Harlequin Codex

*Of Eldar origin, the Harlequins pay tribute to the Laughing God through their performances in war. They use tricks of the mind and illusions artfully, but also powerful weaponry.*

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# Special Rules

### Guidance

Every Eldar Squad must have at least one Seer or Autarch.

### Focus

All Seers and Autarchs gain Focus every round. This Focus can be used to cast spells or activate glyphs on units.

### Glyphs

Most units can use Glyphs. These give unique bonuses that can be activated for the cost of one Focus.

### Agility

Fighting in a more graceful manner, Eldar have an additional action: *Move* 10cmfor 1AP. This can be done before and/or after other actions. *Fast* gives *Move* +5cm range.

### Spells

More skilled in the ways of the warp, Eldar Seers may cast Spells without rolling for Power Charges or *Cast* rolls. They may simply spend as much Focus as the Spell costs and activate it. Only Seers can cast Spells.

### D-Cannon

These unique Eldar weapons open a temporary rift between our realm and the warp. All hits are an automatic kill. All rules and rolls to prevent it are ignored, including all kinds of revivals. (Not respawning of course)

# Units

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HP | MM | CB | DF | Crit | Gear | Cost |
| Harlequin Player | 4 | 12 | 12 | 8 | 2 | 2 | **100P** |
| Troupe Master | 5 | 14 | 14 | 8 | 3 | 3 | **150P** |
| Death Jester | 4 | 15 | - | 5\* | 2 | 1 | **150P** |
| Shadowseer | 3 | 10 | - | 8 | 1 | - | **150P** |

# Heroes

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HP | MM | CB | DF | Crit | Focus | Gear | Cost |
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# Units

Units cannot change their weapons to anything other than described.

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| Harlequin PlayerEquipment Harlequin Players carry . | Troupe MasterEquipment |

# Heroes

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# Weapons

All weapons are *Projectile* weapons unless otherwise stated. All weapons are free.

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| --- | --- | --- | --- | --- |
| Melee Weapon | Range | Damage | Attacks | Rules |
| Power Sword |  |  |  |  |
| Harlequin’s Kiss |  |  |  |  |
| Harlequin’s Caress |  |  |  |  |
| Zephyrglaive |  |  |  |  |
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| --- | --- | --- | --- | --- |
| Pistol | Range | Damage | Attacks | Rules |
| Fusion Pistol |  |  |  |  |
| Harlequin’s Embrace |  |  |  |  |
| Neuro Disruptor |  |  |  |  |

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| --- | --- | --- | --- | --- |
| Rifle | Range | Damage | Attacks | Rules |
| Shuriken Cannon |  |  |  |  |
| Haywire Cannon |  |  |  |  |
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| --- | --- | --- | --- | --- |
| Heavy Weapon | Range | Damage | Attacks | Rules |
| Reaper Launcher | 45cm | 15 | 3 | *Penetration* |
| Tempest Launcher | 30cm | 10 | 2 | *AoE M* |
| Wraithcannon | 45cm | X | 1 | *D-Cannon, Energy* |
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# Equipment

All non-limited Equipment may only be equipped once per character.

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| --- | --- |
| Limited EquipmentPlasma Grenade 5P Simple explosive grenades with 20cm range, 11 damage and 1 attack. Has *Area of Effect M* and is *Limited* andcounts as *Projectile*. Costs 1 Action Point to use. Haywire Grenade 5P A tactical grenade emitting a high-powered EMP to stun nearby enemies. Every enemy hit is *Stunned*. Has a 20cm range, *Area of Effect M* and is *Limited*. Costs 1 Action Point to use. | EquipmentLightWeb 10P Over the LightWeb, units can communicate and share combat data in a more effective way, giving all users of the LightWeb +2 MM per user. |

# Artifacts

Artifacts may be bought by Seers and Autarchs to aid them in battle. Both may buy and equip weapons as they please, but may only carry up to two weapons, and only either 2x 1H or 1x 2H. Every Artifact may only be bought once per game.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Blade of the Falling Moon 40P A 1H crescent blade, masterfully crafted and deadly in battle.   |  |  |  |  | | --- | --- | --- | --- | | Range | Damage | Attacks | Rules | | Melee | 12 | 5 | *Lethal Weapon* | | Shield of the Rising Sun 40P An energy shield, that lights up like the morning sun when deflecting incoming projectiles.  Gives *Armored(15)* when attacked in the front (180°). |
| Starchild 60P An ancient 2H glaive, more an artifact than weapon. However, in times of great need, worthy warriors may carry it into battle to protect their craftworld.   |  |  |  |  | | --- | --- | --- | --- | | Range | Damage | Attacks | Rules | | Melee | 15 | 4 | *Cleave, Penetration, Heavy Strikes* | |  |  |  |  | | Lightbringer 40P A unique pistol, channeling the light of the stars themselves.   |  |  |  |  | | --- | --- | --- | --- | | Range | Damage | Attacks | Rules | | 30cm | 15 | 2 | *Lethal Wounds* | |