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

### Agility

Harlequins are constantly in motion, constantly dancing around their foes, hitting hard and unexpected. They gain an additional Action: *Move* 10cm for 1AP.

### Troupe Master

You may only have one Troupe Master in your Squad.

### Shadow Seer

Shadow Seers may cast one spell per Round from the Spell list.

# Army List

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

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| --- | --- | --- | --- | --- | --- | --- |
| Heroes | HP | MM | CB | DF | Crit | Cost |
| Solitaire | 5 | - | 15 | 8 | 3 | **150P** |
| Shadowblade | 4 | - | 15 | 8 | 3 | **200P** |
| Bladedancer | 4 | - | 15 | 8 | 3 | **200P** |
| Trickster | 4 | 12 | - | 5\* | 2 | **200P** |

# Units

Units cannot change their weapons to anything other than described.

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| --- | --- |
| TroupeEquipment Troupes carry a *Power Sword* and a *Fusion Pistol*. They may swap their weapons to a *Shuriken Cannon, Haywire Cannon* or *Prism Cannon* | Troupe MasterEquipment Troupe Masters carry a *Harlequin’s Kiss* and a *Harlequin’s Embrace*. A Troupe Master may swap their *Harlequin’s Embrace* for a *Neuro Pistol* and/or swap their *Harlequin’s Kiss* for a *Harlequin’s Caress* or swap both weapons for a *Zephyrglaive*. |
| Death JesterEquipment Death Jesters carry a *Death Jester Cannon*. | Shadow SeerEquipment Shadow Seers carry a *Miststave*. |

# Heroes

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| SolitaireEquipment A Solitaire carries a *Harlequin’s Kiss* and a *Harlequin’s Caress* and a *Flip-Belt*. Trait: Solitaire Solitaires always work alone and stay away from other Harlequins, for good reason. All Harlequins within 20cm of a Solitaire must reroll all successful *To-Hit* dice once. | ShadowbladeEquipment A Shadowblade carries a *Shadowblade* (Melee, 12D, 2A, *Lethal Wounds*) and a *Flip-Belt*. Trait: From the Shadows When no enemy has a direct line of sight to a Shadowblade at the end of their round, the Shadowblade gains +2 Attacks. These bonus attacks are lost after the first Melee Assault. Synergy: Fear of the Dark When all other units have an *Agaith*, the Shadowblade becomes fear incarnate. When attacking an enemy *from the shadows*, their DF is reduced to zero for this Assault. |
| BladedancerEquipment A Bladedancer carries two *Powerswords*. Trait: Dance of Death After a Melee Assault, the Bladedancer’s next assault in the same Round gets a 20cm *charge* range. Synergy: Rapid Performance When all other units have a Flip-Belt, the Bladedancer’s Melee Assaults after the first per Round costs only 1AP. | TricksterEquipment A Trickster carries two *Neuro Disruptors* and a *Holo-Suit*. Trait: Mirror Images Accompanied by a holographic projection to confuse enemies. All attackers must roll before the assault: on a 1-10, the attack hits the Trickster. On a 11-20, the attack shatters the Mirror Image, but leaves the Trickster unharmed. The Mirror Image is recreated at the beginning of the Trickster’s Round. |

# 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 | Melee | 10 | 3 |  |
| Harlequin’s Kiss | Melee | 15 | 3 | *Light Weapon, Lethal Wounds* |
| Harlequin’s Caress | Melee | 16 | 2 | *Penetration* |
| Zephyrglaive | Melee | 14 | 2 | *Cleave, Wide Range, Lethal Wounds* |
| Miststave | Melee | 12 | 2 | *Lethal Weapon* |

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| --- | --- | --- | --- | --- |
| Pistol | Range | Damage | Attacks | Rules |
| Fusion Pistol | 10cm | 15 | 2 |  |
| Harlequin’s Embrace | Burst | 8 | 2 | *Burst* |
| Neuro Disruptor | 20cm | 8 | 2 | *Successful wounds inflict Stunned* |

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| --- | --- | --- | --- | --- |
| Rifle | Range | Damage | Attacks | Rules |
| Shuriken Cannon | 30cm | 8 | 3 | *Light Weapon, Lethal Weapon* |
| Haywire Cannon | 30cm | 8 | 2 | *Successful wounds inflict Stunned* |
| Prism Cannon | 30cm | 14 | 2 | *Penetration, Lethal Wounds* |

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| --- | --- | --- | --- | --- |
| Heavy Weapon | Range | Damage | Attacks | Rules |
| Death Jester Cannon | 30cm | 12 | 3 | *Lethal Weapon, Penetration* |

# Equipment

All non-limited Equipment may only be equipped once per character. A unit may only ever equip *either* a Holo-Suit, Holo-Field or a Flip-Belt. All equipment costs 1GP.

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| Limited EquipmentHallucinogen Grenade 10P These grenades spread a neurotoxin that messes with the senses of affected targets. It has a 20cm range, *Area of Effect M* and is *Limited*. All enemies hit must reroll all successful *To-Hit* rolls in both melee and ranged combat. Doesn’t cost AP to use. | EquipmentAgaith 30P The iconic mask of the Harlequins are fear inducing masks of madness. When an enemy attacks this unit in melee or ranged combat, they must first roll a dice. On a 15-20, they panic and don’t attack (but still spend AP). Holo-Suit 30P The Holo-Suit boosts their mobility and speed in combat, increasing their *Move* distance to 15cm. Holo-Field 30P The Holo-Field transforms the Harlequin into a dazzling blur of colors while they fight. This gives the Harlequin *Dodge(10)*. Flip-Belt 30P Flip-Belts are portable anti-grav generators, that give the Harlequin impossible mobility and grace. They get a +10cm bonus to *charging*. |

# Spells

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| --- | --- | --- |
| Spell | Target | Range |
| Mind Spike | Enemy | 10cm |
| Hallucinations | Enemy | 20cm |
| Invisibility | Ally | 20cm |
| Visions of Death | Enemy | 10cm |
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| --- | --- |
| Mind Spike  The targeted enemy takes one 10D hit and is *Stunned*. | Hallucinations  The targeted enemy has to reroll every successful dice during *To-Hit* rolls once. |
| Invisibility  The targeted ally becomes invisibly for one Round. | Visions of Death  The targeted enemy sees their own death – the unit needs to roll a dice before acting: on a 5-12, they may not move, on a 13-20, they lose all their AP. |