

KILL TEAM

HARLEQUINS

HARLEQUIN TROUPE

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

RISING CRESCENDO

Starting from turn 2, models in this army with the fleet special rule may move d6" in the shooting phase instead of firing a weapon or running. If they move in this way, they may declare a charge in the assault phase. This movement does not count as running, and therefore does not benefit from a re-roll from the fleet special rule. Charge distance may be re-rolled as normal.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1–20 Core models
- 0–5 Special Models

PATH OF THE HARLEQUIN

A Harlequin team may select a path at the cost of 3 points per model. All models must choose the same path if one is chosen, and all models gain:

- **Path of Light:** May Re-Roll invulnerable saves from wounds caused by models within 15".
- **Path of Twilight:** Gain Outflank, Acute Senses and may add or subtract 1 to reserve rolls from this Kill Team.
- **Path of Darkness:** This model gains Stealth and Shrouded against all models outside 15". Any models with the Eldar Jetbike unit type only gain Stealth instead of Stealth and Shrouded

FLIP BELTS

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

TEAM LEADERS

TROUPE MASTER

35 points

WS	BS	S	T	W	I	A	Ld	Sv
6	5	3	3	2	7	3	10	-

Wargear:

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

Special Rules:

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

Options:

- May replace a Close combat weapon with one of the following:
 - Harlequin's Kiss 5 pts
 - Harlequin's Embrace 5 pts
 - Harlequin's Caress 8 pts
 - Power weapon 15 pts
- May replace Shuriken pistol with one of the following:
 - Fusion pistol 15 pts
 - Neuro disruptor 10 pts
- May take the following:
 - Haywire grenade 2 pts
- *May take items from Harlequin Armory.*

SERPENT'S HEAD

60 points

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

Wargear:

- Skyweaver Jetbike
- Star bolas
- Mirage Launchers
- Holo-suit

Special Rules:

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

Options:

- May replace a Close combat weapon with one of the following:
 - Zephyrglaive 10 pts
- May replace Shuriken pistol with one of the following:
 - Haywire Cannon 15 pts
- *May take items from Harlequin Armory.*

Serpent's Brood:

If Serpent's head is taken as a leader, skyweavers may be taken as core.

CORE

PLAYER

15 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
- Plasma Grenades

Special Rules:

- Fleet
- Furious Charge
- Hit & Run
- Fear

Options:

- May replace a Close combat weapon with one of the following:
 - Harlequin's Kiss 5 pts
 - Harlequin's Embrace 5 pts
 - Harlequin's Caress 8 pts
- May replace Shuriken pistol with one of the following:
 - Fusion pistol 15 pts
 - Neuro disruptor 10 pts
- *May take items from Harlequin Armory.*

SPECIAL

DEATH JESTER

60 points

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	7	3	10	-

Wargear:

- Shrieker Cannon
- Flip Belt
- Holo-suit
- Plasma Grenades

Special Rules:

- Fleet
- Furious Charge
- Hit & Run
- Fear
- Brutal Trickshot
- Death Is Not Enough

Options:

- May take the following:
 - Haywire grenade 2 pts
- *May take items from Harlequin Armory.*

Death Is Not Enough:

Rule Amendment: When an enemy suffers a casualty for a Death Jester's Shrieker Cannon during the Shooting phase, all enemies within 6" must make a Morale check at the end of that phase with a -2 modifier to it's Leadership, just as if it had suffered 25% casualties. If this test is failed, the Death Jester's controlling player chooses the direction that the enemy unit Falls Back this phase (If the unit continues to Fall Back in subsequent turns, it does so towards its own table edge as normal).

Brutal Trickshot:

All to-hit rolls of 6 when shooting gain the ignores cover special rule.

SHADOWSEER

60 points

WS	BS	S	T	W	I	A	Ld	Sv
6	4	3	3	2	7	3	10	-

Wargear:

- Mistave
- Shuriken Pistol
- Flip Belt
- Holo-suit
- Hallucinogen Grenade Launcher

Special Rules:

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

Psyker:

Before the battle, the Shadowseer may choose a single power from the Phantasmancy, Telepathy, or the Daemonology(Sanctic) disciplines.

Hallucinogenic:

Rule Amendment: At the end of the Shooting phase, a model that has suffered one or more hits from a weapon with this special rule in that phase must make a Pinning test. If the test is failed, then in addition to being Pinned one model within 3" suffers a single Wound with no armour or cover saves allowed. This Wound is Randomly Allocated.

Options:

- May take the following:
 - Haywire grenade 2 pts
- May replace Shuriken pistol with one of the following:
 - Neuro disruptor 10 pts
- *May take items from Harlequin Armory.*

SKYWEAVER

50 points

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

Wargear:

- Mirage Launchers
- Skyweaver Jetbike
- Holo-suit
- Star Bolas

Unit Type: Eldar Jetbike

Special Rules:

- Furious Charge
- Hit & Run
- Fear

Options:

- May replace a Star bolas with:
 - Zephyrblade 10 pts
- May replace Shuriken pistol with one of the following:
 - Haywire Canon 5 pts

ARMOURY

Laughing God's Echo – 10 pts

All friendly units within 6" of this model have the Adamantium Will Special Rule.

Psychic Carnival– 10 pts

(Shadowseer only)

The Psychic Carnival allows the Shadowseer to have a constant psychic white noise that only they can overcome. This counts as a Psychic Hood.

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. The model may then move up to 15" in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

Mirage Field – 15 pts

(Troupe Master only)

The Mirage Field is a grenade that interacts with the holo-fields of all nearby harlequins, sending them into overdrive for a short amount of time. At any time during the opponent's shooting phase, the Troupe Master can, once per game, grant a 4+ cover save to himself and all Harlequin models within 12" for the rest of the turn.

Domino Field – 15 pts

(Troupe Master and Shadowseer only)

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. Once per round, models equipped with a Domino field may take an initiative test to increase their invulnerable save to 3++ for a single phase.

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

Hallucinogen Grenade – 5 pts

When a Hallucinogen Grenade detonates, it envelopes the area in a hallucinogenic spray of chemicals and gases causing the targets to relive its worst fears and failures. Hallucinogen Grenades have the following profile:

	Range	S	AP	Type
Hallucinogen Grenade	8"	1	-	Assault 1, One Shot, Hallucinogenic, Blast

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 an additional firing mode.

	Range	S	AP	Type
Bio-explosive Shuriken	12"	1	5	Bio-explosive, Pinning, Poisoned(2+)

Masks

Harelquin's masks are incredibly complex blends of Eldar technology and art, often depicting one of the gods that died in the fall (though not always). These masks affect each Harlequin that wears one, leading them to take on aspects of what ever their specific mask depicts. Each mask is unique and may only be purchased once per Kill Team and no model may purchase more than one mask. Each model with access to the Armoury may take a mask at the costs listed below:

- **Vaul - 5 pts**
This model gain +1S.
- **Kurnous - 5 pts**
Add 2" to all movement made by this model.
- **Khaine - 5 pts**
This model gains the Rage special rule.
- **Isha - 3 pts**
This model gets +1 to Feel No Pain special rule (granting a 5+ if it doesn't already have it).
- **Moreg-Hai - 5 pts**
Once per turn, force an opponent to re-roll one succesful save from a wound caused by this model.
- **Lileath - 3 pts**
This model gains the Counter-Attack special rule.
- **Sun King - 5 pts**
(Troupe Master only)
All models within range of *Inspiring Presence* may re-roll Rising Crescendo run distances
- **Moon Queen - 7 pts**
(Shadow Seer only)
All enemy models within 6" of this model take a -2 penalty to all leadership checks.
- **Master of Mimes - 5 pts**
Enemy models may not fire overwatch against this model.