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.*

Contents

[Special Rules 2](#_Toc448394702)

[Units 3](#_Toc448394703)

[Heroes 3](#_Toc448394704)

[Units 4](#_Toc448394705)

[Heroes 5](#_Toc448394706)

[Weapons 6](#_Toc448394707)

[Equipment 7](#_Toc448394708)

[Glyphs 8](#_Toc448394709)

[Paths 9](#_Toc448394710)

[Artifacts 11](#_Toc448394711)

[Spells 12](#_Toc448394712)

# 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

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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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| --- | --- |
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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 |
| Scorpion Stinger (1H) | Melee | 10 | 2 | *Lethal Weapon* |
| Power Sword (1H) | Melee | 12 | 3 | *-* |
| Power Spear (1H) | Melee | 14 | 3 | *Lethal Weapon* |
| Wraith Blade (1H) | Melee | 14 | 2 | *-* |
|  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pistol | Range | Damage | Attacks | Rules |
| Shuriken Pistol | 20cm | 8 | 3 | *-* |
| Fusion Pistol | 20cm | 12 | 3 | *-* |
|  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Rifle | Range | Damage | Attacks | Rules |
| Shuriken Catapult | 30cm | 10 | 3 | *-* |
| Brightlance | 30cm | 10 | 3 | *Penetration, Energy* |
| Pulse Laser | 30cm | 6 | 5 | *Light Weapon, Energy* |
| Flamer | Cone X | 10 |  | *Cone, Heat* |
| Long Rifle | 60cm | 14 | 2 | *Weak Spots, Scope* |
| Cloudsweeper | 20cm | 10 | 4 | *Light Weapon* |
| Sunlance | 45cm | 10 | 2 | *Penetration, Energy* |
| Death Spinner | Cone X | 8 | 4 | *Cone X, Light Weapon* |
| Spinneret Rifle | 30cm | 12 | 2 | *Penetration, Energy* |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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* |
|  |  |  |  |  |
|  |  |  |  |  |

# Equipment

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

|  |  |
| --- | --- |
| 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. |