

HARLEQUINS DETACHMENT ABILITIES

A **HARLEQUINS** Detachment is one that only includes models with the **HARLEQUINS** keyword (excluding models with the **UNALIGNED** keyword).

- **HARLEQUINS** Detachments gain the Lead Role ability.
- **<SAEDATH>** units in **HARLEQUINS** Detachments gain the Saedath Characterisations ability.
- Troops units in **HARLEQUINS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

LEAD ROLE

- If your army includes any **TROUPE MASTER** models, if your **WARLORD** is a **HARLEQUINS** model, that **WARLORD** must be a **TROUPE MASTER** model.

| WEAPON | RANGE | TYPE | S | AP | D |
|---------------|-------|-------|----|----|---|
| Twilight Fang | Melee | Melee | +2 | -3 | 2 |

Abilities: Each time the bearer fights, until that fight is resolved, add the current battle round number of the Attacks characteristic of the bearer

THE SAEDATHS

If your army is Battle-forged, **<SAEDATH>** units in **HARLEQUINS** Detachments gain access to the follow saedath rules, provided every **<SAEDATH>** unit in your army following a saedath is following the same saedath. if every **<SAEDATH>** unit in a **HARLEQUINS** Detachment is following the same saedtah that Detachment is referred to as a **<SAEDATH>** Detachment.

WARLORD TRAIT: PLAYER OF LIGHT

LIGHT SHADOWSEER model only.

- Add 3" to the range of the bearer's aura abilities (to a maximum of 9").

LIGHT

CHARACTERISATION: BLAZE OF LIGHT

All **<SAEDATH>** units in **HARLEQUINS** Detachments will gain a Saedath Characterisation. On the following pages you will find the Saedath Characterisations associated with each saedath.

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CAPRICIOUS REFLECTIONS 1CP

To their foes, Players in masques led by the Light resemble nothing more than dazzling luminescence and colour.

Use this stratagem in your opponent's Charge phase, when a **LIGHT** unit from your army is selected as a target of a charge. If that unit is not within Engagement Range of any enemy units it can make a Normal Move of up to 6".

Guardian UNITS ONLY

| D6 | TRAIT |
|-----|---|
| | Desperate Protectors <i>When their craftworld is threatened these aeldari risk to its defense, and when the situation is dire they fight all the harder to protect their people and their home</i> |
| 1-2 | While this unit is below half-strength: <ul style="list-style-type: none"> • Add 1 to the leadership characteristic of models in this unit. • Each time a model in this unit makes an attack add 2 to that attack's hit roll. |
| 3-4 | asdfgaxcg |
| 5-6 | hjtfv |