

A NEW AND DEADLY DANCE

Weaving a dance of death around their foes, the Harlequins of the Laughing God Cegorach are among the strangest and deadliest members of the Aeldari race. For a Harlequin, every battle is an elaborate performance, and one they intend to see through to the final curtain.



Harlequins are the agents of Cegorach, the Laughing God, their lives dedicated to the performance of elaborate plays and dances that tell the tragic history of the Aeldari race. Yet Harlequins are also fearsome fighters, and in times of need they will take to the battlefield to protect the fate of the Aeldari race.

Harlequins live, perform and fight as a Troupe, a colourful group of individuals each with a specific role to fulfil. The Troupe Master represents Cegorach himself, while other members make up the cast of gods and mortals involved in the plays, songs and stories of the Aeldari. Such is the skill of the Troupe that these performances can be transferred to the battlefield, where the Harlequins become a kaleidoscopic maelstrom of destruction, combining extraordinary athletic abilities with mind-altering psychic powers and a staggering array of esoteric wargear.

THE LAUGHING GOD'S PLAYERS

If you're thinking of starting an army of Harlequins, then the easiest way to get started is with the Harlequin Troupe box. Inside you get six models, one of which can be built as a Troupe Master to lead your fledgling force. Your enemies will soon be dancing the dance of death!



HONOUR YOUR WARGEAR

Over the next few pages, you'll find new and updated rules for fielding a Harlequins army, bringing them up to speed with the rules presented in the Psychic Awakening books for Craftworld and Drukhari forces. These new rules include three Pivotal Roles for Troupe Masters, Shadowseers, Death Jesters and Solitaires (for a total of twelve Pivotal Roles!), enabling you to give each of them a characterful and specific part to play in the Troupe's dance of death.

You'll also find nine new Stratagems (we're particularly fond of Polychromatic Storm) and six new Enigmas of the Black Library, giving you loads more options on how to equip your characters and how to get the most out of your units on the battlefield. So what are you waiting for? Don your masks and unsheathe your blades, because tonight's performance is about to begin.

ADDITIONAL HARLEQUIN RULES

PIVOTAL ROLES

Presented here are alternative abilities for Harlequin characters in Battle-forged armies, allowing you to customise their datasheets and open up new strategies for using these peerless fighters on the battlefield. Note on your army roster any Pivotal Role abilities each model in your army has. Each Pivotal Role ability models in your army have must be different.

TROUPE MASTER

If your army is Battle-forged and contains a **TROUPE MASTER**, you can replace that model's Choreographer of War ability with one of the following Troupe Master Pivotal Role abilities:

PRINCE OF LIGHT

While a friendly <MASQUE> unit is within 6" of this model, you can re-roll charge rolls made for that unit. If you could already re-roll charge rolls made for that unit, add 1 to the charge roll instead.

DARKNESS' BITE

Each time this model fights, after it has fought, you can select one enemy unit this model made an attack against. That unit suffers 2 mortal wounds.

TWILIGHT'S GRASP

Each time a melee attack is made by this model against a unit that is not a **MONSTER** or **VEHICLE**, an unmodified wound roll of 2+ is always successful.

SHADOWSEER

If your army is Battle-forged and contains a **SHADOWSEER**, you can replace that model's Shield from Harm ability with one of the following Shadowseer Pivotal Role abilities:

VEIL OF ILLUSION

While a friendly <MASQUE> unit is within 6" of this model, when determining if that unit is within range of attacks made by enemy models with ranged weapons, add 6" to the distance measured. For example, if this unit is 22" away from an enemy model, for the purposes of shooting, it is treated as being 28" away. Note that for the purposes of determining if a model is at half range, it is the distance after applying the effects of this ability.

GLOOMWAKE

While a <MASQUE> unit is within 6" of this model, each time a ranged attack is made against that unit, models in its unit gain the benefit of cover to their saving throw.

AGENT OF BEDLAM

While an enemy unit is within 6" of this model, subtract 1 from the Attacks characteristic of models in that unit (to a minimum of 1).



DEATH JESTER

If your army is Battle-forged and contains a **DEATH JESTER**, you can replace that model's Death Is Not Enough ability with one of the following Death Jester Pivotal Role abilities:

HARVESTER OF TORMENT

~~Each time this model shoots, if the target unit contains 6 or more models, each successful hit roll scores 3 hits instead of 1.~~ This is not cumulative with any other rules that cause additional hits.

THE JEST INESCAPABLE

Add 12" to the Range characteristic of ranged weapons this model is equipped with. Each time this model shoots, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage and the target does not receive the benefit of cover to its saving throw.

HUMBLING CRUELTY

Each time an attack made by this model against an enemy unit scores a hit, that unit is pinned until the start of your next turn. While a unit is pinned, subtract 2" from the Move characteristic of models in its unit and it cannot fire Overwatch.

SOLITAIRE

If your army is Battle-forged and contains a **SOLITAIRE**, you can replace that model's Blitz ability with one of the following Solitaire Pivotal Role abilities:

SHOCKING EMERGENCE

During deployment, you can set up this model shimmering instead of placing it on the battlefield. If you do, then at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" from any enemy models. Each time a charge roll is made for this model, if it was set up on the battlefield as reinforcements this turn, roll one additional D6 and discard one of the dice.

CHROMATIC RUSH

When this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model. Each time this model piles in or consolidates, it can move an additional 3".

UNNATURAL ACROBATICS

Each time an attack is made against this model, subtract 1 from that attack's hit roll.



STRATAGEMS

If your army is Battle-forged and includes any **HARLEQUINS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, meaning you can spend Command Points to activate them.

1CP

PIVOTAL ROLE

Harlequins Stratagem

Certain characters are crucial to the seamless execution of the chosen Saedath. Harlequins assuming such pivotal roles perform with nigh on supernatural grace amidst the fiery limelight of war.

Use this Stratagem before the battle. Select one **TROUPE MASTER**, **SHADOWSEER**, **DEATH JESTER** or **SOLITAIRE** model from your army. That model gains one of their respective Pivotal Role abilities. This does not replace an existing ability. Each model from your army can have no more than one Pivotal Role ability, and each Pivotal Role ability models in your army have must be different.

2CP

MURDEROUS ENTRANCE

Harlequins Stratagem

These Harlequins launch themselves into the bloody dance of war with furious vigour, their roles to seize the enemy's attention through an explosive burst of violence.

Use this Stratagem in the Fight phase, the first time a **HARLEQUINS** unit from your army is selected to fight that phase. Until the end of the phase, if that unit made a charge move this turn, add 1 to the Damage characteristic of melee weapons models in that unit are equipped with.

2CP

THE CURTAIN FALLS

Harlequins Stratagem

One moment the Harlequins are a bewildering storm of blades and lashing fists and feet. The next they are gone, vanished behind a veil of illusory terrors.

Use this Stratagem in the Fight phase, when a **HARLEQUINS** unit from your army would consolidate. Until the end of the phase, instead of consolidating, that unit can Fall Back or move as if it were your Movement phase (but cannot Advance).

2CP

POLYCHROMATIC STORM

Harlequins Stratagem

In the breathless heartbeat before battle begins, the Harlequin forces explode into a kaleidoscopic myriad that bewilders the foe as to their true location and numbers.

Use this Stratagem at the start of the first battle round, before the first turn begins. Select up to three **HARLEQUINS** units from your army that are on the battlefield. Remove them from the battlefield and set them up again. When setting them up, you can use any abilities or Stratagems that would allow them to be set up in a different location during deployment (e.g. Webway Assault). If both players have abilities that redeploy units, roll off: the winner chooses who redeploy their units first. You can only use this Stratagem once.

1CP

TWILIT ENCORE

Harlequins Stratagem

The foe may not comprehend their role in the saedath – and may even try to blunder away in confusion and fear – but the steps must be observed to the bloody end.

Use this Stratagem in your opponent's Movement phase, when an enemy unit within 1" of a **HARLEQUINS TROUPE** unit from your army Falls Back. After that enemy unit has moved, that **HARLEQUINS TROUPE** unit can consolidate up to 6"; each model in that **HARLEQUINS TROUPE** unit must end that move closer to that enemy unit or the nearest enemy model.



2CP

THE FOES OF THE MIND

Harlequins Stratagem

Stretching out with their otherworldly powers, the Shadowseer plucks images of terror from each enemy's mind and sets the phantasms whirling in a twisted puppet show to distract and dismay.

Use this Stratagem at the start of the Shooting or Fight phase. Select one SHADOWSEER from your army. Until the end of the phase, that model's Shield from Harm ability affects friendly <MASQUE> units, not just friendly <MASQUE> INFANTRY units.

1CP

EYE OF DAMNATION

Harlequins Stratagem

Those hapless fools who strike down a Solitaire only doom themselves, for to catch the eye of one so damned is to be tainted by that same dark fate.

Use this Stratagem when a SOLITAIRE unit from your army is destroyed as a result of an attack made with a melee weapon by an enemy model. That model's unit suffers D3 mortal wounds. This Stratagem cannot be used in conjunction with the No Price Too Steep Stratagem.

1CP

MYTHIC ROLE

Harlequins Stratagem

Shadowseers can see those moments when the warriors of the now most closely embody the mythic heroes of long ago. They do all they can to aid those who unknowingly don such mantles.

Use this Stratagem before the battle, if your army includes a SHADOWSEER. Select one AELDARI unit from your army. Each time that unit is chosen to shoot or fight, you can re-roll one hit roll or one wound roll for those attacks. You can only use this Stratagem once.

1CP

VIRTUOSOS OF THE WEBWAY

Harlequins Stratagem

The labyrinthine twists of the webway hold no mystery to the Harlequins of the Laughing God, who step between one realm and the next with insulting ease.

Use this Stratagem at the end of your Movement phase. Select one HARLEQUINS INFANTRY unit from your army not within 1" of any enemy models. Remove that unit from the battlefield. At the end of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9" from any enemy models.

ENIGMAS OF THE BLACK LIBRARY

If your army is led by a HARLEQUINS Warlord, then before the battle you may give one of the following items to a HARLEQUINS CHARACTER instead of giving them an item from the Enigmas of the Black Library presented in *Codex: Harlequins*.

Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Enigmas of the Black Library your characters have on your army roster.



THE SHADOWSTONE

Resembling a soulstone, this opalescent gem shifts endlessly between the shades of dawn, dusk and darkest night. Gazing into its depths, a Shadowseer bears witness to the innermost thoughts, secrets and desperately denied nightmares of all those close by. Armed with such insights, the Shadowseer’s reach becomes great indeed.

SHADOWSEER model only. Add 3" to the range of the bearer’s aura abilities. Add 3" to the range of psychic powers manifested by the bearer.

CEGORACH’S LAMENT

The mythic cycles of the Aeldari tell that the Laughing God has ceased his mirth only once, giving voice to a mournful howl upon the moment that She Who Thirsts was birthed into the galaxy. So soul-rending was his cry that all mortal beings who heard it wept themselves to death. Said to contain an endless echo of that terrible cry, this baleful weapon howls like the damned as it fires; those struck by it find their lifeblood weeping from their eyes at a rapidly increasing rate until at last they are exsanguinated amidst jetting torrents of bloody tears.

DEATH JESTER model only. Cegorach’s Lament replaces a shrieker cannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Cegorach’s Lament (wail)	36"	Assault 1	6	-3	3
Cegorach’s Lament (shuriken)	36"	Assault 3	6	-3	1
Abilities: Before selecting targets, select one of the profiles above to make attacks with. Each time a model is slain by an attack made with the wail profile of this weapon, its unit suffers D3 mortal wounds and until the end of the turn, subtract 2 from the Leadership characteristic of the models in its unit.					

THE TWILIGHT FANG

During the Tale of the Serpent’s Gift, Cegorach is said to have tricked the Cosmic Serpent into gifting him one of its fangs in the mistaken belief that it would receive the Light of the Brightest Star in return. So it did, yet as that star set so the light faded and the Cosmic Serpent realised that it had been fooled. Its wrath grew more terrible as the star’s light slipped away; so it is with this blade, said to be fashioned from the very fang that the Laughing God stole. As the hour grows ever later and the battle’s crescendo draws nigh, so the blade flashes ever faster through the air, chased by shuddering, shadowy after-images that solidify suddenly into their own stabbing fangs.

TROUPE MASTER model only. The Twilight Fang replaces a Harlequin’s blade or power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Twilight Fang	Melee	Melee	+2	-3	2
Abilities: Each time the bearer fights, it makes a number of additional attacks with this weapon equal to the current battle round number.					

THE VEIL OF TEARS

This Harlequin wears a delicate mantle woven from hyperconductive filigree and threaded with minute but exceptionally powerful sinkstones. These onyx-coloured gems can each absorb a colossal charge of energy, be it ballistic, kinetic, plasmic, psychoactive or whatever else. At the moment of absorption the veil gleams like silvery tears as the force of the enemy’s attack is dispersed and absorbed, before it falls dormant again until it can be drained of power.

Once per turn, the first time a saving throw is failed for the bearer, the saving throw is treated as being successful.

DOMINO SHROUD

Far more potent than the domino fields that normally cloak the Harlequins, this ancient shroud-field generator can fashion entire energistic simulacra of its wearer and impose them upon the sensoria of the foe so completely that – until they step once more from behind the veil of illusion – it is as though the wearer has vanished entirely from existence, replaced by their phantom doppelganger.

Once per battle, at the end of any phase, if the bearer was not set up on the battlefield as reinforcements this turn, they can use the Spectral Apparition. If they do, place a marker within 12" of the bearer, then remove them from the battlefield and set them up again within 1" of the centre of the marker and more than 1" from any enemy models. The bearer is not eligible to charge in a turn in which it was set up in this manner, although the bearer can use this Relic in a turn in which it charged.

DESTINY’S JEST

This mask was said to have been fashioned by Vaul himself at Cegorach’s request. Once donned it becomes one with its wearer, claiming them as completely as the battlegear of the most path-lost Exarch ever could. Destiny’s Jest shifts from one battle to the next, the mask seemingly sensing the smallest nuances of fate or fortune that will sharpen it’s wearer’s performance to perfection.

During deployment, select one of the following effects to apply until the end of the battle. Alternatively, you can roll two D6 (re-rolling duplicate results) to randomly determine two of the following effects to apply until the end of the battle:

- 1. +1 to the bearer’s Attacks characteristic
- 2. +1 to the bearer’s Strength characteristic
- 3. +1 to the bearer’s Toughness characteristic
- 4. +1 to the bearer’s Wounds characteristic
- 5. +3" to the bearer’s Move characteristic
- 6. Improve the Armour Penetration characteristic of the bearer’s melee weapons by 1 (e.g. AP -1 becomes AP -2)