Harlequins

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This Team List uses the special rules and wargear lists found in Index: Xenos 1. If a rule differs from the Index, it will be clearly stated.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in the section of the Index.

FACTION KEYWORDS

All models in this list have the **Aeldari, Harlequins** keywords and <Masque> keyword.

RISING CRESCENDO

Models with this rule can Advance and charge in the same turn. In addition, they can Fall Back and still shoot and/or charge in the same turn.

FLIP BELT

Models with this rule can move across models and terrain as if they were not there.

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

PHILOSOPHIES

Harlequin Kill Teams have access to exclusive Philosophies, listed below, in addition to the ones found in the Kill Team rulebook. You can pick one of these Philosophies for your Kill Team instead of the ones presented in the main rules (but you are still limited to only one).

PHILOSOPHIES	
Twist Of Fate	Before the beginning of the battle pick any keyword except a faction keyword or the INFANTRY keyword. The first time you slay a model with that keyword in the Fight phase, gain 2 TP.
Grand Entrance	+2 TP, if, before the beginning of the battle, you declare that you will hold your Solitaire Newborn in reserve for three turns before deploying it on the board.
The Supporting Cast	+1 TP if, before the beginning of the battle, you declare that you will only target TROUPE models with tactical actions.
Put on a Show	+1 TP, if, before the beginning of the battle, you declare that none of your models will hide.

TACTICAL ACTIONS

Harlequin's kill teams have access to exclusive Tactical Actions, as described below, in addition to the ones found in the Kill Team rulebook.

TACTICAL ACTIONS		
Walking the Webway	1 TP	Use this action when you can set up a **HARLEQUIN INFANTRY** unit during deployment. You can set up the unit in the webway instead of placing it on the battlefield. At the beginning of the first battle round but before the first turn begins, the unit emerges from the webway – set them up anywhere on the battlefield that is more than 9" away from any enemy models.
The Show Must Go On	1 TP	Use this action when you roll at the end of Battle Round 5 or 6 to determine if the game ends. You may reroll the result of this die.
Final Encore	2 TP`	Use this action when a **MASQUE CHARACTER** is slain. Before removing it from the battlefield, that model can immediately either shoot as if it were her shooting phase or fight as if it were her fight phase.
The Great Fool Laughs	2 TP	When an **INFANTRY** model is slain by the Shrieker mode of the Shrieker Cannon, you may use this action to roll D6 mortal wounds instead.
Veil of Tears	3 TP	Use this action at the beginning of your turn. Until the beginning of your next movement phase, any enemy model wishing to target a **MASQUE** unit must first roll 2d6x2. If the targeted model is not within this distance in inches, the enemy model must choose a different target.

MASQUE TRAITS

All models in your team must be from a single Masque. They may gain one of the Masque bonuses below, or one from Codex: Harlequins.

MASQUE OF THE MIDNIGHT SORROW *Once all players have finished deployment, you may redeploy D3 enemy models.*	**MASQUE OF THE SHATTERED MIRAGE** *When a <SHATTERED MIRAGE> model is slain it can immediately either make a single attack as if it were his fight phase or fire a single shot as if it were his shooting phase.*
MASQUE OF FROZEN STARS Enemy models must subtract one from their leadership for each model with this trait within 6", up to a maximum of -3.	**MASQUE OF THE REAPER'S MIRTH** *You may select one additional Margorach (Death Jester in Training) as a special. Opponents suffer +1 to all Rout/Nerve Tests.*
MASQUE OF THE DANCE WITHOUT END *Once all players have finished deployment, you may redeploy D6 models with this trait.*	

TEAM LEADERS

ESDAINN (Shade Seer)									65
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Esdainn	8"	3+	3+	3	3	3	3	9	7+

EQUIPMENT	- Hallucinogen Grenade Launcher - Shuriken pistol - Miststave
RULES	**- Rising Crescendo** **- Flip Belt** **- Holo-suit** **- Shield from Harm:** Your opponent must subtract 1 from the wound rolls for any attacks made against this model, and for attacks against any friendly INFANTRY units that are within 3" of one or more models with this ability
OPTIONS	- This model may replace its shuriken pistol with a neuro disruptor. - May take items from the Harlequins armory. - Join the Main Cast: The Esdainn can increase its powers known and cast one additional power per turn (to 2) for 20 points.
PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the **Smite** power and one psychic power from the **Phantasmancy** discipline.
KEYWORDS	**CHARACTER, INFANTRY, PSYKER, SHADOWSEER**

ATHAIR (Troupe Master's Understudy)									34
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Athair	8"	3+	3+	3	3	3	3	9	6+

EQUIPMENT	- Shuriken Pistol - Harlequin's Blade - Prismatic Grenades
RULES	- **Rising Crescendo** - **Holo-suit** - **Choreographer of War:** All friendly units that are within 3" of this model in the Fight phase can re-roll failed wound rolls.
OPTIONS	- This model may replace its shuriken pistol with a neuro disruptor or fusion pistol. - This model may replace its Harlequin's blade with a power sword, Harlequin's embrace, Harlequin's kiss or Harlequin's caress. - May take items from the Harlequins armory.
KEYWORDS	**CHARACTER, INFANTRY, TROUPE MASTER**

SERPENT'S HEAD									45
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Serpent's Head	16"	3+	3+	3	4	3	3	9	6+

EQUIPMENT	- Star Bolas - Shuriken Cannon
RULES	- **Rising Crescendo** - **Holo-suit** - **Blur of Color** - **Mirage Launchers** -If Serpent's Head is taken as Leader, Skyweavers may be taken as core choices.
OPTIONS	- This model may replace its star bolas with a zephyrglaive. - This model may replace its shuriken cannon with a haywire cannon. - May take items from the Harlequins armory.
KEYWORDS	**CHARACTER, BIKER, FLY, SKYWEAVER**

CORE

TROUPE PLAYER									15
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Troupe Player	8"	3+	3+	3	3	1	3	8	6+

EQUIPMENT	- Shuriken Pistol - Harlequin's Blade - Prismatic Grenades
RULES	**- Rising Crescendo** **- Flip Belt** **- Holo-suit**
OPTIONS	- This model may replace its shuriken pistol with a neuro disruptor or fusion pistol. - This model may replace its Harlequin's blade with a power sword, Harlequin's embrace, Harlequin's kiss or Harlequin's caress. - May take items from the Harlequins armory.
KEYWORDS	**INFANTRY, TROUPE**

MARGORACH (Death Jester in Training)

40

Maximum of one of this model in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Jester	8"	3+	3+	3	3	3	2	9	6+

EQUIPMENT	- **Shrieker Cannon**
RULES	- **Rising Crescendo** - **Deadly Hunter** - **Death Is Not Enough:** If this model slays an enemy model, models within 3" of the slain model suffer +1 for Nerve tests they take this turn. This ability does not stack with other abilities that modify Rout or Nerve tests. - **Flip Belt** - **Holo-suit**
OPTIONS	- May take items from the Harlequins armory.
KEYWORDS	**CHARACTER, INFANTRY, DEATH JESTER**

SOLITAIRE NEWBORN

50

Maximum of one of this model in your Kill Team.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Solitaire N.	12"	2+	2+	3	3	3	4	9	6+

EQUIPMENT	- Harlequin's Kiss - Harlequin's Caress
RULES	- **Rising Crescendo** - **Blitz**: Once per battle, instead of making a normal move with the Solitaire, you can make a Blitz move with it. If you do so, add 2D6" to the model's Move characteristic for this turn. In addition, the model's Attacks characteristic is increased to 6 for the rest of the turn. This ability may not be used if the model has been selected as the target of the Twilight Pathways psychic power in the previous Psychic phase. - **Impossible Form** - **Flip belt**
OPTIONS	- May take items from the Harlequins armory.
KEYWORDS	**CHARACTER, INFANTRY, SOLITAIRE**

SKYWEAVER

Maximum of two of this model in your Kill Team.

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyweaver	16"	3+	3+	3	4	3	2	8	4+

EQUIPMENT	- Shuriken Cannon - Star Bolas
RULES	**- Rising Crescendo** **- Blur of Colour** **- Holo-suit** **- Mirage Launchers**
OPTIONS	- Any model may replace its star bolas with a zephyrglaive. - Any model may replace its shuriken cannon with a haywire cannon.
KEYWORDS	**BIKER, FLY, SKYWEAVERS**

ARMOURY

ITEM	DESCRIPTION
Symbol of the Masque - 5 Pts	A model with a Symbol of the Masque gains a +1 to leadership.
Star Performer (20 Pts)	**Solitaire Newborn Only** If the Solitaire Newborn slays an enemy model in close combat and has attacks remaining, it may immediately pile in and fight again, using any remaining attacks. It may do this up to two times in the same Combat phase, but may not move more than 6" from the original target. Because of the Newborn's overly aggressive fighting style and bravado, it suffers a -1 to all saves.
Starmist Raiment (10 Pts)	**Infantry Only** If a model equipped with the Starmist Raiment Advances and does not shoot or charge, it gets a +1 to all saves until the beginning of its next Movement phase.
Avatar (15 Pts)	**Athair Only** Playing the role of the laughing god himself, this exceptional member increases his Choreographer of War aura to 6" and gains +1 attack.
Mask of Secrets (20 pts)	**Esdainn Only** A model with the Mask of Secrets gains a +1 to Leadership. All enemy models within 6" of a model equipped with the Mask of Secrets suffer a -2 to Leadership.

Cegorach's Rose (20 Pts)	**Infantry Leaders and Specials Only** Treat Cegorach's Rose as a Harlequin's Kiss with the following additional rule: Once per fight phase, a model equipped with Cegorach's Rose can reroll one miss. Cegorach's Rose replaces one melee weapon.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harlequin's Blade	Melee	Melee	User	0	1	-
Harlequin's Caress	Melee	Melee	5	-2	1	-
Harlequin's Embrace	Melee	Melee	4	-3	1	-
Harlequin's Kiss	Melee	Melee	4	-1	D3	-
Miststave	Melee	Melee	+2	-1	D3	-
Power Sword	Melee	Melee	User	-3	1	-
Zephyrglaive	Melee	Melee	+1	-2	2	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion Pistol	6"	Pistol 1	8	-4	D6	-
Hallucinogen Grenade Launcher	18"	Assault 1	*	*	*	If a model is hit by this weapon, the target model must make a leadership test. If the model fails, it takes D3 mortal wounds.
Haywire Cannon	24"	Heavy D3	4	-1	1	If the target is a **VEHICLE** and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead.
Neuro Disruptor	12"	Pistol 1	3	-3	D3	This weapon has a Damage value of 1 against **VEHICLE** targets.
Prismatic Grenade	6"	Grenade D6	4	-1	1	-
Shrieker Cannon		When attacking with this weapon, choose one of the profiles below. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.				
-Shrieker	24"	Assault 1	6	0	1	When an INFANTRY model is slain by an attack made by this weapon, distribute D3 mortal wounds among models within 2".
-Shuriken	24"	Assault 3	6	0	1	-
Shuriken Cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shuriken Pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Star Bolas	12"	Grenade D3	6	-3	1	-