

KILL TEAM HARLEQUINS

HARLEQUIN TROUPE

This team list uses the special rules and wargear found in Codex: Eldar. If a rule differs from the Codex, it will be clearly stated.

HARLEQUIN JETBIKES

A Harlequin Jetbike is fitted with a Twin-linked Shuriken Catapult. Models with a Harlequin Jetbike change their unit type to Eldar Jetbike, increase their Toughness to 4, and gain a 3+ armour save. They also lose their Flip Belt and the Fleet special rule.

FLIP BELTS

In addition to its normal rules, a Flip Belt allows its wearer to re-roll all Initiative Tests when climbing or jumping.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

TEAM LEADERS

TROUPE MASTER

38 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	2	6	3	10	-

Wargear:

- Harlequin's Kiss
- Shuriken Pistol
- Flip Belt
- Holo-suit
- Mask of Fear*

Special Rules:

- Inspiring Presence
- Fleet
- Furious Charge
- Hit & Run

Mask of Fear:

A Troupe Master's mask incorporates a holographic generator that projects images of monstrous faces and daemonic visages. The Troupe Master has the Fear special rule, and any enemy in base contact with him has a -1 penalty to their Leadership.

Options:

- May replace Harlequin's Kiss with:
 - Power Weapon Free
- May replace Shuriken Pistol with:
 - Fusion Pistol 10 pts
- May ride a Harlequin Jetbike for 20 points.
- May take any of the following:
 - Plasma Grenade 1 pt
 - Haywire Grenade 2 pts
- *May take wargear from the Harlequin armoury including Troupe Master only items.*



CORE

HARLEQUIN

18 points

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

Wargear:

- Close Combat Weapon
- Shuriken Pistol
- Flip Belt
- Holo-suit

Special Rules:

- Fleet
- Furious Charge
- Hit & Run

Options:

- May replace Close Combat Weapon with:
 - Harlequin's Kiss 4 pts
- For every five Harlequins in your team, one model may replace their Shuriken Pistol with:
 - Fusion Pistol 10 pts

SPECIAL

DEATH JESTER

28 points

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

Wargear:

- Shrieker Cannon
- Flip Belt
- Holo-suit

Special Rules:

- Fleet
- Furious Charge
- Hit & Run

Options:

- May replace Shrieker Cannon with:
 - Shuriken Cannon Free
 - Bright Lance 5 pts
 - Eldar Missile Launcher 15 pts
- *May take wargear from the Harlequin armoury.*

HARLEQUIN JETBIKER

38 points

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

Wargear:

- Close Combat Weapon
- Shuriken Pistol
- Holo-suit
- Harlequin Jetbike

Unit Type: Eldar Jetbike

Special Rules:

- Furious Charge
- Hit & Run

Options:

- May replace Close Combat Weapon with:
 - Harelquin's Kiss 4 pts
- May replace jetbike Twin-linked Shuriken Catapults with:
 - Fusion Gun 5 pts
 - Shuriken Cannon 10 pts
- *May take wargear from the Harlequin armoury.*

SOLITAIRE

38 points

You may only ever take one Solitaire in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	1	6	2	10	-

Wargear:

- Close Combat Weapon
- Shuriken Pistol
- Flip Belt
- Holo-suit

Special Rules:

- Fearless
- Fleet
- Furious Charge
- Hit & Run
- Spiritless*
- Blitz Attack*

Spiritless:

The Solitaire is immune to all Psychic Powers (even friendly ones).

Blitz Attack:

When a Solitaire moves at speed they are a blur of light. When rolling for charge distance, make a note of how many full inches of this distance is unused (I.e. the difference between the roll and the actual distance moved). The Solitaire gains +1 Attack for each inch of unused charge distance up to maximum of +6 Attacks. In addition, the Solitaire may never be wounded by an Overwatch attack.

Options:

- May replace Close Combat Weapon with:
 - Harelquin's Kiss 4 pts
 - Power Weapon 15 pts
- *May take wargear from the Harlequin armoury.*



SHADOWSEER

48 points

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

Wargear:

- Close Combat Weapon
- Shuriken Pistol
- Flip Belt
- Holo-suit
- Hallucinogen Grenades*

Special Rules:

- Fleet
- Furious Charge
- Hit & Run
- Psyker (Master Level 1)

Psychic Powers:

The Shadowseer has the Veil of Tears psychic power.

Hallucinogen Grenades:

Rule Amendment: All friendly models within 6" of the Shadowseer count as having unlimited Plasma Grenades during the Assault phase.

Options:

- *May take wargear from the Harlequin armoury.*

ARMOURY

Riveblades (Troupe Master Only) – 20 pts

Fitted to the back of the hand, a Riveblade is covered in a shimmering energy field which can punch through the thickest armour and slice through the target's soul. Melee attacks made by a model with Riveblades causes Instant Death.

Domino-field (Troupe Master Only) – 15 pts

The Domino-field creates an even more complex distortion pattern than a normal holo-suit, shattering the wearer's image into a cloud of blindingly bright shards of multi-coloured light. Enemy models halve their Weapon Skill (rounding up) when rolling to hit a model wearing a Domino-field in close combat.

Dread Mask (Troupe Master Only) – 10 pts

The Dread mask contains a psychic pickup which detects the worst fears of the wearer's opponent and amplifies them ten-fold. Any Leadership tests made due to the Troupe Master's Fear rule must be made with an additional -2 penalty.

Neuro-disruptor (Troupe Master Only) – 5 pts

A Neuro-disruptor uses intricate psycho-crystalline circuitry to emit a wave of particles that disrupt the brain's neural pathways. A model with a Neuro-disruptor gains the Concussion special rule with all close combat attacks.

Bio-explosive Ammunition – 10 pts

These specially modified shuriken contain potent venom which overloads the target's circulatory system, causing blood vessels to violently erupt. Bio-explosive ammunition gives any Shuriken Pistol the model uses the Fleshbane special rule.

Phase Field – 10 pts

A Phase Field allows the wearer to shift between realspace and the webway, 'phasing' in and out of reality. Instead of moving, a model with a Phase Field may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

Tanglefoot Grenade – 5 pts

When a Tanglefoot Grenade detonates it creates a gravitic disruption field, causing its targets to stumble, fall over and generally stagger around. Tanglefoot Grenades have the following profile:

	Range	S	AP	Type
Tanglefoot Grenade	8"	2	-	Assault 1, One Shot Strikedown, Blast