters	**	Harlequin Armies do not comply with standard percentages for Character and Squad percentages. The make-up of the army is determined by limitations set internally on squad/character ratios.
Squads	**	See above
Support	25%	Harlequin armies rarely use vehicles or ally themselves with other forces. To represent this, a maximum of 25% of the total army may be chosen from the support section.

CHARACTERS

GREAT HARLEQUIN..... 95 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Great Harlequin	6	7	7	4	4	3	9	3	10

Great Harlequins act as the Laughing god's Avatar both in battle and in the Dance. On the battlefield they direct the performance of all the players, sometimes from the rear in support roles and sometimes from the front as a leader of a group of troupes. In the Dance they play the part of the Laughing god being the best suited to recreate the Laughing gods actions during the Fall of the Eldar. Great Harlequin Rictus Masks are most often in the form of a laughing face.

Your Harlequin army may include only 1 Great Harlequin for every 10 troopers. Your Harlequin must include at least 1 Great Harlequin which is automatically designated as the commander and High Avatar. If an army has more than one Great Harlequin, then one of them must be designated as the commander and High Avatar of the Harlequin force.

WEAPONS None.

ARMOR Daethedi (Holo) suit

WARGEAR Great Harlequins wear Rictus Masks and flip belts.

Great Harlequins wear sealed suits and have protective eye wear built into their Rictus Masks.

He may have up to 3 wargear cards.

Great Harlequins may be armed with any additional weapons from the Armor, Assault, Special Weapons, and Grenades sections of the Wargear lists.

STRATEGY The Great Harlequin who is designated commander and High Avatar of the army has a Strategy Rating of 4.

SPECIAL Great Harlequins cause fear.

0-1 SOLITAIRE 108 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Solitaire	6	8	8	4	4	3	9	3	10

Solitaires are Harlequin players who spend their life separate from the masque. They play the part of Slaanesh in the Dance. On the battlefield they operate as a separate unit. Often acting to take out the leadership structure of the opposing force or causing confusion amongst the troops.

A Solitaire will only be part of a Harlequin army of at least 10 Harlequins.

WEAPONS None.

ARMOR Daethedi (Holo) suit

WARGEAR Solitaires wear Rictus Masks and flip belts.

Solitaires wear sealed suits and have protective eye wear built into their Rictus Masks.

He may have up to 3 wargear cards.

Solitaires may be armed with any additional weapons from the Assault, Armor, Special and Grenades Wargear lists.

SPECIAL Solitaires cause fear and are immune to all psychology.

Solitaires can not be joined to squads and may never lend their leadership value. In

addition any model/squad that is within 4" of a Solitaire at the beginning of a turn must test vs fear whether friend or foe.

Some Solitaires are Psykers. Solitaires may be a 1st - 3rd level Psyker at 30 points/ level purchased. Psyker Solitaires may have a wide range of opportunity for study (including the Dark Library) and therefore have Eldar powers as their primary discipline, and Adeptus and Inquisition powers as their tertiary disciplines. However, regardless of their true psychic level, when it comes to determining effect of psychic powers used against a Solitaire (including Demonic Attack), they are always considered 4th level. This does NOT effect their ability to nullify powers.

DISGUISE If chosen as part of a normal Eldar army (not a Harlequin Army) a Solitaire may be held in disguise at the start of the game as one of the other Eldar models in the army (not as a character) The disguised model must be noted. At any point of the players choosing or whenever the model takes a wound the Solitaire is revealed and detaches from the unit to fight on his own. Note that this might cause a break test for the unit secondary to casualties.

HARLEQUIN WARLOCKS..... varies

- Harlequin Warlock 57 Points**
- Harlequin Warlock Champion 106 Points**
- Harlequin Warlock Master..... 164 Points**
- 0-1 High Warlock 195 Points**
- 0-1 Shadow Seer 195 Points**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warlock	6	5	5	3	4	1	7	1	10
Warlock Champ.	6	6	6	3	4	2	8	2	10
Warlock Master	6	6	6	4	4	3	9	2	10
High Warlock	6	7	7	4	5	4	9	3	10
Shadow Seer	6	7	7	4	5	4	9	3	10

Harlequin Warlocks play the part of the Fates in the Dance. On the battlefield they determine the strategic importance of the objectives of a battle based on their visions and act as tactical advisees to the Great Harlequins. They support the Masque by providing covering fire from their Pack Grenade Launchers and Psychic powers. Their Rictus Masks are most often a smooth mirrored faceless surface.

A Harlequin Masque may include 1 Harlequin Warlock regardless of level for every 10 troopers.

- WEAPONS** None.
- ARMOR** Daethedi (Holo) suit
- WARGEAR** Harlequin Warlocks wear Rictus Masks and flip belts.

Harlequin Warlocks wear sealed suits and have protective eye wear built into their Rictus Masks.

Harlequin Warlocks may have up to 2 wargear cards. The High Warlock and the Shadow Seer may have up to 3 wargear cards.

Harlequin Warlocks may be armed with any additional weapons from the Assault, Armor, Special, and Grenades Wargear lists.

A Harlequin Warlocks may be given Pack Grenade Launcher loaded with both Frag and Krak grenades at a cost of 10 points. You may replace either the Frag or the Krak grenades or both with any of the following at cost of 2 points per replacement.

- Blind
- Photon Flash
- Hallucinogen

SPECIAL Harlequin Warlocks cause fear .

- Warlocks** are level 1 Psykers
- Warlock Champions** are level 2 Psykers
- Warlock Masters** are level 3 Psykers
- The High Warlock** is a level 4 Psykers
- The Shadow Seer** is a level 4 Psykers

DEATH JESTER..... 75 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Death Jester	6	6	6	4	4	2	9	2	10

Death Jesters play the part of Death in the Dance. On the battlefield they play the role of close support with their heavy weapons. Many of the Death Jesters masks are designed to look like skulls. In some troops the Jesters adorn their battle garb with the bones of former Death Jesters of their Troops.

A Harlequin Masque may include 1 Death Jester for every 10 troopers

- WEAPONS** None.
- ARMOR** Daethedi (Holo) suit
- WARGEAR** Death Jesters wear Rictus Masks and flip belts.

Death Jesters may be armed a Shurikin Shrieker Cannon with a targeter for 40 points

Death Jesters wear sealed suits and have protective eye wear built into their Rictus Masks.

He may have up to 3 wargear cards.

Death Jesters may be armed with any additional weapons from the Assault, Armor, Special and Grenades Wargear lists.

SPECIAL Death Jesters cause fear.

0-1 MASTER MIMES 96 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master Mime	6	7	7	4	4	3	9	3	10

Master Mimes play the part of greater deamons in the Dance, though they occasionally play other significant roles as well. On the battlefield mimes act as scouts and tactical intelligence. They arrive before the Masque to determine the strength of the enemy and create confusion when possible behind the enemy lines. Master Mimes are the most skilled at infiltrating and covert operations of all the mimes and are given the responsibility of coordinating the mime troops activities.

A Harlequin Masque must include 1 a troupe of mimes in order to include a Master Mime.

WEAPONS None.

ARMOR Daethedi (Holo) suit

WARGEAR Master Mimes wear Rictus Masks and flip belts.

Master Mimes wear sealed suits and have protective eye wear built into their Rictus Masks.

He may have up to 3 wargear cards.

Master Mimes may be armed with any additional weapons from the Assault, Armor, and Grenades Wargear lists.

SPECIAL Master Mimes cause fear.

Master Mimes may Infiltrate as per the rules in the main rule book.

GIFTED TROUPE LEADERS +20 points (Avatars)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Avatars	6	6	6	4	3	1	8	2	10

Harlequin Troops are lead by individual harlequins of greater experience and talent. These troopers usually are selected to play the parts of the other gods in the Dance. Subsequently they are sometime referred to simply as Avatars. These Harlequins may some day advance to the rank of Death Jesters or Great Harlequins. Before this happens though they still lead their troupe and lend their talent to the battlefield and the Dance.

A Harlequin troop's leader may be upgrade to a Gifted Troupe Leader for the listed point cost.

You may upgrade 1 troop leader for every 10 troopers no matter how many troupes actually exist.

WEAPONS None.

ARMOR Daethedi (Holo) suit

WARGEAR Gifted Troupe Leaders wear Rictus Masks and flip belts.

Gifted Troupe Leaders wear sealed suits and have protective eye wear built into their Rictus Masks.

Gifted Troupe Leaders may have 1 wargear card.

Gifted Troupe Leaders may be armed with any additional weapons from the Assault, Armor, Special and Grenades Wargear lists.

A Gifted Troupe Leader may be given a Pack Grenade Launcher loaded with both Frag and Krak grenades at a cost of 10 points. You may replace either the Frag or the Krak grenades or both with any of the following at cost of 2 points per replacement.

Blind
Photon Flash
Hallucinogen

SPECIAL Gifted Troop Leaders cause fear.

Gifted Troupe Leaders must stay in coherency with their troupe



SQUADS

HARLEQUIN TROUPE..... 25 pts/trooper

Harlequin Troopers are the core of the Harlequin Masque. In the Dance they play all the other smaller parts as well as the chorus. For battle they are divided into smaller troops based on their parts in the Dance.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Harlequin	6	5	5	3	3	1	7	1	10

TROOP A Harlequin troupe consists of at least 5 but no more than 20 Harlequin troopers. One of which is the Troupe leader.

WEAPONS None.

ARMOR Daethedi (Holo) suits

WARGEAR Harlequin Troopers wear Rictus Masks and flip belts.

Any models may be given equipment from the Assault Weapons section of the Wargear list. There is no need to arm the entire squad in the same way, you may arm individual models as you wish.

The entire troupe may be mounted on Jet Bikes with twin shurikin catapults for 20 points per bike. One bike in three may be upgraded to a shurikin shrieker cannon for 5 points. This point cost is added to the cost on the troupe and is not part of the support percentage

The entire troupe may be equipped with any of the following:

Blind Grenades	2 points/model
Frag Grenades	2 points/model
Krak Grenades	3 points/model
Photon Grenades	2 points/model
Plasma Grenades	3 points/model
Melta Bombs	5 points/model

In addition to these selections the entire troop may be equipped with:

Sealed Suits 1 point/model

Eye Protection built into Rictus Masks. 1 point/model

Refractor Fields 6 point/model

The leader of a Harlequin Troupe may carry an additional weapons chosen from the Special Weapons section of the army list.

The leader of a Harlequin Troupe may carry a pack grenade launcher with Frag and Krak grenades at a cost of 10 points.

SPECIAL Harlequin Troopers cause fear.

MIME TROUPE 30 pts/Mime

Mimes play various parts in the Dance, but often assume the roles of the lesser demons in the story. On the battlefield they play the role of scouts and gather tactical intelligence. They arrive before the Masque to determine the strength of the enemy and create confusion when possible behind the enemy lines. Mimes typically dress in more regimented patterns of two or three colors. Many prefer black and white with a bright accent color.

You may have 1 Mime troop per 15 Harlequin Troupers

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mime	6	5	5	3	3	1	7	1	10

TROOP A Mime troop consists of 3 to 5 mimes

WEAPONS None.

ARMOR Daethedi (Holo) suits

WARGEAR Mimes wear Rictus Masks and flip belts.

Any models may be given additional equipment from the Assault Weapons section of the Wargear list. There is no need to arm the entire squad in the same way, you may arm individual models as you wish.

The entire troop may be equipped with any of the following:

Blind Grenades	2 points/model
Frag Grenades	2 points/model
Krak Grenades	3 points/model

In addition to these selections the entire troop may be equipped with:

Sealed Suits 1 point/model

Eye Protection built into Rictus Masks. 1 point/model

SPECIAL Mimes cause fear.

Mimes may Infiltrate as per the rules in the main rule book.

SUPPORT

ALLIES

Harlequin Armies on occasions will join forces with other armies to fight a common foe or to achieve goals only known to them. In most cases it is the Harlequin force that attaches itself to the larger armies of their allies, however, on occasion a Harlequin Masque will allow certain allies to accompany them on specific missions.

A Harlequin army may be accompanied by allied troops chosen from the following Warhammer 40,000 Codex lists. See the Warhammer 40,000 Codex for each individual army for details.

Eldar (no guardians, seers, wraithguard, or support*)
Imperial Agents (Inquisitors, Grey Knights only)
Space Marines (Only vs chaos)

*Some Eldar support weapons and vehicles are available via the Salvaged Vehicle rules.

JETBIKE..... 20 points

Jetbikes are listed here for detail and completeness, however, they are not calculated into the support cost since if they are taken by characters they are added to the cost of the character and if take by a squad they are included in the cost of the squad.

Any squad indicated may ride jetbikes as described in the army list entry.

Any Harlequin Character may ride a jetbike. If a character rides a jetbike the cost is added to that of the character and does not count towards the support total.

WEAPONS Jetbikes are equipped with twin shurikin catapults and a targeter (+1 to hit)

OPTIONS A jetbike may replace its standard armament of twin shurikin catapults with a single shurikin shrieker cannon at a cost of +5 points per model.

Jetbikes ridden by Harlequin Characters may be fitted with a Daethedi (Holo) field for 15 points. These work exactly like the personal Holo suits that Harlequins wear. (-1 to hit, Ld test in close combat or -1WS when doing hit and run attacks)

HARLEQUIN DREADNOUGHT . 180 points

Your army may include 1 Harlequin Dreadnought per 1500 points. A Harlequin Dreadnought is an Eldar dreadnought body that has been gifted to a Harlequin Masque by an Eldar Craftworld, Exodite world, or Eldar Pirate Fleet as a reward for a particularly valuable service provided by the Masque. The

Masque then transfers one of their dead heroes soul gems into the Dreadnought's infinity circuit. These gifts are made not only of the dreadnought body, but also any repairs the body might need in the future. Since Harlequin Masques do not have the facilities or personnel to repair vehicles, if the Dreadnought is damaged it can be brought back to its point of origin for repairs.

These Harlequin dreadnoughts differ from the standard Eldar dreadnoughts in that they, like the souls that guide them, prefer close-combat and excel at it like they did in life. In the Dance these dedicated Harlequin Dreadnoughts dance various parts during the course of the dance emphasizing the parts of the dance for larger audiences or providing background platforms for pyrotechnics or hallucinogens.

Troop Type	M	WS	BS	S	I	A	Ld
Harlequin Dreadnought	8	7	6	5	7	3	10

WEAPONS Two arms each with power fists and either built-in flamers or shurikin catapults with targeters. (Flamers are preferred)

OPTIONS Harlequin Dreadnoughts may be fitted with one or two Pack Grenade Launchers carrying Frag and Krak grenades at a cost of 10 points each. You may replace either the Frag or the Krak grenades or both in each launcher with any of the following at cost of 2 points per replacement type.

Blind
Photon Flash
Hallucinogen

The Pack Grenade Launchers do not come with targeters.

Harlequin Dreadnoughts may upgrade one finger on one of its powerfists to a built-in Harlequin's Kiss for 10 points.

A Harlequin Dreadnought may be fitted with a Daethedi (Holo) field for 20 points. These work exactly like the personal Holo suits that Harlequins wear. (-1 to hit, Ld test in close combat or -1WS)

A Harlequin Dreadnought may be fitted with a giant version of a Rictus Mask which causes fear just like the normal Harlequin Rictus Mask for 5 points

Harlequin Dreadnoughts are very nimble in comparison to other dreadnoughts and vehicles. Secondary to this Harlequin Dreadnoughts, in addition to being able to walk away from close combat with man-sized models as any dreadnought can, Harlequin Dreadnoughts can also use their maneuverability to escape close combat with large creatures as well. At the end of the close combat phase a Harlequin Dreadnought can disengage from any close combat with no consequences. Place the model four inches away in any direction.

SALVAGED VEHICLES..... Varies

Harlequin Masques are notorious for their battle field resourcefulness and scavenging abilities. During drawn out conflicts they will often capture vehicles or procure them from retreating, disbanded, or broken troops. They then paint them in Masque colors and load them with troopers as crew. Unfortunately unlike orks, who are also notorious scavengers, Harlequins are not very good at maintenance and tend to let the vehicles fall into disrepair and abandon them.

Harlequin Masques may purchase as part of their support percentage vehicles and support weapons from any army list so long as the vehicle or support weapon requires crew. (It is doubtful that an Ork or Marine dreadnought will allow itself to be adopted by a Harlequin Troop.) Such salvaged vehicles will cost 150% of the normal price (including vehicle cards) and are subject to the maintenance failure rules listed below. The crew listed on the datafax are replaced by standard Harlequin Troopers with Holo suits and no weapon. The crew of a salvaged vehicle cannot be used in the totals necessary to determine numbers of Characters an army may include. Any fire and forget weapons such as auto-launchers are not available as these would have been spent before the vehicle was abandoned.

Eldar Dreadnoughts and Wraithguard are an exception to the above rule regarding dreadnoughts. They can also be purchased in the same manner at 150% of cost since these may be found by the Harlequins wandering the battle field and accepted as part of the Masque temporarily until they are reunited with members of their own armies. Unfortunately this does not imply that they are any better at taking care of these vehicles than any other so they are still subject to the rules for maintenance failure listed below.

OPTIONS Harlequin troopers acting as crew have the same options for additional equipment as normal Harlequin Troopers.

MAINTENANCE FAILURE

If a Harlequin army includes any salvaged vehicles a d6 must be rolled for each at the beginning of the Harlequin player's turn. If a 1 is rolled then a maintenance failure has occurred. Roll again on the following chart:

- 1 Temporary engine/power failure. The vehicle can either move or fire its weapons but not both. If already moving at combat speed or better it must choose to continue moving under its power or it will go out of control for one turn.
- 2 Temporary engine failure. The vehicle cannot move this turn. If already moving at combat speed or better it will go out of control for one turn.
- 3 Temporary power failure. The vehicle cannot power its weapons this turn and may only move at half its slow speed. If the vehicle was moving at its fast speed then it will move out of control for one turn.
- 4 Minor Permanent Failure. Roll location and damage for the vehicle at -2 on the damage die roll. The minimum result is a 1.
- 5 Permanent Failure. Roll location and damage for the vehicle at -1 on the damage die roll. The minimum result is a 1.
- 6 Major Failure. Roll location and damage for the vehicle.

A roll of 4-6 for a support weapon is an auto failure and the weapon is destroyed.

SPECIAL CHARACTERS

THE AVATAR OF THE LAUGHING GOD

220 points+ wargear

+20 points Kiss of the Laughing god, +18 points Vault's Stiletto, +15 Points Glimmer Suit

On occasion the Laughing god himself sends a portion of himself out from the webway in disguise. Sometimes this Avatar of the Laughing god may remain in disguise for years fooling everyone into believing that he is just another trooper, mime, Great Harlequin, etc. When the Laughing god chooses to reveal himself is completely up to the twisted tactics that are the hallmark of the Laughing god.

WEAPONS. When the Avatar of the Laughing god is revealed he discards the weapons that his disguise mandated and summons his own weapons into his hands. He carries his personal weapons: the Kiss of the Laughing god and Vault's Stilettos.

ARMOR. The Avatar of the Laughing god wears a special Daethedi (Holo) suit called the Glimmer Suit which is detailed below.

HYPER-AGILITY. The Laughing god's avatar is very quick and completely aware of his surroundings. Secondary to this he can dodge out of the way of virtually any attack. The Laughing god will dodge out of the way on a 3+ roll on a d6. This roll is never modified. If the attack is a template weapon move the Laughing god to the outer edge of the template. In addition the Laughing god is so agile that he may ignore obstacles of 1 inch in height as he whirls and dances across the battle field.

WARGEAR. He may have up to three wargear cards, they must be the Kiss of the Laughing god, Vault's Stilettos, and the Glimmer Suit.

STRATEGY RATING. If the Avatar of the Laughing god is not in disguise at the beginning of the battle he is automatically the Commander and has a Strategy Rating of 4. However, since the Laughing god is normally in disguise at the start of the battle another Great Harlequin will usually be designated as the commander. However, once he is revealed he assumes the role of commander automatically. Even if the Great Harlequin originally commanding the army has already been killed, the mission objective of the mission ASSASSINS will not be completed if the Laughing god is alive at the end of the battle.

DISGUISE. If chosen as part of a Harlequin army the Laughing god may be held in disguise at the start of the game as one of the other Harlequin models in the army. (including characters) The disguised model should be noted. At any point

in time of the players choosing or whenever the model takes a wound the Laughing god is revealed.

THE TRICKSTER The Laughing god is the embodiment of craftiness and guile. He can partially ignore the normal rules for charging the closest model and charge past (or flip over) one squad or individual model in order to reach another model so long as they are in charge range once he has revealed himself. Also since he is constantly shifting and changing even though he has two parries from the swords he carries he will always have one more parry than his opponent. If the opponent has two parries then another arm baring a sword will appear to add another parry and so on. There is no explanation for this. It just happens.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Laughing god	8	8	8	5	6	6	11	5	10

SPECIAL RULES

HARLEQUIN. All the special rules for Harlequins apply.

PSYCHOLOGY AND LEADERSHIP. The Laughing god cannot be affected by psychology in any form and will automatically pass any Leadership-based test he is called upon to take. The Laughing god can never be broken and never needs to take a Break test. The Laughing god does not count as a 'living' model, but he is vulnerable to psychic attacks which do not require a Leadership test.

SPECIAL INVULNERABILITIES. Although not technically a demon, The Laughing god's Avatar is a fragment of a god and thus has the same invulnerabilities as demons. He is also vulnerable to force weapons and psychic powers which target demons.

SPECIAL WARGEAR. The Avatar of the Laughing god carries three special personal wargear items that are unique to him. They are the Kiss of the Laughing god, Vault's Stilettos, and Glimmer Suit.

LIMITATIONS. The Avatar of the Laughing god cannot be included in any eldar army that also contains the Avatar of Khaine.

Eldar Shadow Seers

The Shadow Seers of the Harlequin Masques are amongst the most powerful Psykers of their race. Where the Farseers of the Craftworlds guard themselves about with Runes and Spirit Stones the Shadow Seers rely on the power of their patron, Cergorach the Laughing God, to employ in battle.

SHADOW SEERS

Shadow Seers are the psykers of the Harlequin Troops that travel the Webway in the name of the Laughing God, maintaining the tales and traditions of the Eldar race in their songs and dances. Alone of all the Eldar they do not follow Khaine, the shattered God, but instead are protected by the power of Cergorach, the Harlequin God, who lives in the Webway where he can stay hidden from the power of Slaanesh.

The Shadow Seers of the Harlequins do not depend on the Runes and rituals of the Craftworld Seers, instead they draw powers directly from their God, they take whatever he gives them. Sometimes this means that they receive powers ideal for whatever task they must undertake, and sometimes that the God plays a trick on them and they receive something less useful, whatever the outcome they must make do with what they have been given, thus the Shadow Seers are adept at coming up with cunning uses for their powers and are subtle and powerful psykers.

THE MAKING OF A SEER

Since the Eldar are a psychic race many amongst the Harlequins have some level of psychic power, though few can use it for battle. Those that can are trained by the Shadow Seer or Seers of their troop, and are known as Acolytes. Acolytes fight along with the rest of the troop, combining their psychic powers with their weaponry to make a deadly combination on the battlefield.

Once the Acolyte reaches a certain level of mastery, however, the Shadow Seers take him or her away from the troop. They travel deep into the Webway, to a hidden place known only as The Shadow Keep. Some say that the Shadow Keep is the same as the Black Library, others that it is the mystic heart of the Webway where the Laughing God lives, while still others swear that the Shadow Keep is none other than the original Eldar home world. Whatever the case it remains speculation, for the Shadow Seers will not speak of it to anyone.

In the Shadow Keep the Acolyte is subjected to hard and brutal tests of sanity and willpower. Those who pass emerge from the Keep as a full Shadow Seer, vastly increased in power, those who fail are never seen again. Perhaps they serve the Laughing God in his sanctum, perhaps they simply die, no one knows.

SEERS IN THE GAME

These rules modify the Shadow Seer sections given in the Codex: Eldar. In those rules all Seers are Mastery level 4 and draw on the normal Eldar powers cards. These rules distinguish between Acolytes, of Mastery 1 or 2, and Shadow Seers of level 4, all of which use a new special deck of six Harlequin psychic powers.

Of these powers four are available to both Acolytes and Seers, while two are available too Seers only, just in the same way that three of the standard Eldar powers are only available to Farseers. When dealing powers to Acolytes remember to remove the Shadow Seer only powers exactly as you would when dealing powers to Warlocks.

As well as using a new deck of powers Acolytes and Shadow Seers are dealt powers slightly differently than other psykers. Because their powers come directly from their God they have no choice in exactly which powers they receive, sometimes they will have a good combination, and sometimes a poor one, either way they must use what they have. When powers are dealt out Acolytes and Shadow Seers may not reject a power and draw another, they must take exactly those powers that they are first dealt.

HARLEQUIN ARMY LIST

These entries replace the Shadow Seer entry in the Harlequins section of Codex: Eldar. Shadow Seers are Harlequin characters as normal, they may move from squad to squad or fight independently. Acolyte Seers, on the other hand, do not count as characters in this way. Like most champion characters they are attached to a squad of harlequins and must remain with that squad at all times. Alternatively one or more Acolytes may be formed into a retinue for a Shadow Seer, who is presumed to be their master. The Acolytes must stay in a squad with the Seer, benefiting from his Leadership and taking break tests as normal. If a Shadow Seer with a retinue of Acolytes joins another Harlequin squad then the Acolytes become part of that squad too. If the Seer is then killed before leaving the squad the Acolytes must remain with that squad as normal members of it unless another Shadow Seer joins the squad, in which case they may become his or her retinue instead.

0+ SHADOW SEERS

193pts

Your army may include any number of Shadow Seer characters up to the number of Harlequin Squads in your army. You must have at least one Harlequin squad to include a single Shadow Seer. A Shadow Seer is a Psyker with a mastery level of 4, and uses the Harlequin Powers deck (see below).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shadow Seer	6	7	7	4	5	4	9	3	10

WEAPONS

None.

ARMOUR

Holo-suit.

WARGEAR

A Shadow Seer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear List.

A Shadow Seer may be given a Pack Grenade launcher with Frag and Krak grenades at a cost of 10 points. You may include Blind grenades at an additional cost of 2 points, and/or Photon Flash grenades at a cost of 2 points, and/or Hallucinogen at a cost of 2 points.

0+ ACOLYTES

76pts

Acolyte Champion 120pts

Your army may include any number of Acolyte Seers, up to half the number of Harlequin Squads in your army (You may always include at least one if there is only one Harlequin Squad in the army). To include any Acolytes you must also include at least one Shadow Seer. Acolytes are psykers with a Mastery of 1 for Acolytes and 2 for Acolyte Champions, and use the Harlequin Powers deck (See below). There are no Mastery 3 Acolytes, they have been taken to the Shadow Keep. An Acolyte must always fight with either a normal Harlequin squad or as a retinue for a Shadow Seer, they cannot otherwise move independently. (See above for more details on the movements of Acolyte Seers).

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Acolyte	6	5	5	3	4	1	8	1	10
Champion	6	6	6	4	4	2	8	1	10

WEAPONS

None.

ARMOUR

Holo-suit.

WARGEAR

An Acolyte may be given additional equipment chosen from the, Assault Weapons, Special Weapons and Grenades sections of the Wargear List.

An Acolyte may be given a Pack Grenade launcher with Frag and Krak grenades at a cost of 10 points. You may include Blind grenades at an

additional cost of 2 points, and/or Photon Flash grenades at a cost of 2 points, and/or Hallucinogen at a cost of 2 points.

An Acolyte may have a refractor field (5+ save) for +6 points.

Support

If an Acolyte is attached to a harlequin squad on Jetbikes then the Acolyte must also have a Jetbike for +20 points, armed with two Shuriken catapults as normal.

THE HARLEQUIN POWERS

Shadow Seers and Acolytes make use of a completely different deck of psychic powers from normal Eldar Warlocks and Farseers, representing the different fighting style and philosophy of these warrior-dancers. These powers are not directly destructive (except for *Rainbow Bolt*), but rely instead on enhancing the stealth and fighting prowess of the Harlequin warriors, or on delaying or avoiding the enemy. The powers of the Trickster God are subtle and deceiving, forcing the enemy to work against himself and waste his force. With these powers a squad may seem to vanish even in plain view, or what might appear to be a simple trooper might turn out to be a deadly dreadnought on closer inspection! These powers work in conjunction with the many-coloured Holo-suits (Eldar *Dathedi*), that the Harlequin warriors wear. Just as the Dathedi can make a warrior appear to merge with the rubble behind him, or splinter into a shower of coloured light, so the powers of the Shadow Seers confuse and delude their enemies.

The Harlequin deck also, with Death Dance, allows the Seer to enhance the acrobatic and fighting skills of the troopers. When a squad of Harlequins choose to enter the Death Dance they put aside their cunning disguises and tactics and concentrate all their powers upon a single enemy, leaping and whirling in a bewildering knot of figures that entrance and unman the enemy. The Death Dance is the ultimate expression of the way of life of the warrior-dancers. It is not unknown for a troop of Harlequins who know that they are fighting a losing battle to enter the Death Dance en-mass and go out in a furious ballet of close combat.

Shadow Step: It is worth noting that Shadow Step is not intended to make a Shadow Seer into a super warrior. The Seer may not affect the material world in any way while using Shadow Step. Weapons, psychic powers and Wargear of any kind are all equally ineffective while the Seer is in the Shadow state. The Seer can be attacked with weapons that affect the warp, however, such as Force Weapons, Psychic powers, D-Cannons, Psi-cannons, Demonic attacks, Vortex grenades and any similar types of attacks. Furthermore any armour that the Seer may have, whether field based or physical, is ineffective while the Seer maintains the Shadow state. Since the Shadow Step wears off at the start of each new turn it is generally ideal only for avoiding obstacles and overwatch fire.

SHADOW SEER PSYCHIC POWERS

Force 1 Range: 24"

RAINBOW BOLT

The Shadow Seer hurls a bolt of rainbow light at a target visible within range. The bolt strikes them instantly, it cannot be dodged, but armour saves apply as normal, inflicting a strength 5 hit causing D2 wounds. (Roll a D6 1-3 = 1, 4-6 = 2).

Force 2 Range: 8"

SHADOW DANCE

The Seer, or one Harlequin character or squad within 8" of the Seer, may be made nearly invisible. The affected models are considered hiding regardless of cover, movement or shooting, and the usual rules for being detected apply. The Invisible models may never be spotted, however, only detected. Shadow Dance remains in play until it is nullified, the Shadow Seer is killed, or he voluntarily ends it.

Force 2 Range: 20"

SHADOW COIL

The Seer can use this power to disguise a unit before it is brought onto the field, simply use another model. This disguise remains until the model fires or is attacked in hand to hand. The power may be used at the start of the game to set up a disguised unit, and costs no power cards then. When the Shadow Coil is used the Eldar player must display the card, but does not need to indicate which unit is disguised. If the power is dispelled then the unit is revealed.

Force 2 Range: 36"

SHADE SPHERE

The Seer gathers a sphere of blackness about any single creature in range. The sphere contains the images of whatever the creature fears most of all. At the start of each turn the creature must roll Leadership - the Seer's mastery to break free of the sphere, otherwise they may do nothing at all for that turn. Even creatures normally immune to fear can be trapped by the sphere, but those that are part of the Hive Mind cannot be so affected.

Force 3 Range: 0"

SHADOW STEP

The Shadow Seer uses his powers to become immaterial, one with the shadows. In this state he may pass through solid objects without penalty, and cannot be harmed by normal weapons. Psychic weapons such as force swords can still harm him however. While in the shadow state the Seer cannot attack, even with a force weapon, nor use any powers. The shadow state remains in effect until the start of the Seer's next turn.

Shadow Seer Only

Force 3 Range: 12"

DEATH DANCE

The Seer calls upon his powers to begin the Death Dance. All Harlequins within 12" of the Seer may enter the Dance, doubling their Attacks. Furthermore, all checks for fear against the charging Harlequins are made at -2. While under the influence of the Death Dance, Harlequins are completely immune to psychology and pass any Ld based test. Death Dance remains in play until it is nullified, the Seer is killed, or until he voluntarily ends it.

Shadow Seer Only

MODELLING SHADOW SEERS

Modelling Shadow Seers is simplicity itself, since there are a number of Harlequin figures already designed to be Seers (Originally Warlocks), with smooth reflective face masks. There are, however, a number of other Harlequin trooper models armed with the pack grenade launcher (Eldar *Creidann*), which do not otherwise appear to be Seers. These figures make perfect models for the Seer Acolytes, and can give a squad of Harlequin troopers both Psychic and grenade support. Alternatively a squad of a Shadow Seer plus retinue, all equipped with grenade packs makes a formidable fighting force. The combination of Holo-suits, Hallucinogen grenades, Shadow Coil, and Shadow Dance is enough to confuse and stupefy any enemy the Harlequins might care too face.

SHADOW SEER WARGEAR

Shadow Seers often use the following special weapon. The Neuro-disruptor was a Harlequin weapon in 1st ed. 40k, but has since been absent.

NEURO-DISRUPTOR 18 Points

A Neuro-disruptor is a strange crystalline weapon used by the Eldar Harlequins. Any creature struck by the rays that it emits becomes instantly affected by *stupidity*. At the start of each following turn make a normal leadership test. If this fails then the effects continue, otherwise the effect of the shot is entirely shaken off and the creature does not need to test any further.

SHORTLONGSHORTLONGSTRDAMMOD. SPECIAL

0-12 12-24 +1 Special -1 Special

HARLEQUIN



PSYCHIC POWER

Force 1 Range 24"

MIND VAMP

Mind Vamp allows the High Warlock to steal another psyker's power and use it himself. The Warlock rolls 2d6 plus a d6 for each force card spent. The target psyker rolls d6 equal to his mastery level. The Warlock's score is greater or equal then a random power is removed from the target psykers hand and added to the Warlock's hand. If the target's score is greater than the power does not work. If the target's score is more than double the Warlock's score than a random card is permenatly removed from the Warlock's hand. The stolen power remains in the High Warlock's hand until Mind Vamp is nullified, the Warlock is killed, or until the Warlock wishes the Mind Vamp to end, after which the power is returned to the hand of the owner.

High Warlock Only

Force 2 Range 24"

DAEMON PURGE

The Warlock hurls his powers against a daemon in an attempt to banish it back into the warp. The Daemon Purge power travels up to 24" and strikes the first target in its path. The Warlock rolls 2d6 and adds his mastery level to the result. The daemon rolls 1d6 and adds its current number of wounds to the result. If the Warlock's score beats the daemon's score the daemon is instantly destroyed. If the scores are a drawn the daemon loses half its remaining wounds rounding down. If the Warlock's score is lower the Daemon Purge power does not work. If the daemon's score is twice that of the Warlock or more the Warlock suffers d3 wounds from Warlock feedback.

Force 2

SHADOW PATH

The Harlequin Warlock locates part of the webway and pulls himself partly in, becoming semi-solid in this plain of existance. The Warlock can then move through normal terrain features and buildings so long as they have an Armor Value of 20 or less. Thus the warlock can walk through buildings, hills, hedges, and even some vehicles. In addition to this, because the Warlock is only partially in this plain the Warlock receives an additional unmodified 4+ save on a d6. This condition does not effect the Warlock's offensive capabilities.

Force 3 Range 36"

DREAMWEAVER

The Harelquin Warlock reaches across the battlefield into the minds of one squad and toys with their senses. The affected unit becomes convinced they are surrounded by dark sinister forces. Voices fill the targets' minds whispering warnings and threats. Each unit member suddenly sees his comrades as daemons and shadows and begins firing. Each model will fire their weapon at a random member of their unit in their haste to protect themselves. Roll wounds and armor saves as normal. The targeted unit will loose overwatch and will no longer be hidden if they had been.

Force 2 Range: 24"

DIVINE CHORTLE

The Harlequin Warlock unleashes the humor of the Laughing god against a single model or squad within 24". The victim(s) must roll equal to or under their Ld on 2D6 or be overcome by the psychic power. They will begin laughing uncontrollably as the humor invades their brains. If the power works place the card next to the affected models. The models can no longer move or shoot and may not roll any attack dice in hand to hand combat, being far to busy laughing. The *Chortle* lasts until the Warlock is slain, it is nullified, or it is canceled by the Warlock

Force 1 Range: 36"

SHADOW WEB

The Harlequin Warlock targets a specific model or squad and creates an illusionary maze around them much like the twisting Webways used by the Eldar. The target unit or character must make a LD test on 2D6. If the test is failed, the target will move randomly D6" its next movement phase. The victim(s) can do nothing but move randomly until the power is nullified, the Harlequin Warlock is killed, or until voluntarily ended by the Harlequin Warlock. They can not fire while effected and will only fight in hand to hand if their random movement takes them into base-to-base contact with another model.

Force 1

SHADOW MIST

The Harlequin Warlock calls a shadowy mist that extends outwards from him for 8" in all directions anyone within the mist, friend or foe, are engulfed in the mist and are at a -1 to hit, in addition to any other modifeirs for holosuits, cover, speed, etc. Auto-senses and scanners will not help seeing through the mist. Models within the mist are also at a -1 when shooting out of the mist as well. Models within the mist shooting at other models within the mist are also subject to the -1 modifier. Shots fired though the mist at targets not in the mist are also at -1 to hit.

Force 2

WARP STORM

The Shadow Seer radiates an aura of pure warp energy that radiates out from him to a radius of 12". Any Daemons already within the radius automatically take 1 wound with no armor save from the warp energy. Further-more, Daemons that wish to enter the aura or attack someone within the the radius must roll a 4+. If the roll is failed, the Daemons will not be able to enter or attack. If the Daemon is able to enter the aura, they still sustain 1 wound. This power remains in play until nullified, the Shadow Seer is killed, or voluntarily ended. Any non-deamon model that is more than half within the aura are considered covered.

Shadow Seer Only

Force 1 **Range: 24"**

RAINBOW BOLT

The Shadow Seer hurls a bolt of rainbow light at a target visible within range. The bolt strikes them instantly, it cannot be dodged, but armour saves apply as normal, inflicting a strength 5 hit causing D2 wounds. (Roll a D6 1-3 = 1, 4-6 = 2).

Force 2 **Range: 8"**

SHADOW DANCE

The Seer, or one Harlequin character or squad within 8" of the Seer, may be made nearly invisible. The affected models are considered hiding regardless of cover, movement or shooting, and the usual rules for being detected apply. The Invisible models may never be spotted, however, only detected. Shadow Dance remains in play until it is nullified, the Shadow Seer is killed, or he voluntarily ends it.

Force 2 **Range: 20"**

SHADOW COIL

The Seer can use this power to disguise a unit before it is brought onto the field, simply use another model. This disguise remains until the model fires or is attacked in hand to hand. The power may be used at the start of the game to set up a disguised unit, and costs no power cards then. When the Shadow Coil is used the Eldar player must display the card, but does not need to indicate which unit is disguised. If the power is dispelled then the unit is revealed.

Force 2 **Range: 36"**

SHADE SPHERE

The Seer gathers a sphere of blackness about any single creature in range. The sphere contains the images of whatever the creature fears most of all. At the start of each turn the creature must roll Leadership - the Seer's mastery to break free of the sphere, otherwise they may do nothing at all for that turn. Even creatures normally immune to fear can be trapped by the sphere, but those that are part of the Hive Mind cannot be so affected.

Force 3 **Range: 0"**

SHADOW STEP

The Shadow Seer uses his powers to become immaterial, one with the shadows. In this state he may pass through solid objects without penalty, and cannot be harmed by normal weapons. Psychic weapons such as force swords can still harm him however. While in the shadow state the Seer cannot attack, even with a force weapon, nor use any powers. The shadow state remains in effect until the start of the Seer's next turn.

Shadow Seer Only

Force 3 **Range: 12"**

DEATH DANCE

The Seer calls upon his powers to begin the Death Dance. All Harlequins within 12" of the Seer may enter the Dance, doubling their Attacks. Furthermore, all checks for fear against the charging Harlequins are made at -2. While under the influence of the Death Dance, Harlequins are completely immune to psychology and pass any Ld based test. Death Dance remains in play until it is nullified, the Seer is killed, or until he voluntarily ends it.

Shadow Seer Only



WARGEAR CARD

FORCE CLAW

15 Points

A force claw is a unique Harlequin weapon which channels psychic energy through a crystalline matrix. At the end of the psychic phase one unused force card may be stored in the force claw instead of being placed on the warp cards discard pile. Stored force cards may be retrieved from the weapon and used in subsequent psychic phases. In hand-to-hand combat the force claw increases the wielder's Strength characteristics by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder may also expend stored force cards to gain additional bonuses in hand-to-hand combat. Each force card expended equals and extra +2 strength and -2 armor save. The force claw can be used to parry. The force claw does D3 wounds.

HARLEQUIN PSYKERS ONLY

BONE SUIT

8 Points

The bone costume is worn by all death jesters and is supposedly made from the remains of his predecessor. It incorporates a targeter in the skull-shaped rictus mask. It provides 4+ basic armor save as well, but does not encumber the death jester. This is worn in addition to the death jester's holo-suit. Note that any number of these wargear cards may be taken, but only one is allowed per death jester:

DEATH JESTERS ONLY

CLOAK OF CONFUSION

30 Points

This cloak contains a mini-holographic projector which will project false images of the wearer. This cloak will befuddle any enemy shooting at the harlequin or engaged in hand to hand combat. For shooting, the following rules apply: a model wishing to shoot at the Harlequin must roll a 4, 5 or 6 on D6 in order to pick out the "real" Harlequin. Otherwise, the enemy picked the wrong target. In hand to hand combat, a single enemy model must roll a 4+ on a D6 in order to strike the correct image. For each additional opponent faced by the Harlequin, the dice roll is modified by +1. Furthermore, any bonuses for multiple combatants is ignored because of the confusing effects of the cloak.

HARLEQUINS ONLY

NEURO DISRUPTOR

10 Points

This device was made by the ancients and are very rare. Occasionally they find their way into the hands of warriors, but only those who have the patience to figure out its workings. Neuro Disruptors fire a form of energy that penetrates all armor and effects the neuro-chemical pathways of the brain. Once a model is hit by the disruptor it wounds as normal using the strength listed below. If the model is wounded the model's WS, BS, S, I, and LD stats are halved secondary to the confusion generated in the victim's brain. During the victim's rally phase the victim may be able to overcome the effects by rolling less than or equal to their toughness on 2D6.

SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PEN.	SPECIAL.
0-8	9-16	--	-1	4	---	---	---	See
Close Combat				4	---	---	---	Above

RUNES OF FATE

20 Points

These specialised runes are utilized by harlequin shadow seers to allow them to more accurately predict and affect the complex lines of fate. This allows the seer one change of any dice rolled by any player. The die can be changed to any number the eldar player chooses. This re-roll can affect any dice-roll at all- armour saves, rolls to hit etc. If it is a 2d6 roll still only a single die of the two can be affected.

**SHADOW SEERS ONLY
DISCARD AFTER USE**

HOOD OF PREDICTION

20 Points

This rune incusted hood is worn instead of a psychic hood, they cannot be combined. It allows the harlequin player to take one more warp card than normal after the cards have been dealt in the psychic phase, and then discard one warp card of his choice that he drew that turn.

**SHADOW SEERS OR
HIGH WARLOCKS ONLY**

KISS OF THE LAUGHING GOD

20 Points

The Kiss of the Laughing god is a special version of the standard Harlequin's Kiss which is built into the his Mask. In order for him to use it he must actually kiss the opponent. Needless to say this is a difficult maneuver in close combat even for the Laughing god. For every two hits the Laughing god scores in close combat he may exchange for one hit with his kiss attack. His kiss mask differs from a normal Harlequin Kiss in that the tip of the weapon is augmented by micro cutting lasers which increase the likelihood that the monofilament wire will penetrate the armor. This advantage gives the weapon a -2 modifier to the armor saving throw that must be made to survive the attack.

LAUGHING GOD ONLY

VAUL'S STILLETOS 18 Points

Vaul's stiletos were made by Vaul himself for Kaela Mensha Khaine, the Bloody Handed god, but stolen by the Laughing god before they were delivered. When the Laughing god sends a sliver of himself into the material world it takes a portion of the power of the blades with him. Vaul's Stiletos are thin blades filled with the ancient power of the Eldar gods. Like other weapons flowing with these energies Vaul's Stiletos wound demons and psykers automatically and negate demonic auras. When thrown Vaul's Stiletos automatically return to the Laughing god's hands.

SHORT	LONG	SHORT	LONG	STR	DAM	MOD	PEN	SPECIAL
0-8	9-24	---	---	8	1	-4	8+D6	As Force
Close Combat				8	1	-4	8+D6+D20	Weapon

LAUGHING GOD ONLY

THE GLIMMER SUIT 15 Points

The Glimmer suit is a special Daethedi Suit that the Laughing god wears to confuse and distract his foes. The glimmers suit is much more efficient at bending and blending light. The glimmer suit functions as a normal holosuit but in addition throws up multiple images of the user while he is moving thus imparting a -2 to hit modifier in addition to the normal modifiers for cover, target speed etc. These multiple images do not allow opponents to get bonuses for additional opponents until there are more than three in close combat with the laughing god. In close combat any opponents must roll 3d6 and score equal to or less than their leadership characteristic or suffer a -1 WS penalty. This test is taken at the beginning of each close combat phase.

LAUGHING GOD ONLY

NEURO-DISRUPTOR 18 Points

A Neuro-disruptor is a strange crystalline weapon used by the Eldar Harlequins. Any creature struck by the rays that it emits becomes instantly affected by *stupidity*. At the start of each following turn make a normal leadership test. If this fails then the effects continue, otherwise the effect of the shot is entirely shaken off and the creature does not need to test any further.

SHORT	LONG	SHORT	LONG	STR	DAM	MOD	SPECIAL
0-12	12-24	+1				Special	-1 Special

CODEX HARLEQUIN



WARHAMMER 40,000 CODEX - HARLEQUIN