

HARLEQUIN TROUPE KILL TEAMS

Eldar Harlequins leap into battle with breathtaking speed and grace. Though these balletic warriors are lightly armoured, their *dathedi* domino fields render their outlines into polychromatic blurs that make them almost impossible to target. To the Harlequins, every battle is a *saedath*, an intricately choreographed performance that is both mythic play and perfectly balanced strategic manoeuvre. Every player knows their role, and fulfils it with matchless synchronicity. For all their enthralling elegance, the Harlequins are lethal combatants. They strike with precision, wielding lethal weapons that can kill with the slightest graze, while their illusory masks project their foes' worst fears back at them.

HARLEQUIN TROUPE SPECIAL RULES

The following special rule applies to all members of a Harlequin Troupe kill team.

Prismatic Blur: If a fighter with this ability ran in their previous movement phase, enemy fighters suffer a -2 hit modifier instead of only -1. In addition, a fighter with this ability cannot be pinned by shooting attacks, unless they are from high-impact weapons.

USING A HARLEQUIN TROUPE KILL TEAM

A Harlequin Troupe kill team follows all of the normal rules, with the following exceptions:

- A Harlequin Troupe kill team consists of 3-6 models.
- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 1 from the random number of models that take part in the mission for a Harlequin Troupe kill team.

TROUPE MASTER

	Kill Team Leader						Cost to recruit: 300 points			
	M	WS	BS	S	T	W	I	A	Ld	
Troupe Master	6"	6	5	3	3	2	7	3	10	

Troupe Masters are choreographers of war, the lead players in their warlike caste and exemplary warriors that embody the lethal elegance of the Harlequins.

Wargear: A Troupe Master has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Troupe Master can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

PLAYER

	Trooper						Cost to recruit: 150 points			
	M	WS	BS	S	T	W	I	A	Ld	
Player	6"	5	4	3	3	1	6	2	9	

Harlequin Players tumble, sprint and leap, every squeeze of the trigger and whipcord kick to the throat an act of worship to their Laughing God.

Wargear: A Player has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Player can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

MIME

	New Recruit						Cost to recruit: 125 points			
	M	WS	BS	S	T	W	I	A	Ld	
Mime	6"	4	4	3	3	1	6	2	9	

Harlequins play many different roles over time, changing masks and aspects time and again. Those perfecting their first role are known as Mimes.

Wargear: A Mime has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Mime can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

VIRTUOSO

	Specialist						Cost to recruit: 175 points			
	M	WS	BS	S	T	W	I	A	Ld	
Virtuoso	6"	5	5	3	3	1	6	2	9	

Amongst the Troupe are certain Players whose roles emphasise the use of specialist weaponry, the better to unleash elegantly hideous destruction.

Wargear: A Virtuoso has a concealed blade, Harlequin mask, flip belt and holo-suit. In addition, a Virtuoso can be armed with items chosen from the Harlequins Hand-to-Hand Weapons, Pistols, Grenades and Miscellaneous Equipment lists.

'Words can never express the true horrors that our people have suffered, the bloody scourge that we brought down upon ourselves. Instead, dear foes, let us show you with deeds.'

- THE PROCLAMATION OF WOE, DELIVERED BY THE SORROWSINGER PRIOR TO THE COMMENCEMENT OF 'THE FALL OF THE ELДАР'

HARLEQUIN TROUPE WEAPON AND EQUIPMENT LISTS

Grenades

Prismatic grenades 40 points

Miscellaneous

Photo-visor 15 points

Weapon reload..... *Half cost of weapon in points*

Hand-to-Hand Weapons

Concealed blade (knife) 5 points

Harlequin's blade (sword) 15 points

Harlequin's caress* 20 points

Harlequin's kiss 25 points

Monomolecular blade..... 30 points

Harlequin's embrace* 40 points

Power sword**..... 50 points

* Troupe Master and Virtuoso only

** Troupe Master only

Pistols

Shuriken pistol 35 points

Neuro disruptor*..... 85 points

Fusion pistol*..... 100 points

* Troupe Master and Virtuoso only



WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

HARLEQUIN'S CARESS

The Harlequin's caress encases the user's hand in a phase field that allows him to reach through his foe's armour and pluck out their heart as easily as though he were running his fingers through thin air.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-1

Caress of Death: A Harlequin's caress always wounds enemy fighters on a 4+, regardless of their Toughness, unless a lower result would be required.

HARLEQUIN'S EMBRACE

This wrist mounted weapon projects a cloud of monofilament wire that quickly contracts around the foe, slicing them to bloody chunks in seconds.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Embrace of Death: On a turn in which a fighter with a Harlequin's embrace charges, it confers a +3 bonus to their Strength.

HARLEQUIN'S KISS

When this sharpened tube is driven through an enemy's armour, the high-tensile monofilament wire within it uncoils, instantly reducing the victim's insides to gory soup.

A Harlequin's kiss uses the standard profile shown below; however, any To Wound rolls of 6 made for a Harlequin's kiss are resolved using the kiss of death profile instead.

Standard

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Kiss of Death

Range	Strength	Damage	Save Mod.
Close Combat	As user	D3	-6

MISTSTAVE

Even a glancing blow from a miststave can scramble the perceptions of its victims, leaving them trapped in a nightmare of illusory shadows and madness.

Range	Strength	Damage	Save Mod.
Close Combat	User	1	*

Mental Assault: When rolling To Wound with a miststave, use the winner's Leadership as the attack's Strength characteristic, and the losing fighter's Leadership characteristic as their Toughness. No armour saving throws can be taken against wounds inflicted in this manner.

MONOMOLECULAR BLADE

The whicker-sharp blades of the Harlequins have cutting edges a single molecule thick, that can part even heavy plate armour with ease.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-2

Parry: Fighters with monomolecular blades are able to parry.

PISTOLS

FUSION PISTOL

These weapons focus fusion energies into short-ranged but utterly lethal blasts that vaporise amour, flesh and bone in a heartbeat.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4"	4-8"	+1	-	8	D6	-5	5+

NEURO DISRUPTOR

These elegant psychocrystalline weapons fire beams of energy capable of burning away nervous tissue in an agonising instant, their victims crumpling with agonised expressions and not a mark upon them.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	1	1	*	6+

Neural Onslaught: A neuro disruptor always wounds enemy fighters on a 2+, regardless of their Toughness. No armour saving throws can be taken against wounds inflicted in this manner.

SHURIKEN PISTOL

These light, compact sidearms fire flurries of razor-edged discs that rip through their victims in blizzards of blood and shredded tissue.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-12"	+2	-	4	1	-1	4+

Sustained Fire: 1 dice.

SPECIAL WEAPONS

SHRIEKER CANNON

These cruel weapons fire streams of projectiles impregnated with virulent genetic toxins. The luckless victim's blood boils, their organs rupture and their flesh sears from within before they detonate like living bombs in a visceral spray.

Each time a Death Jester fires a shrieker cannon, pick one of the two profiles below to use. If he runs out of one type of ammunition, he may still continue to fire the other type of ammunition with his shrieker cannon.

Shuriken Rounds

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	6	1	-2	4+

Sustained Fire: 2 dice.

Shrieker Rounds

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	1	1	-1	5+

Large Blast: Shrieker rounds cause explosions of poisonous bio-matter; they use the large blast template.

Bio-explosion: Shrieker rounds always wound enemy fighters on a 2+, regardless of their Toughness.



GRENADES

PRISMATIC GRENADES

Wraithbone explosives with psychocrystalline cores, these weapons burn out their victims' senses in searing blasts.

Strength	Damage	Save Mod.
4	1	-2

Blast: Prismatic grenades disperses their energy over a limited area, and so uses the small blast template.

Blinding: Enemy fighters that are hit by a prismatic grenade suffer a -1 penalty to their WS and BS characteristics (to a minimum of 1) until the end of their next turn.

SPECIALISED EQUIPMENT

FLIP BELT

These anti-gravitic devices enhance the Harlequins' agility to incredible levels.

A fighter with a flip belt treats all terrain as open ground for the purposes of movement, but can't end its move on impassable terrain. In addition, a fighter with a flip belt never suffers falling damage.

HALLUCINOGEN GRENADE LAUNCHER

These fluted launchers swathe the enemy in psychotropic gasses that drive them swiftly mad.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-9"	9-18"	-	-	1	1	-	7+

Large Blast: Hallucinogen grenades give off a thick cloud of psychotropic gas; they use the large blast template.

Hallucinogenic: Enemy fighters that are pinned by a hallucinogen grenade launcher suffer a -2 penalty to their Initiative when testing to recover early from pinning.

HARLEQUIN MASK

These masks shift to display the greatest fears of the Harlequins' enemies.

A fighter with a Harlequin mask causes fear.

HOLO-SUIT

The programmable holo-fields of these suits transform their wearers into prismatic storms of light when they move, making them nigh impossible to hit.

A fighter with a holo-suit has a 4+ invulnerable save.

HARLEQUIN SPECIAL OPERATIVES

DEATH JESTER

	M	WS	BS	S	T	W	I	A	Ld
Death Jester	6"	5	5	3	3	2	7	3	10

These sinister figures play the role of Death in the Harlequins' *saedath*. Able to lay down withering hails of shuriken fire, these ghoulish figures have a grisly sense of humour that manifests in the cruel and ironic ways they kill their victims.

Wargear: A Death Jester has a concealed blade, shrieker cannon, Harlequin mask, flip belt and holo-suit.

Death is Not Enough: If an enemy fighter is pinned by a Death Jester's shrieker cannon, they must immediately take a Leadership test. If this test is passed, the fighter is pinned as normal; if the test is failed, you can move the fighter D6" in any direction (this can even cause them to fall off the edge of a terrain feature!), after which they are pinned as normal.

Bounty: If a Death Jester is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

SHADOWSEER

	M	WS	BS	S	T	W	I	A	Ld
Shadowseer	6"	6	4	3	3	2	7	3	10

Shadowseers are enigmatic masters of trickery and misdirection, channelling their psychic energies into phantasms that confuse and disorient the foe while shielding the Harlequins from harm.

Wargear: A Shadowseer has a miststave, shuriken pistol, hallucinogen grenade launcher, Harlequin mask, flip belt and holo-suit. He may also exchange his shuriken pistol for a neuro disruptor.

Phantasmancer: Enemy fighters must subtract 8" from the maximum range of any shooting attacks they make that are directed at a Shadowseer or a friendly Harlequin Troupe fighter within 6" of him.

Bounty: If a Shadowseer is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

SOLITAIRE

	M	WS	BS	S	T	W	I	A	Ld
Solitaire	12"	9	9	3	3	3	10	6	10

The Solitaire plays the cursed role of Slaanesh. A lonely figure of dread who evokes superstitious terror even in his fellow Players, the Solitaire is a sublimely lethal warrior who is the equal of an entire warband of lesser foes.

Wargear: A Solitaire has a Harlequin's caress, Harlequin's kiss, Harlequin mask, flip belt and holo-suit.

Impossible Form: A Solitaire has a 3+ invulnerable save and can never be pinned.

The Path of Damnation: If you expend a promethium cache to hire a Solitaire, he is the only model you can use for the duration of that mission! The Solitaire counts as your kill team's leader for all rules purposes when playing the mission.

Premium Bounty: If a Solitaire is down or out of action at the end of a mission, the enemy kill team secures an additional D3 promethium caches.



SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the swiftness and bladework of the Harlequins is legendary, while the mighty Grey Knights are highly skilled at both ranged and close combat.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Harlequin Troupe	Trooper	✓			✓			✓
	Specialist	✓			✓		✓	✓
	Leader	✓	✓	✓	✓		✓	✓

