

EXPERIMENTAL

CODEX

# HARLEQUINS

BETA TEST V3.2

INQUISITOR EYES ONLY

By Gav Thorpe

**G**reetings followers of The Path. What you hold in your hands is the latest version of Gav Thorpe's Harlequin army list. Gav has secretly been working away on this for the last six months or so, changing things here, tweaking things there, and generally pulling the army list into shape.

The good news is that Gav is now confident that the army list is in a playable state, so we've decided to unleash the current version to a wider audience by printing it in the Journal. What we'd like you guys to do is use this experimental version of the army list, and then write to us telling us what you think of it. We'd also like to know what you think of the Harlequins in general, what new miniatures you'd like to see, what new background - in short if you've anything to say that relates to this list we want to hear about it! Sadly we won't be able to reply to the mail we receive, but all the letters will be read and the ideas in them 'added to the melting pot'. In the fullness of time we'll be producing a Harlequin Codex (though not for quite a while yet!) so is a real opportunity to influence what goes in a published GW Codex.

Until then feel free to use the list in any games of 40K that you play, though if you're playing in a tournament you should make sure that the tournament organisers are cool with you using a list that hasn't been published in a Codex. For what it's worth you can tell them that the 40K development team would appreciate it receiving a 'field test' in tournament conditions!

Have fun, and remember to write us with our comments,

Jervis Johnson - 13th June 2000



**Prepare yourself to step beyond the threshold of space, to delve into the innermost secrets of the Eldar race.**

## THE HARLEQUINS

The Harlequins are a strange sub-sect of the Eldar race, consisting of warriors drawn from the other kindreds; the Dark Eldar, Exodites and Craftworld Eldar. They are masters of the system of warp-tunnels known as the Webway and roam at will from place to place. They are seen as the keepers of the ancient Eldar myths, and perform complex dances and plays to recreate these allegorical tales, covering such events as the War in Heaven, the Fall and the Birth of the Great Enemy.

The Harlequins are held in a mixture of fear, awe and respect by all other Eldar. Their knowledge of the Webway is unmatched, and they can appear and disappear almost at will; at an Exodite Maiden World, in the dark city of Comorragh or on a Craftworld. The Harlequins have even been known to appear unexpectedly alongside the forces of other races, particularly if they are fighting against the hosts of Chaos, the sworn foes of the Harlequins. The Harlequins see themselves as the saviours of the Eldar, a unifying force which will one day bring together the fragmented race so that they can regain their position as the most powerful force in the galaxy. They have a great plan, unknown to all but themselves and a privileged few, which is both far reaching and horrifying.

The Harlequins' superb acrobatic skills make them highly accomplished close combat fighters, and they are aided by arcane items of technology, such as anti-grav flip belts and many specialist hand-to-hand weapons. Like all Eldar they are elusive foes, preferring to use swiftness and devastating attacks rather than massed armour and brute force.

**WHY COLLECT A HARLEQUIN ARMY**

Like other Eldar armies, the Harlequins are for the connoisseur gamer. They have many special rules to remember; complex wargear, abilities and psychic powers which must be used to best advantage for victory. They require subtle tactics on the battlefield – gamers who prefer a straight stand-up-and-fight army would do better with Space Marines or Imperial Guard! Painting a Harlequins army also requires a reasonable degree of skill. However, Harlequin armies are relatively small in terms of the number of models needed, so painting an army is not so much of an endeavour as it would first appear.

All of these things mean that the Harlequins are quite unlike any other army in the Warhammer 40,000 game and as such make an interesting choice for those of you looking for a new gaming challenge to overcome. Most tempting of all is the fact that there is probably no sight more spectacular than a well-painted Harlequin army dashing across the battlefield, tearing apart its enemies with ruthless efficiency!

**HARLEQUINS CODEX ARMY LIST**

On the pages that follow you'll find an army list which will allow you to field a Harlequin army in games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require in order to field a Harlequin army in scenarios you've devised yourself, or as part of a campaign series of games.

The army list is split into five distinct sections. All of the squads, vehicles and characters in an army list are placed in one of the five sections depending upon their role on the battlefield. In addition every model included in the army list is given a points value, which varies depending upon how effective that model is on the battlefield. Before you can choose an army for a game you will need to agree with your opponent upon a scenario and upon the total number of points each of you will spend on your army. Having done this you can proceed to pick an army as described below.

**HARLEQUINS IN OTHER ARMIES**

Harlequins have been known to fight alongside other Eldar, and even in armies of other races. Any Craftworld Eldar, Dark Eldar or Exodites army may include units of Harlequins. All Harlequin units count as Elites in this case, regardless of which category they are normally taken from. Any other army (except Chaos) that is fighting against a Chaos army may take one unit of from the following army list as an Elites choice. This does include such strange races as the Necrons and Tyranids – think of it as the Harlequins launching an attack at the same time as their 'allies' rather than being allied with them in any true sense.

Alternatively, a Craftworld Eldar, Dark Eldar or Exodites army can take an allied detachment of Harlequins (or the Harlequins can take the allies, depending on which way around you want to look at it... ). The rules for detachments can be found on page 131 of the Warhammer 40,000 book.

In both of these circumstances its more preferable for the Harlequins to be controlled by a different player, just for the increased confusion and quarrel factor if nothing else!

**USING FORCE ORGANISATION CHARTS & THE ARMY LISTS**

**We realise that most of you, well at least we hope you are, hoary old hardened veterans of many games and campaigns and really don't need to be told how to use the army lists or the force organisation charts. However, just in case your mum/kid brother/visiting cousin has recently hit you over the head with your Thunderhawk gunship (40K scale), here's those rules again, in really teeny-weeny print of course!**

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each Force Organisation chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you can not field models that are equipped with weapons and wargear that is not shown on the model. Once this is done

subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. You're then ready to lead your Harlequins.

Each army list entry consists of the following:

**Unit Name:** The type of unit, which may also show a limitation on the maximum number of choices you can make of that unit type (0-1, for example).

**Profile:** These are the characteristics of that unit type, including its points cost. Where the unit can have different warriors, there may be more than one profile.

**Number/Squad:** This shows the number of models in the unit, or the number of models

you may take for one choice from the Force Organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

**Weapons:** These are the unit's standard weapons.

**Options:** This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. It may also include an option to upgrade one squad member to a character. If a squad is allowed to have models with upgraded weaponry (such as special weapons), then these must be given to ordinary squad members, not the character.

**Special Rules:** This is where you'll find any special rules that apply to the unit.

## HARLEQUINS ARMOURY

Harlequin characters may pick up to two single-handed weapons from the list below. In addition, each character may be given up to 125 points worth of items of wargear, unless otherwise noted in their army list entry. You may not take duplicate items of wargear for the same model.

### Single Handed Weapons

Fusion Pistol	18 pts
Harlequin's kiss	10 pts
Neuro-disruptor	20 pts
Plasma Pistol	15 pts
Power weapon	10 pts
Riveblades	15 pts
Shuriken pistol	1 pt

### Wargear

Bio-explosive ammunition	5 pts
D-field	25 pts
Dread mask	30 pts
Jetbike (Gt Harlequin & Shadowseer only)	35pts
Hallucinogen grenades	2 pts
Haywire grenades	3 pts
Plasma grenades	2 pts
Phase field (ind. characters only)	15 pts
Powerblades	15 pts
Rictus mask	25 pts
Tanglefoot grenades	4 pts



## HARLEQUIN SPECIAL RULES

Unless otherwise noted in the army list, all Harlequin units and characters benefit from the following special rules.

### Holo suit

Rather than physical armour designed to absorb shots and blows, Harlequins rely on a sophisticated holo-suit to misdirect the enemy. In game terms this means that Harlequins have no armour save as such, but always count as if they were in cover with a 4+ save. They get no additional benefit if they really are in cover and weapons which normally ignore cover will ignore their special save. This also applies in close combat and so they always gain the benefits of a defended obstacle unless assaulted by an enemy with grenades which negate cover. As it is a cover save the Harlequins receive no normal armour save in close combat. A holo-suit save cannot be used against an attack that uses a template or blast markers (such as a battle cannon or flamer) nor can it be used to save a model if it is being transported in a vehicle that is destroyed.

Models fighting a Harlequin in close combat can become confused and disorientated by the ever-shifting colours and patterns of a holo-suit. Any model fighting a Harlequin in an assault halves their Weapon Skill (rounding up).

### Flip Belts

Flip belts are compact anti-grav devices which generate a short range negative-gravity field which, when combined with the Harlequins already prodigious acrobatic abilities, allows the Harlequins to make all manner of gravity-defying leaps and bounds. Harlequins can ignore difficult terrain – treat difficult terrain as open ground for the purposes of movement. When advancing after winning an assault, or Harlequins can move 3D6

inches instead of 2D6 inches (note that they fall back 2D6 inches as normal). In addition, a Harlequin model may use their full number of Attacks and any specialist close combat weapons they have when within 2" of an enemy in an assault – this is instead of the 1 Attack with no special rules that other models have in this situation. Remember though that models which assault the enemy must try to get into base contact if possible.

### Mask of Fear

A Harlequin's mask incorporates a holographic generator that projects images of monstrous faces and demonic visages, intensified by a short-range psychic field which increases their opponent's sensitivity to fear and despair. Any enemy unit fighting in an assault against a Harlequin reduces their Leadership by -1.

### Fleet of Foot

Instead of shooting in the shooting phase, a Harlequin unit may run instead. The unit moves D6", which is not modified by difficult terrain.

### Dispersed Formation

Harlequins fight almost as individuals, and rely less upon the coherency of their unit to defeat the enemy. A Harlequin model must stay within 4" of another model in the unit, rather 2" as is normally the case. See page 43 of the Warhammer 40,000 book for details of unit coherency.



# HQ

## 0-1 GREAT HARLEQUIN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Great Harlequin	60	7	5	3	3	3	8	4	10	-

**Options:** The Great Harlequin may be given any equipment allowed by the Harlequins Armoury.

### SPECIAL RULES

**Independent Character:** The Great Harlequin is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.



## 0-1 SHADOWSEER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shadowseer	70	6	5	3	3	2	7	3	10	-

**Options:** The Shadowseer may be given any equipment allowed by the Harlequins Armoury.

### SPECIAL RULES

**Independent Character:** The Shadowseer is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

**Psychic powers:** The Shadowseer has the following psychic powers (see page 74 of Warhammer 40,000):

**Misdirection:** The Shadowseer reaches into the minds of the enemy, baffling them with psychic messages. This psychic power is used at the start of the enemy's assault phase and lasts until the start of the next Harlequins' turn. Any enemy unit wishing to charge the Shadowseer or unit they are with must first pass a Leadership test on 3D6. If the test is failed the enemy unit may do nothing in that assault phase.

**Veil of Tears:** The Shadowseer uses his or her powers to remove their presence from the enemy's thoughts – their eyes may see the Harlequins, but this never actually registers in their mind. This psychic power is used at the start of the enemy's shooting phase and lasts until the start of the next Harlequins' turn. Any enemy unit wishing to shoot at the Shadowseer or a unit they are with must test using the night-fighting scenario special rules on page 134 of Warhammer 40,000 (ie they must roll 2D6x3 to see if the Harlequins can be seen). If the target unit cannot see the Shadowseer's unit, they may target another visible unit instead. If the night-fighting rules are being used as part of the mission being played, then the Shadowseer can only be seen at half the normal range (for example if a unit can see 20" that turn then they can only target the Shadowseer's unit if they are within 10").



The Great Harlequin is the overall leader of the Harlequins. A Harlequin band only ever has one Great Harlequin; if another Harlequin becomes sufficiently skilful, he or she will leave and found a new Harlequin band. Thus the number of Harlequin bands travelling the Webway is slowly but surely increasing. During a Masque, the Great Harlequin plays the part of the Laughing God.



A Shadowseer does not have the prophetic powers associated with other Eldar psykers. However, they still have highly effective empathic and telepathic abilities which they use to confuse and disorient their foes – literally placing false images and contradictory thoughts into their minds. The Shadowseer uses this ability during a performance to create stunning visual effects and influence the emotions of the audience.

# ELITES



Little is known about the Solitaires, even amongst the Eldar. They have passed the sacred Ritual which all Harlequins must undertake, yet they live apart from other Harlequins. The Solitaires roam the Webway seeking out Eldar they believe can survive the Ritual, and take them to the Harlequin bands. It is said that the oldest and most powerful Solitaires become the dreaded guardians of the Black Library. On the extremely rare occasions when a Solitaire performs, he or she takes the part of Slaanesh and the Harlequin band will perform the legendary tale of the Birth of the Great Enemy – the most dangerous of all Harlequin masques. It is claimed that others have tried to take on the role of the Great Enemy and died or been driven insane!

Death Jesters are the heavy specialists of the Harlequin army, able to carry a variety of exotic and deadly armaments. However, Death Jesters are just as skilled in combat as any Harlequin, and many a foe has charged into combat with a Death Jester and been cut down for their ignorance. When the Harlequins stage a performance, Death Jesters take the part of Death, and are noted by other Eldar for their ironic, some would say downright morbid, sense of humour.

0-1 SOLITAIRE											
	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv	
Solitaire	90	8	5	3	3	3	8	4	-	-	

**Options:** A Solitaire may be given any equipment allowed by the Harlequins armoury.

## SPECIAL RULES

**Individual:** A Solitaire is an independent character and follows all the special rules for independent characters given in the Warhammer 40,000 rulebook. In addition, a Solitaire can never join any other unit.

**Spiritless:** It is postulated by Imperial scholars that a Solitaire has no soul to speak of, and this may be true. They show no evidence of emotions and psychic powers which attack the mind have no effect on them whatsoever. A Solitaire does not have to take any Leadership tests of any kind (morale checks, pinning, etc.). In addition, any attack which relies upon the Solitaire's Leadership value (for example a neuro-disruptor or the Farseer psychic power Mind War) have no effect and automatically fail.

**Blitz Attack:** When a Solitaire moves at full speed they are a blur of light, faster than any other living creature. A Solitaire can assault 12" instead of the normal 6". Rather than gaining +1 Attack for charging into an assault, a Solitaire gains +1 Attack for each inch of unused charge distance up to a maximum of +6 Attacks. For example, if a Solitaire charges into an enemy 8" away then they gain +4 Attacks.

DEATH JESTERS											
	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv	
Death Jester	47	6	4	3	3	1	4	2	9	-	

**Number:** You may include between 1 and 3 Death Jesters for each Elites choice allowed by the Force Organisation chart.

**Weapons:** Shrieker cannon and power blades.

**Options:** A Death Jester may exchange their Shrieker Cannon for one of the following: Shuriken cannon at +5 points; Eldar missile launcher at +15 pts; Brightlance at +10 pts.

A Death Jester may be given additional wargear (not weapons) from the Harlequins armoury.

## SPECIAL RULES

**Independent Character:** Each Death Jester is an independent character and follows all the special rules for independent characters given in the Warhammer 40,000 rulebook. Note that all Death Jesters from the same choice on the Force Organisation chart must be deployed at the same time, however they may be deployed separately on the battlefield.



# TROUPES

## HARLEQUIN TROUPE

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	25	5	3	3	3	1	6	2	9	-
Troupe leader	+12	6	4	3	3	1	6	2	9	-

**Squad:** The troupe consists of between 5 and 10 Harlequins

**Weapons:** Shuriken pistol and close combat weapon.

**Options:** Up to 2 models in the squad may exchange their close combat weapon for a Harlequin's Kiss at +5 points per model, or a power weapon for +6 points per model. Up to two models in the squad may exchange their shuriken pistol for either a plasma pistol at +5 points, or a fusion pistol for +8 points.

The Harlequins can be armed with hallucinogen grenades for +2 points per model, plasma grenades for +2pts per model, tanglefoot grenades for +4 pts per model and haywire grenades for +3 points per model.

**Character:** One model in the squad may be upgraded to a Troupe leader for +12 points. A Troupe Leader has the improved profile given above and may take additional equipment allowed by the Harlequins armoury.



All Harlequins must undertake a mysterious trial, known only as the Ritual. The Ritual is said to free them from the Great Enemy, which is why Harlequins have no fear of her, and need not wear a waystone. This is also why the Harlequins can roam the Webway at will without enduring the soul-draining which afflicts the other Eldar who spend too long exposed to the warp. Due to their extremely athletic nature and acrobatic skill, Harlequins are fearsome warriors in an assault, aided by their highly specialised weaponry.

# FAST ATTACK

## HARLEQUIN JETBIKE SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin Jetbike	45	5	3	3	3(4)	1	6	2	9	-/3+
Troupe leader	+15	6	4	3	3(4)	1	6	2	9	-/3+

**Squad:** The squad consists of 3 and 10 Harlequins mounted on Eldar jetbikes.

**Weapons:** Close combat weapon. The Jetbike is fitted with twin-linked shuriken catapults.

**Options:** Any model in the squad may be armed with a shuriken pistol in addition to their close combat weapon for +2 pts per model. Up to one in three models in the squad may exchange the jetbike's shuriken catapults for a fusion gun for +5 pts, or a shuriken cannon for +10 pts.

Up to 2 models in the squad may exchange their close combat weapon for a Harlequin's Kiss at +10 points per model, or a power weapon for +12 points per model.

**Character:** One model in the squad may be upgraded to a Troupe leader for +15 points. A Troupe Leader has the improved profile given above and may take additional equipment allowed by the Harlequins armoury.

The most extravagant Harlequins ride to battle on highly decorated Jetbikes. Decked in flowing pennants and ornamented with symbols of the Laughing God, they are the most lavish and colourful unit in a Harlequin force.

## SPECIAL RULES

**Mounted on jetbikes:** The following Harlequin special rules do not apply to a Harlequins jetbike squads: flip belt, fleet of foot.

**Holofields:** Harlequin jetbikes carry a holofield generator powerful enough to shield the entire jetbike. A Harlequin jetbiker can therefore use their holofield save or their 3+ armour save against a hit, but not both.

# HEAVY SUPPORT

Much of the Webway cannot be traversed by large vehicles, and so the Harlequins make wide use of the Venom. The Venom is a modified version of the Vyper war machine used by the Craftworld Eldar, incorporating an open transport deck instead of a gun cradle. Such is the skill of every Harlequin that the small numbers of warriors that can be transported by this vehicle is still enough to overcome enemy units many times their size.

VENOM					
	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Venom	45	10	10	10	3

**Type:** Fast, Skimmer, open-topped.

**Crew:** Harlequins.

**Transport:** 6 Harlequins plus one independent character.

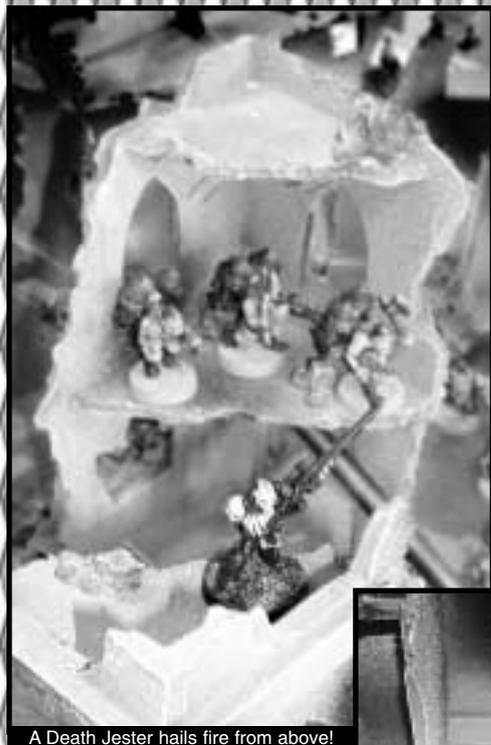
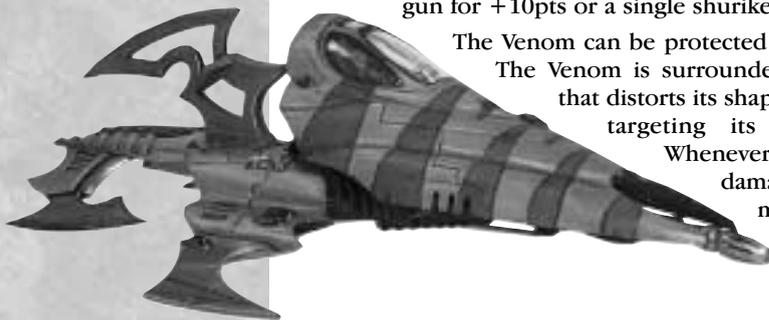
**Weapons:** The Venom is armed with twin-linked shuriken catapults.

**Options:** The Venom may upgrade its shuriken catapults to a single fusion gun for +10pts or a single shuriken cannon for +20 pts.

The Venom can be protected by a holo-field for +20 points.

The Venom is surrounded by a shimmering holo-field, that distorts its shape and prevents the enemy from targeting its most vulnerable locations.

Whenever your opponent rolls on the damage table for the vehicle, they must roll two dice and apply the lowest result.



A Death Jester hails fire from above!



A Solitaire stalks his Tyranid Quarry



A Troupe of Eldar Harlequins assail an Ork position

# ELDAR HARLEQUIN WARGEAR

This section describes how all Harlequins specialised wargear works in the game. These rules tend to be more detailed than those included in the WH40K rulebooks, and supercede them if they are different. Any items not listed here function exactly as described in the WH 40K rulebook.

**Note 1:** The Harlequins can carry several different types of grenades that are used when they charge into an assault (hallucinogen, tanglefoot and plasma). A unit may only use one grenade type at a time, and you must declare which you are using before moving the charging unit. Note, that if two or more Harlequin units charge the same enemy, they may use different grenade types (a rather devastating tactic if you can manage it!).

## Bio-explosive Ammunition

These specially modified shurikens contain a potent venom which overloads the target's circulatory system, causing blood vessels to violently erupt. Bio-explosive ammunition may only be used with a shuriken pistol (and is paid for in addition to the pistol). Except where noted, the normal rules for a shuriken pistol apply. The weapon does not have a Strength as such, and always wounds a victim on a D6 roll of 2+. Targets slain by the bio-explosive ammunition explode! Place a blast marker centred on the exploding model and roll to hit other models under the template using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's saving throw (i.e. models hit by an exploding Space Marine would take a S4 hit with AP 3). Any squad which suffers a casualty from a bio-explosive ammunition must pass a morale check at the end of the shooting phase.

## Brightlance

The brightlance is used by the Eldar to destroy heavily armoured targets, using a highly focused beam of laser energy. A brightlance has the profile below. In addition, a brightlance treats any armour value higher than 12 as 12.

*Rng: 36" S: 8 AP: 2 Assault 1*

## D-field

A domino field, or D-field as it is commonly known, creates an even more complex distortion pattern than a normal Harlequin holo-suit, shattering the wearer's image into a cloud of blindingly bright shards of multi-coloured light. A model wearing a D-field gets a 4+ cover save, just like a holo-suit. In addition, any enemy attacking the model in close combat always needs a roll of a six to hit, regardless of the models' comparative weapon skills. If the enemy has a fixed to hit roll which is not affected by Weapon Skill (Khârn the Betrayer, for example) then roll a D6. On a roll of 1-3 they are affected by the d-field and need sixes, on a 4-6 they are unaffected and use their normal to hit roll.

## Dread Mask

The Dread mask contains a psychic pickup which detects the worst fears of the wearer's opponent and amplifies them ten-fold, sending them running in terror. Any unit losing an assault against a Harlequin with a Dread mask must take their morale check on 1D6 more than usual (normally 3D6 instead of 2D6). Obviously the Dread mask has no effect against units which do not have to take morale checks.

## Eldar Jetbike

The Jetbikes of the Eldar are designed for

extreme manoeuvrability, able to turn on the spot and rapidly accelerate or decelerate. This enables the rider to make swift hit-and-run attacks, emerging from cover to attack before slipping away again. An Eldar jetbike uses all the rules for jetbikes given in Warhammer 40,000. In addition, a model on an Eldar Jetbike which is not falling back may always move 6" in the assault phase, whether they are within 6" of an enemy or not. This move can be made in any direction, it does not have to be a charge towards the enemy, even if the model is within 6" of an opposing model.

## Eldar Missile Launcher

The Eldar have a grasp of many forms of technology which far surpasses that of other races, and it is this knowledge that allows them to make wide use of plasma missiles. Eldar missile launchers may fire krak or plasma missiles, with the profiles given below. A squad that takes casualties from a plasma missile must test for pinning (page 58 of the Warhammer 40,000 rules).

*Krak Rng: 48" S: 8 AP: 3 Hvy 1*  
*Plas. Rng: 48" S: 4 AP: 4 Hvy 1, blast*

## Fusion Pistol

The fusion pistol is the pinnacle of Eldar melta technology, being compact yet powerful enough to destroy a battle tank. A fusion pistol has the following profile, and like other melta weapons has an additional D6 armour penetration at half range of less.

*Rng: 6" S: 6 AP: 1 Pistol*

## Hallucinogen Grenades

In battle, the Harlequins use hallucinogen grenades to disorientate their enemies just before they attack. The grenades induce hallucination, paranoia and delirium in their victims, causing them to cover in fear, stare into open space or rant and rave at creatures only they can see. A Harlequin model with hallucinogen grenades uses them when it charges into combat. The paranoia and confusion caused by the hallucinations makes it impossible for the enemy to discern exactly how many warriors they are fighting. When working out if one side outnumbered the other after an assault, the ratio of models is shifted one 'grade' in favour of the Harlequins. This is best shown by the following chart.

Morale checks are taken using the modified ratio by the losers of the assault.

Hallucinogen grenades have no effect against any kind of daemonic creature (including Nurglings, Avatars), Wraithlords, Wraithguard, Dark Eldar Talos and Warp Beasts, Thousand Sons Chaos Space Marines or Necrons; any model with an armour value rather than a saving throw. Tyrannid creatures ignore the effects

**Note 2:** It is possible for a Harlequin to combine the effects of several different masks (the Mask of Fear, Dread Mask and Rictus Mask). Having more than one mask type means that the character's mask is programmed to cycle through a wider range of images and psychic manipulations, each of which is designed to illicit a different type of horror from the enemy!

**Note 3:** Some Harlequin characters may be armed with two special close combat weapons, for example a Harlequins' Kiss and a power weapon. You may only use the special rules for one close combat weapon (in this example either wound on a 2+ or ignore armour saves) though you still gain +1 attack for a second close combat weapon.

of hallucinogen grenades unless the Tyrannid player scores a 1 on a D6 roll.

Designer's note: Basically a creature has to be truly alive to be affected by hallucinogen grenades. Doubtless at some time in the far distant future we'll introduce some hideous monstrosity that should be immune to hallucinogen grenades, so this list is by no means totally exhaustive and I ask you to use some common sense concerning whether a model should be affected by these weapons. If you are in any doubt, roll a D6; on a 1-3 the model is affected, on a 4-6 it is not (roll every time it is attacked with hallucinogen grenades).

## Harlequins' Kiss

This vicious weapon is unique to the Harlequins. It takes the form of a sharpened tube attached to the forearm, inside which is lengths of monofilament wire. The Harlequin's Kiss is punched into the enemy and the wires are then quickly uncoiled, slicing the foe apart from the inside. A model with a Harlequins' Kiss wounds on a roll of 2+ in close combat. Against a target with multiple wounds, a to wound roll of a 6 with a Harlequins' Kiss means that the enemy model will be killed outright if it fails its saving throw, regardless of the number of wounds it has remaining. A Harlequin's Kiss cannot be used against vehicles.

## Haywire Grenades

The Eldar use haywire grenades for disabling enemy vehicles. A haywire grenade sends out a powerful, short-range electromagnetic pulse which shorts out electrical wiring and disrupts the energy systems of its target. Haywire grenades may only be used against vehicles. A model attacking with a haywire grenade may only make a single attack, regardless of their Attacks characteristic or whether they charged. If the attack hits, roll a dice to determine the effect of the haywire grenade: 1= no effect, 2-5= glancing hit, 6= penetrating hit. A haywire grenade may only be used against a Dreadnought if it has already been immobilised.

## Neuro-disruptor

A neuro-disruptor uses intricate psychocrystalline circuitry to emit a wave of particles that disrupt the brain's neural pathways, turning the target into a drooling imbecile or killing them outright. The Neuro-disruptor uses the flame template and is fired like any other flame weapon. However, do not roll to wound as normal. The neuro-disruptor has a Strength of 8, but rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Leadership 9 model is wounded on a 5+. A roll of a 1 always fails to inflict a wound. If a Neuro-disruptor

# ELDAR HARLEQUINS

template touches a vehicle, roll a D3 on the glancing hits table as the crew's brains are partially protected by the vehicle's armour (there is no need for an armour penetration roll). The Neuro-disruptor has the following profile:

*Rng: Flame 5; (8) AP: 1 Assault 1*

## Plasma Grenades

Rather than the crude fragmentation grenades used by other races, the Eldar employ advanced plasma grenades to stun their enemies when they charge into close combat. Plasma grenades negate the effect of cover in close combat, so that all attacks are worked out in Initiative order.

## Plasma Pistol

Eldar technology is far more efficient and reliable than the crude mechanics of the Imperium. An Eldar plasma pistol does not get hot on a to hit roll of a 1.

## Phase Field

Using the Eldar's most advanced warp technology, a phase field allows the wearer to shift between realspace and the webway, 'phasing' in and out of reality. This means the wearer can make short teleportations across the battlefield. The phase field is used instead of moving normally. Nominate a direction for the model to move in. The model moves 3D6" in that direction, ignoring any intervening terrain or models. A model using a phase field may not use fleet of foot on the same turn, but may shoot and assault as normal.

## Powerblades

Powerblades are fitted to the forearm, enabling the wearer to use both hands freely. A well trained warrior can use sweeping strikes with the powerblades in addition to their other weapons. A model equipped with powerblades gets +1 Attack. This can be in addition to +1 Attack for being armed with two other

close combat weapons for a total of +2 Attacks. A model with powerblades ignores armour saves.

## Rictus Mask

The Rictus mask projects an aura of death, filling those nearby with an almost uncontrollable urge for morbid self-preservation ("We're all doomed!"). Any enemy unit with a model within 6" and line of sight of the model with the Rictus mask must take a Leadership test at the start of their turn. If the test is failed the unit may do nothing that turn. If the unit is fighting in close combat then the more immediate threat of being diced overcomes their horror and so units that are in an assault are not affected by a Rictus mask. Models that are immune to morale checks are unaffected by a Rictus Mask.

## Riveblades

Fitted to the back of the hand or worn as a glove, a Riveblade is covered in a shimmering energy field which can punch through the thickest armour. In the hands of a Harlequin a set of Riveblades can be used to behead or disembowel the target with a single sweep. A Harlequin with Riveblades ignores normal armour saves in an assault. There is an additional effect against target's with multiple wounds. If such a model is wounded with a roll of a 6 the Riveblades have penetrated deep into their body and they are killed outright (unless the model has an invulnerable saving throw which is passed). Riveblades cannot be combined with power blades.

## Shrieker Cannon

The Shrieker Cannon is similar in design to the shuriken cannon used by the Craftworld Eldar. However, rather than firing a hail of razor-sharp discs, a Shrieker fires only a single shot. Its ammunition is impregnated with virulent toxins which overload the victim's nervous system,

causing their blood vessels and internal organs to burst in a spectacular fashion. The shrieker cannon does not have a Strength as such, and always wounds a victim on a D6 roll of 2+. Targets slain by the shrieker cannon explode! Place a blast marker centred on the exploding model and roll to hit other models under the template using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's saving throw (i.e. models hit by an exploding Space Marine would take a S4 hit with AP 3). Any squad which suffers a casualty from a shrieker cannon must pass a morale check at the end of the shooting phase. Shrieker cannons count as having Strength 5 if fired at a vehicle. The shrieker cannon has the following profile:

*Rng: 24" S: X AP: 5 Assault 1*

## Tanglefoot Grenades

When a tanglefoot grenade detonates it creates a gravitic disruption field, causing its targets to stumble, fall over and generally stagger around. Tanglefoot grenades are used when the Harlequin unit charges into an assault and their effects last for the duration of that first round of combat. If the unit attacked by tanglefoot grenades loses the combat and fails its morale check, its fall back move is D6 less than normal (ie units that normally fall back 2D6" only fall back 1D6"). If it is the Harlequins that break then their enemy may only consolidate, they may not advance. In the event of a drawn combat (on a tie-breaker roll or because neither side fails its morale check) then the unit fighting the Harlequins may not move any unengaged models into the combat – the Harlequins can still move up to 6" to get into base contact as normal. See page 69 of Warhammer 40,000 for more details of drawn combats.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Gt Harlequin	7	5	3	3	3	8	4	10	-
Shadowseer	6	5	3	3	2	7	3	10	-
Solitaire	8	5	4	3	3	8	4	-	-
Death Jester	6	4	3	3	1	4	2	9	-
Harlequin	5	3	3	3	1	6	2	9	-
Troupe Ld	6	4	3	3	1	6	2	10	-
Harl. Jetbike	5	3	3	4	1	6	2	10	-/3+
Harl. Jetbike Ld	6	4	3	4	1	6	2	10	-/3+

	Armour			
	Front	Side	Rear	BS
Venom	10	10	10	3

## RANGED WEAPONS

Weapon	Range	Str	AP	Type
Shuriken Cat.	12"	4	5	Assault 2
Shuriken Pistol	12"	4	5	Pistol
Shuriken Can	24"	6	5	Heavy 3
Shrieker Can	24"	X	5	Assault 1
Brightlance	36"	8	2	Assault 1
Mis. Plasma	48"	4	4	Heavy 1/Blast
Mis. Krak	48"	8	3	Heavy 1
Fusion Gun	12"	6	1	Assault 1
Fusion Pistol	6"	6	1	Pistol
Neuro-disrupter	Flame	(8)	1	Assault 1



## CREDITS

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# The Dance Without End by Graeme Davis

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The message flashed around the craftworld at the speed of thought. All normal functions were suspended, and every Eldar on Saim-Hann came to the *talaclu* hall. Even the Ancestors in the Infinity Matrix watched through the craftworld's internal sensors. 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 any member of a masque. Only the mystic Solitaires – those touched by the Laughing god himself, who pass unrecognised 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 colours as they danced the part of the Old Race. The 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 joys, their prides, their petty rivalries and their driving passions. Three Great Harlequins danced the parts of the Fallen gods, leaping, cartwheeling and somersaulting around and among the dancers of the Old Race.

The dancers of the Old Race became wilder, their passions stronger and their joys more extreme, more menacing. They came together like a whirlpool, and broke upon something unseen – hurled back as the Solitaire leaped into view, somersaulting from his

unseen entrance to the centre of the dancers.

An involuntary shock ran through the audience at the sight of the allegorical figure of the Chaos god Slaanesh. His suit projected a constantly-writhing mass of figure, in attitudes of decadent pleasure.

From behind Slaanesh, seven figures appeared one by one to mingle with the Old Race. First came the foul Mime, passing their sensual and disturbing movements to the other dancers as the Daemons 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 dancers' 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. Then, at one side of the stage, the Great Harlequin entered. His suit projected the ever-shifting multicoloured lozenges 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-Daemons 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, resecting 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.