

THE TEMPUS FUGITIVES

HARLEQUINS

Written by S Mackaness



Great Crusade Edition

INTRODUCTION

IMPORTANT: THIS IS NOT AN OFFICIAL CODEX. IT IS A SUPPLEMENTARY ARMY LIST FOR USE WITH TEMPUS FUGITIVE EVENTS AND SHOULD NOT BE CONSIDERED IN ANY WAY OFFICIAL OUTSIDE OF THOSE EVENTS. THAT SAID THE UNITS AND RULES WITHIN HAVE BEEN PLAYTESTED AND DEVELOPED WITH BALANCE AND FAIRNESS IN MIND AND PLAYERS ARE WELCOME TO USE THESE RULES IN THEIR OWN GAMES OF WARHAMMER 40,000.

The Tempus Fugitives have designed this army list to be (we hope) as enjoyable and fun to use as possible. It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.

Any similarity between this document and previous attempts to represent the Harlequins in a full armylist is more likely due to a common point of inspiration rather than any deliberate duplication on our part. That said, one or two ideas may have in fact originated in the community rather than from the original source material and I apologise in advance if anything appears here that has not been properly credited.



STUART M



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THE CHILDREN OF THE LAUGHING GOD

The Harlequins are a faction of the Eldar, and the most enigmatic of that mysterious race. They roam the Webway, fighting Chaos and its influence. Their main purpose is to seek out their most hated enemy, Chaos, and destroy it wherever they can while protecting the Craftworlds. As a corollary to this mission, they also compile all knowledge about Chaos, the source of its power, and how to defeat it. This knowledge is kept in the Black Library.

Harlequins must pass a trial known only as "The Ritual" upon initiation into a Harlequin band. The details of this trial are not known to outsiders, however, this ritual is said to free them of the fear of the Chaos god Slaanesh, the eternal enemy of the Eldar race. Unlike the other Eldar, when they die their souls become part of the Laughing God, rather than falling prey to Slaanesh. This is why they need not wear a soulstone (also known as a waystone) when they travel in the Webway and do not have to endure the tiring soul-draining that other Eldar suffer from.

Harlequin lifestyle is that of a roaming mime artist or troubadour. They wander the Webway as members of a group called a 'troupe', and occasionally appear at Eldar settlements: on a Craftworld, in the dark city of Commoragh, or on an Exodite Maiden world. They perform dances, sometimes called Masques, for the spectators there. Their performances portray the history of their race, preserving it so as to prevent the Eldar from forgetting their past. Subjects of the dances tend to include the myths of the Eldar before the Fall (including stories of their war with the Necrons and C'Tan), the Fall itself, and the destruction of the Eldar pantheon by Slaanesh.

HARLEQUIN SPECIAL RULES AND EQUIPMENT

The Harlequins are highly accomplished warriors; each Harlequin takes to the battlefield as a "Troupier", and is a formidable warrior. Much of the Harlequin way of war revolves around mobility, quick strikes, and psychological attacks on the enemy. The Harlequins reportedly do not see a difference between their performed dances and the 'dance' of warfare, to them they are but one and the same. The following special rules apply to any model with the Harlequin special rule:

Fleet: Graceful and agile, the Harlequins all have the Fleet universal rule and as such may assault after running in the shooting phase.

Dance of Death: A Harlequin army co-ordinates their attacks with bewildering speed, dancing through the enemy ranks, leaving corpses in their wake. They have the Furious Charge and Hit and Run special rules.

Flip Belt: The anti-gravity flip belts of the Harlequins enable them to dart through the roughest of terrain with their feet barely touching the ground. They ignore difficult and dangerous terrain.

Holo Suit: Harlequins use a sophisticated holo-suit, known as a *Daethedi*, to fragment their image and foil incoming fire and blows from their enemies. They benefit from a 5+ invulnerable save.

APOCALYPSE

Strategic Assets

Harlequin armies may use the Phantasm Eldar Strategic Asset and the Lords of Twilight and Webway Assault Dark Eldar Strategic Assets found in Apocalypse Reload.

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HQ

0 - 1 GREAT HARLEQUIN *ardathair*

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Great Harlequin	7	5	4	3	3	7	4	10	-

Unit Composition

- 1 Great Harlequin

Unit Type

- Infantry

Wargear

- Shuriken Pistol
- Domino Field (4+ Invulnerable Save)
- Power Weapon
- Harlequin Cards
- Plasma Grenades

Powerblades

A model armed with power blades gains +1 A and all their attacks ignore armour saves in addition to any other abilities already provided by other equipment or skills.

Options

- The Great Harlequin may replace its shuriken pistol with a fusion pistol for +15 points or a neural disruptor for +20 points.
- The Great Harlequin may exchange its power weapon with a Harlequin Kiss for free.
- The Great Harlequin may be equipped with Power Blades for +15 points or may be mounted on an Eldar Jetbike for +20 points.

Rictus Mask: Enemy units in combat with a unit containing one or more Rictus Masks are at -1 to their leadership for morale checks.

Harlequin Jetbike: A Great Harlequin equipped with a Harlequin Jetbike gains +1 T. The Jetbike is armed with twin-linked Shuriken Catapults. Additionally their unit type becomes Jetbike (see the main rulebook for details on Eldar Jetbike movement).

Each troupe is led, both in peace and war, by a Great Harlequin who performs the role of the Laughing God during the Masque performances. These warriors are as unmatched on the battlefield as they are in performance.

Special Rules

- Independent Character
- Fearless (applies to any unit they join)
- Harlequin
- Rictus Mask

0 - 1 SOLITAIRE *arebennian*

140 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Solitaire	9	5	3	3	2	8	4	10	-

Unit Composition

- 1 Solitaire

Unit Type

- Infantry

Wargear

- Shuriken Pistol
- Power weapon
- Plasma Grenades
- Harlequin Cards

Solitary: Although the Solitaire is an Independent Character it may never join a unit or be joined by one.

Merciless: The Solitaire may re-roll all failed rolls to hit and wound.

Special Rules

- Fearless
- Fleet
- Independent Character
- Infiltrate
- Dance of Death
- Eternal Warrior
- Terrifying Visage
- Merciless
- Supernatural Dodge (3+ Invulnerable Save)

Terrifying Visage. Units in close combat with the Solitaire must take a Leadership test at the start of each Assault phase and if failed attacks will only hit the Solitaire on a 6. This does not extend to vehicles, fearless models or any other model without a Leadership characteristic.

Options

- The Solitaire may replace its shuriken pistol with a fusion pistol for +15 points or a neural disruptor for +20 points.
- The Solitaire may replace its Power Weapon with a Harlequin Kiss for free.
- Solitaire may be equipped with Power Blades for +10 points.

One of the most important and most feared positions within a Harlequin troupe is that of the Solitaire. The Solitaires seek out potential members from the populations of the various other Eldar factions. They are greatly feared and yet pitied by the other Harlequins. A Solitaire lives apart from the rest of the Harlequins at all times and this isolationist nature is also evident on the battlefield, as a Solitaire always fights alone. The reason for this is that during the much rarer version of their already rare performances about the Fall, it is only the Solitaire who is able to play the role of the Great Enemy of the Eldar, Slaanesh. This also means that when the Solitaire dies, his soul is damned to eternal torment by the Great Enemy.

Harlequin Cards

A model armed with Harlequin Cards may place them in the assault phase against models with an armour value in the same way as grenades. At the end of the assault phase, should a card be successfully placed the unit equipped with the Harlequin Cards immediately moves 2d6 away from the combat and their opponent may not consolidate. Once the Harlequin has disengaged from the combat, roll a D6. On a 1-3 the card has no effect. On a 4 or 5 the target takes a glancing hit. On a roll of a 6 the target takes a penetrating hit.

0 - 1 THE TRICKSTER *esdainni*

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
The Trickster	5	4	3	3	2	6	2	10	-

One amongst the High Shadowseers takes the role of the Trickster. It is the Trickster who takes the use of illusion and trickery to its extreme. Grim killing ground can appear to their enemies as securely fortified bunkers and the Trickster lies in wait at the heart of these illusions waiting for the perfect time to strike.

Unit Composition

- 1 Trickster

Unit Type

- Infantry

Wargear

- Shuriken Pistol
- Domino Field (4+ Invulnerable Save)
- Close combat weapon
- Plasma Grenades
- Harlequin Cards

Options

- The Trickster may replace its shuriken pistol with a fusion pistol for +15 points or a neural disruptor for +20 points.
- The Trickster may replace its close combat weapon with a Harlequin Kiss for +10 points or a Power Weapon for +10 points.

Special Rules

- Independent Character
- Harlequin
- Smoke and Mirrors
- Ambush
- Master of Deception

Master of Deception

The Trickster is a master of the ruse and can change the enemy's perception of the battlefield. As a result the cover save of a single piece of terrain is reduced by -1 for the duration of the game.

Furthermore, the Trickster can mislead the enemy into playing their hand to soon. While the Trickster is alive, the Harlequin player may force their opponent to re-roll any failed or successful reserve rolls.

Smoke and Mirrors: Using a bewildering array of false images and decoy signals, the Trickster can distract the enemy in the initial stages of a fight. On the turn that the Trickster charges, enemy models engaged in combat may only hit the Trickster on a 6+ regardless of Weapon Skill.

Ambush: The Trickster deploys using the Deep Strike rule, regardless of mission, to represent them leaping out from concealment. They must always Deep Strike into a piece of area terrain. If this terrain is classed as Impassable, the Trickster will not be destroyed but instead placed as normal. If the Deep Strike roll would take the Trickster out of the boundaries of the chosen area terrain, the Trickster must be placed as close to the point indicated as possible without any part of any model's base leaving that terrain piece. The Trickster may move and Assault on the turn it enters play.

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

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

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

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

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

Unsure whether this was compliment or mockery Hrythar held an expression of bland courtesy. Inclining his head to the Great Harlequin, he turned to lead the Harlequins to the quarters set aside for them. Even though he concentrated on his movements as he walked, beside their fluid gliding figures he felt clumsy as an Ork.

He burned to ask if and when the masque would perform, but it was for them to say and for none to ask.

THE LAUGHING GOD

cegorach

375 POINTS

In Eldar myth it was said to be the Laughing God who tricked the Outsider into eating other C'tan. Those who follow him, known as the Harlequins, are protected from Slaanesh in a different way from their Craftworld brethren. While Craftworld Eldar wear Spirit Stones which absorb their souls when they die, Harlequins believe they are directly protected by their God, becoming one with him on death. The only exception is the Solitaire whose soul the Laughing God must win from Slaanesh.

	WS	BS	S	T	W	I	A	LD	Sv
The Laughing God	5	3	9	8	5	5	4	10	-

Unique

There is can only be one Laughing God

Ignore All Terrain: The Laughing God is able to warp reality around him to varying degrees. He can walk on air, pass through solid objects and generally show off; The Laughing God ignores terrain when moving, will tend to float above impassable terrain and cannot claim to be 'inside' objects to avoid being shot at.

Unit Composition

- 1 Laughing God

Touch of a God: Any wounds caused by the Laughing God in combat ignore invulnerable saves.

Unit Type

- Monstrous Creature

Deceive. In the Shooting phase, the Laughing God can visit an enemy unit with visions of their destruction realistic enough to shake the bravest. The power has a range of 24", requires a line of sight and cannot be used on a unit that is in close combat. The unit must take either a Morale test or a Pinning test at the whim of the Laughing God, even if they would normally pass such a test automatically This does not extend to vehicles.

Special Rules

- Fearless
- Eternal Warrior
- Fleet
- Ignore All Terrain
- Touch of a God
- Deceive
- Misdirect
- Grand Illusion
- Dread

Misdirect. If in close combat during the enemy Assault phase the Laughing God may choose to leave close combat before blows are struck. Make a fall back move in any direction; the enemy may only consolidate. The Laughing God will leave an illusion in as wake to occupy and frustrate its enemies.

Grand Illusion. A Harlequin army commanded by the Laughing God may adjust its deployment after the enemy army has deployed but before the first turn. This option is exercised after all infiltrators, scouts. etc. have moved. The Harlequin player nominates a unit and rolls a D6. On a 1-3 the unit may be redeployed subject to the deployment rules for the mission. On a 4-6 the unit nominated may be redeployed subject to the deployment rules for the mission and a further unit can then be nominated. This process could result in the entire army being redeployed.

Wargear

- Assault Grenades
- Domino Field
(4+ Invulnerable Save)

Dread. If it is not in close combat in the Assault phase, instead of making an Assault move, the Laughing God can affect the perceptions of a single enemy unit with at least one model visible within 24" so that they regard any unit assaulting them as being particularly terrifying. The unit must automatically take a Leadership test and if it fails models in the unit will hit only on a 6 in the ensuing Assault phase. This does not extend to vehicles, fearless models or any other model without a Leadership characteristic.



TROOPS

HARLEQUIN TROUPE *rillietann*

SEE CODEX ELDAR FOR OPTIONS



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



A hush descended as the performance began.

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

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

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

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

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

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

APPRENTICE TROUPE *theneuh*

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Apprentice	4	3	3	3	1	5	1	8	-
Harlequin	5	4	3	3	1	6	2	9	-

Particularly gifted Eldar are invited to join the Harlequins on their dance across creation. However the skills of the Laughing God take many decades to perfect and not all will complete their journey. Apprentices are seen in larger Harlequin gatherings. They are usually left in the care of a Harlequin and hold onto strategic locations on the battlefield while their more experienced brothers and sisters give the Dance of Death to their enemies.

Unit Composition

- 1 Harlequin and 9 Apprentices.

Unit Type

- Infantry

Special Rules

- Harlequin
- Merely Players

Wargear

- Shuriken Pistol
- Close combat weapon
- Plasma Grenades

Options

- The squad may include up to an additional five Apprentices for +11 points each.
- The Harlequin may replace their close combat weapon with a Harlequin Kiss for +10 points or a Power Weapon for +10 points.
- The Apprentices may exchange their shuriken pistols and close combat weapons for shuriken catapults for no additional points cost.

Merely Players: Apprentice Troupes are not considered part of the main performance given by the Harlequins. As such they may not be taken as compulsory troop choices in a Harlequin army.

The message flashed around the craft-world at the speed of thought. All normal functions were suspended and every Eldar on Saim Hann came to the *talacu* hall. At least once in their lives every Eldar should witness The Dance - the greatest of the Harlequins works. Retelling the story of the fall of the Old Race - and keep the lessons of the Fall alive in the spirits of the survivors. But The Dance is rarely performed since the key part cannot be danced by a member of a masque. Only the mystical Solitaires - those touched by the Laughing God himself, who pass unrecognized as whim or design moves them - only these may dance the part of Slaanesh.

The nine troupers bounded into the centre of the stage their *dathedi*; suits projecting a weaving pattern of colour as they danced the part of the Old Race. The four Shadowseers took up positions around the outside: emotions were monitored, amplified and returned by their equipment as the Eldar lived the fall of their ancestors: felt their joy, their pride and their petty rivalries and their driving passions. Three Troup Masters danced the parts of the Fallen gods, leaping, cart wheeling and somersaulting around and amongst the dancers of the Old Race.

The dancers of the Old Race became wilder, their passion stronger and their joys more extreme and more menacing They came together like a whirlpool and broke upon something unseen - hurled back as the technician from earlier, now revealed as the Solitaire, leaped into view, somersaulting from her unseen entrance to the centre of the dancers.

An involuntary shock ran through the audience at the sight of the allegorical figure of She Who Thirsts, the Chaos god Slaanesh. Her suit projected a constantly writhing mass of figures in attitudes of decadent pleasures.

From behind Slaanesh seven figures appeared one by one to mingle with the Old Race. First came the foul Mimes, passing their sensual and disturbing movements to the other dancers as the Daemonettes they represented had spread the corruption of Slaanesh. One by one, the dancers of the Old Race began to project the pattern of writhing figures on their suits. Next came three dark figures: the Death Jesters suits displayed skeletons as they leaped and slew, dragging the inert forms of the Fallen gods to the feet of Slaanesh. As the last fell, a psychic scream from the Shadowseers echoed through the minds of the audience. It shifted and writhed like the patterns on the dancer's suits, gradually coalescing into a chilling, gibbering laugh of madness, corruption and depravity.

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

ELITES

HIGH SHADOWSEER

esdainn

80 POINTS EACH

	WS	BS	S	T	W	I	A	LD	Sv
High Shadowseer	5	4	3	3	2	6	2	10	-

High Shadowseers are specialist psykers whose abilities are centred on confusion and fear. They add to the potency of their performances by releasing programmed hallucinations from their creidann grenade launcher backpacks. During the masques, the High Shadowseers act as storytellers, farming scintillating phantoms that dance and duel in the air. In battle, they can force visions of unholy terror upon the foe or even remove the Harlequin's presence from their minds altogether.

Unit Composition

Up to 3 High Shadowseers may be bought for the points cost indicated. In all respects, they are separate units and act independently.

Unit Type

- Infantry

Special Rules

- Harlequin
- Mastery Beyond the Veil
- Independent Character

Wargear

- Shuriken Pistol
- Close combat weapon
- Plasma Grenades
- Harlequin Cards

Options

- The High Shadowseer may replace their close combat weapon with a Harlequin Kiss for +10 points or a Power Weapon for +10 points.
- The High Shadowseer may be mounted on an Eldar Jetbike for +20 points or may be given the Infiltrate special rule for +15 points.

Mastery Beyond the Veil

The High Shadowseer always has the Veil of Tears psychic power in use and it is automatically cast at the start of each turn. Additionally, each High Shadowseer may cast one of the following psychic powers in the Shooting phase of each turn. Each power does not require a psychic test.

The Great Dance: The High Shadowseer emits an alluring song, forcing any who hear it into an ecstatic and enraptured dance. The Great Dance is a cast on an enemy unit as a ranged weapon with a range of 18". Roll to hit as normal. If the target unit is hit, it will immediately begin to dance to the tune of the Laughing God - the firer can immediately move the target unit up to D6". This movement follows the same rules as a normal move, except that it is not slowed by difficult terrain. So, for example, Dangerous Terrain tests are taken as normal, victims may not be moved off the table, out of combat, into impassable terrain or to within 1" of enemy models, and so on. An enemy unit may only be moved by this power once per turn, successive hits have no effect. The Great Dance has no effect on vehicles other than Walkers, which are affected as normal (as they can dance!).

Veil of Tears: The High Shadowseer uses their power to confuse and terrify their foes. This power is cast on themselves and any Harlequin unit joined by the High Shadowseer. Any enemy unit wishing to target them or their unit that turn must roll 2D6x2. This is their spotting distance in inches. If the models are not within spotting range, they may not fire that turn.

Mockery: The High Shadowseer undoes the threads of fate surrounding an enemy and dooms them to perish with the Shadowseer's mocking laughter echoing over their cooling corpses. The High Shadowseer can target any non-vehicle within 18". All hits caused upon that unit gain a re-roll to wound until the start of the next Harlequin turn.

Iridescent: The High Shadowseer scries the future to foresee where the enemy will attack, warning fellow Harlequins so that they may avoid enemy fire. The Harlequin unit joined by a High Shadowseer gain +1 to their invulnerable saves until the start of the next Harlequin turn.

MIME TROUPE *distaur*

110 POINTS

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 lambruih, their system of hand-signals. Infiltration and assassination are their speciality. This skill is used in warfare with enemy commanders suddenly and unaccountably finding a Harlequin 'calling card' in their command centres are typical examples of the tactics Mimes use to undermine enemy morale.

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

Unit Composition

- 5 Mimes.

Unit Type

- Infantry

Special Rules

- Harlequin
- Infiltrate

Wargear

- Shuriken Pistol
- Close combat weapon
- Plasma Grenades
- Harlequin Cards

Options

- The squad may include up to an additional five Mimes for +22 points each.
- Any model may exchange its close combat weapon for a Harlequin Kiss for +4 points per model.
- Up to two Mimes may exchange their shuriken pistol for a fusion pistol for +10 points per model or neural disruptor for +15 points.
- The squad may be all equipped with Rictus masks for +2 points per model.

Character: One Mime may be upgraded to a Master Mime for +20 points. The Master Mime may replace their close combat weapon for a power weapon or Harlequin Kiss for free.

Rictus Mask: Enemy units in combat with a unit containing one or more Rictus Masks are at -1 to their leadership for morale checks.

NEURAL DISRUPTOR

The disruptor is made from a transparent crystal material. Disruptors have no obvious power source or internal working although occasionally lights and misty shapes appear within the crystal body. A neural disrupter works by intent, victims hit by weapon become confused. Units hit must make a successful Leadership test or suffers d6 wounds. Casualties are removed from play regardless of wounds. This applies to units that would normally automatically pass Leadership Test. Units without Leadership values are unaffected.

Range: 12" **Strength: 1** **AP: 1** **Assault 1. Pinnina. Instant Death**

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

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

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

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

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

FAST ATTACK

HARLEQUIN JETBIKE TROUPE *rillietaur*

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Harlequin Jetbike	5	4	3	3(4)	1	6	2	9	4+
Jetbike Troupe Master	5	4	3	3(4)	1	6	3	10	4+

Able to reach across any battlefield with high speed, striking where the enemy is weakest, Harlequin Jetbike Troupes are highly ornate and lightning fast.

Unit Composition

- 3 Harlequin Jetbikes.

Wargear

- Shuriken Pistol
- Close combat weapon
- Plasma Grenades

Unit Type

- Jetbikes

Options

- The squad may include up to an additional seven Harlequin Jetbikes for +34 points each.
- Any model may exchange its close combat weapon for a Harlequin Kiss for +5 points per model.
- Up to two Harlequin Jetbikes may exchange their twin-linked Shuriken Catapults for a Shrieker Cannon +10 points per model or may exchange their shuriken pistol for a fusion pistol for +10 points per model

Special Rules

- Harlequin
- Harlequin Jetbike
- Skilled Rider

Character: One Harlequin Jetbike may be upgraded to a Jetbike Troupe Master for +20 points. The Jetbike Troupe Master may replace their close combat weapon for a power weapon or Harlequin Kiss for free.

Harlequin Jetbike: A model equipped with a Harlequin Jetbike gains +1 T and a Domino Field (4+ Invulnerable save). The Jetbike is armed with twin-linked Shuriken Catapults. Additionally their unit type becomes Jetbike (see the main rulebook for details on Eldar Jetbike movement).

DEATH JESTER VYPER SQUADRON

rilliegorach

75 POINTS

	BS	FRONT	SIDE	REAR
Death Vyper	4	10	10	10

Death Vypers bring highly mobile heavy firepower to the Harlequin assault. Standing at the rear of the Vyper is a Death Jester who uses the aircraft's gunnery platform to rain destruction on their enemies.

Unit Composition

- 1 Death Jester Vyper

Wargear

- Hull mounted twin-linked Shuriken Catapults
- Platform mounted Shrieker Cannon.

Vehicle Type

- Open Topped Fast Skimmer

Options

- An additional two Death Jester Vypers may be added to the squadron for +75 points each.

Special Rules

Domino Field (counts as Obscured if Vyper ends its move at least 6" from its position at the start of the turn).

- Any Vyper may replace its twin linked Shuriken Catapults with a Shrieker Cannon for +10 points.
- Any Vyper may exchange its Platform mounted Shrieker Cannon for a Domino Lance for +15 points per model or a Harlequin Missile Launcher for +20 points

HARLEQUIN VYPER SQUADRON

rillietorach

90 POINTS

	WS	BS	S	FRONT	SIDE	REAR	I	A
Harlequin Vyper	5	4	3	10	10	10	6	4

Harlequin Vypers eschew the heavy firepower of the Death Jester Vyper. Replacing the Death Jester at the rear is a pair of Harlequin Troupe Masters who leap from the platform to strike at the enemy before flipping back as the Vyper arcs through the air.

Unit Composition

- 1 Harlequin Vyper

Wargear

- Hull mounted twin-linked Shuriken Catapults
- Power Weapon
- Harlequin Cards

Vehicle Type

- Open Topped Fast Skimmer

Options

- An additional two Harlequin Vypers may be added to the squadron for +90 points each.

Special Rules

Furious Charge

Domino Field (see Death Jester Vyper)

Hit and Run (always passes Ld test)

- Any Vyper may replace its twin linked Shuriken Catapults with a Shrieker Cannon for +10 points.

HEAVY SUPPORT

DEATH JESTER TROUPE *margorach*

90 POINTS

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

Unit Composition

- 3 Death Jesters.

Wargear

- Shrieker Cannon

Unit Type

- Infantry

Options

- The squad may include up to an additional three Death Jesters for +30 points each.

Special Rules

- Harlequin
- Dealers of Death

- Any model may exchange its Shrieker Cannon for a Domino Lance for +15 points per model or a Harlequin Missile Launcher for +20 points.

Dealers of Death: The unit is Fearless while the unit numbers two or more Death Jesters.



SHRIEKER CANNON

The Shrieker Cannon is the trademark weapon of the Death Jesters, as only they create and maintain them for the Troupe. They are a variant of the Shuriken Cannon, but instead of firing a hail of razor-sharp projectiles, they fire capsules impregnated with a virulent acid that causes the victim's blood vessels and insides to expand violently. This usually results in a series of small explosions that showers squad members with pieces of their companions.

Range: 24" **Strength: 6** **AP: 5** **Assault 3** **Pinning**

DOMINO LANCE

Alternating between bright and dark energies, the Domino Lance can punch through even the heaviest of armours.

Range: 24" **Strength: 8** **AP: 2** **Assault 1** **Lance**

HARLEQUIN MISSILE LAUNCHER

Capable of launching either hallucinogen or melta missiles.

Melta **Range: 24"** **Strength: 8** **AP: 1** **Assault 1** **Melta**

Hallucinogen **Range: 24"** **Strength: X** **AP: -** **Assault 1** **Blast, Pinning, Poisoned (4+)**

WRAITHDANCER

145 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Wraithdancer	6	4	8	7	3	5	2	10	-

Unit Composition

- 1 Wraithdancer.

Special Rules

- Harlequin
- Laughing Avatar

Unit Type

- Monstrous Creature

Options

- May replace one or both of its Shuriken Catapults with Flamers for free.

Wargear

- Wraithsword
- Shrieker Cannon
- Two Shuriken Catapults
- Domino Field (4+ Invulnerable Save)

- May exchange its Shrieker Cannon for an additional Wraithsword (gaining +1A).

Laughing Avatar: An eerie laughter echoes from the Wraithdancer chilling the marrow in its enemies. Enemy units in combat with the Wraithdancer are at -1 to their leadership for morale checks.

Wraithsword: The Wraithdancer may re-roll its missed attacks in close combat.

Occasionally a Harlequin warhost is accompanied by wraithbone constructs the troupes call Wraithdancers. These surprisingly acrobatic and agile creatures are not embedded with a spirit stone like the slower wraithguard of their Craftworld kin. It is whispered that the Laughing God himself pulls the strings that animate the Wraithdancers, making them formidable foes indeed.

HARLEQUINS SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv*
Apprentice	4	3	3	3	1	5	1	8	5+
Death Jester	5	4	3	3	1	6	2	9	5+
Great Harlequin	7	5	4	3	3	7	4	10	4+
Harlequin	5	4	3	3	1	6	2	9	5+
Harlequin Jetbike	5	4	3	3(4)	1	6	2	9	4+
Jetbike Master	5	4	3	3(4)	1	6	3	10	4+
Master Mime	5	4	3	3	1	6	3	10	5+
High Shadowseer	5	4	3	3	1	6	3	10	5+
Mime	5	4	3	3	1	6	2	9	5+
Shadowseer	5	4	3	3	1	6	2	10	5+
Solitaire	8	5	3	3	2	8	4	10	4+
The Laughing God	5	3	9	8	5	5	4	10	4+
Troupe Master	5	4	3	3	1	6	3	10	5+
Wraithdancer	5	4	8	7	3	5	2	10	4+

RANGED WEAPONS

Rng STR AP Type

* Invulnerable

VEHICLE TYPES

	BS	Front	Side	Rear
Harlequin Vyper	4	10	10	10



The Humans had no chance. Their lumpen and unlovely sentinels had been destroyed by the Shadow Weavers' Death Jesters and their great Shrieker cannon and the troupers hadn't even been spotted until they were almost upon their quarry.

The first troupe had already destroyed one *monkeigh* squad, and even he could barely see them as they leaped toward another, *dathedi* patterns breaking up their outlines until they looked like rainbow streaks of light

The second troupe had just made contact - as he watched, the Troupe Master impaled their officer with his Harlequin Kiss The *monkeigh* stared stupidly for a moment, and then collapsed, as boneless as a jellyfish, with only his skin to hold him together. One *monkeigh* trooper stood his ground, desperately filling the air with las fire against the half-seen attackers. The approaching Harlequins seemed to flow over and around the bolts, stepping and bending as casually as a technician crosses a drive room's pipes and cables. A final leaping somersault, the flash of a chainsword and it was over.

The Mime troupe was a few dozen paces ahead, making for the low command bunker. Lathrangil, the Great Harlequin, motioned the others forward - the Master Mime acknowledged with a flash-pattern from his faceless mask, and four of his Mimes moved to the fore.

The *creidann* grenade launchers of a Shadowseer laid down patterns of smoke and hallucinogen as the Shadow Weavers broke into a loping run. A couple of the *monkeigh* began to wail and thrash as their respirators failed them. The Great Harlequin killed two others in passing - a kick sent one off-balance, and he fell into Lathrangil's power sword. His companion flew backwards under a hail of shuriken. He reached the bunker just as the third troupe's Death Jester finished vaporising the door. To one side, a trouper punched his Kiss through an observation slit and he half heard the scream, bubbling, and silence.

The *monkeigh* commander had just begun to turn as Lathrangil felled the remaining guard and raised his shuriken pistol. The commander's las pistol was half-drawn when Lathrangil's finger caressed the trigger.

Then he laughed and bounded back across the battlefield, somersaulting for the joy of it.