

HARLEQUINS

ARMY RULE

The Harlequins split their time between being talented battlefield fighters and theatrical performers. They exist outside of normal Aeldari society and hold no allegiance to any Craftworld, Kabal, or other form of authority other than to their own belief in the Aeldari deity Cegorach, the Laughing God.

LUCK OF THE LAUGHING GOD

If your Army Faction is Harlequins, at the start of the battle, you start the battle with an empty luck dice pool.

Every time you roll a 1 on an unmodified dice roll, you may put that exact dice aside into the "luck dice pool". This means the result of this dice gets accepted by you and it can not be modified (by rerolling for example).

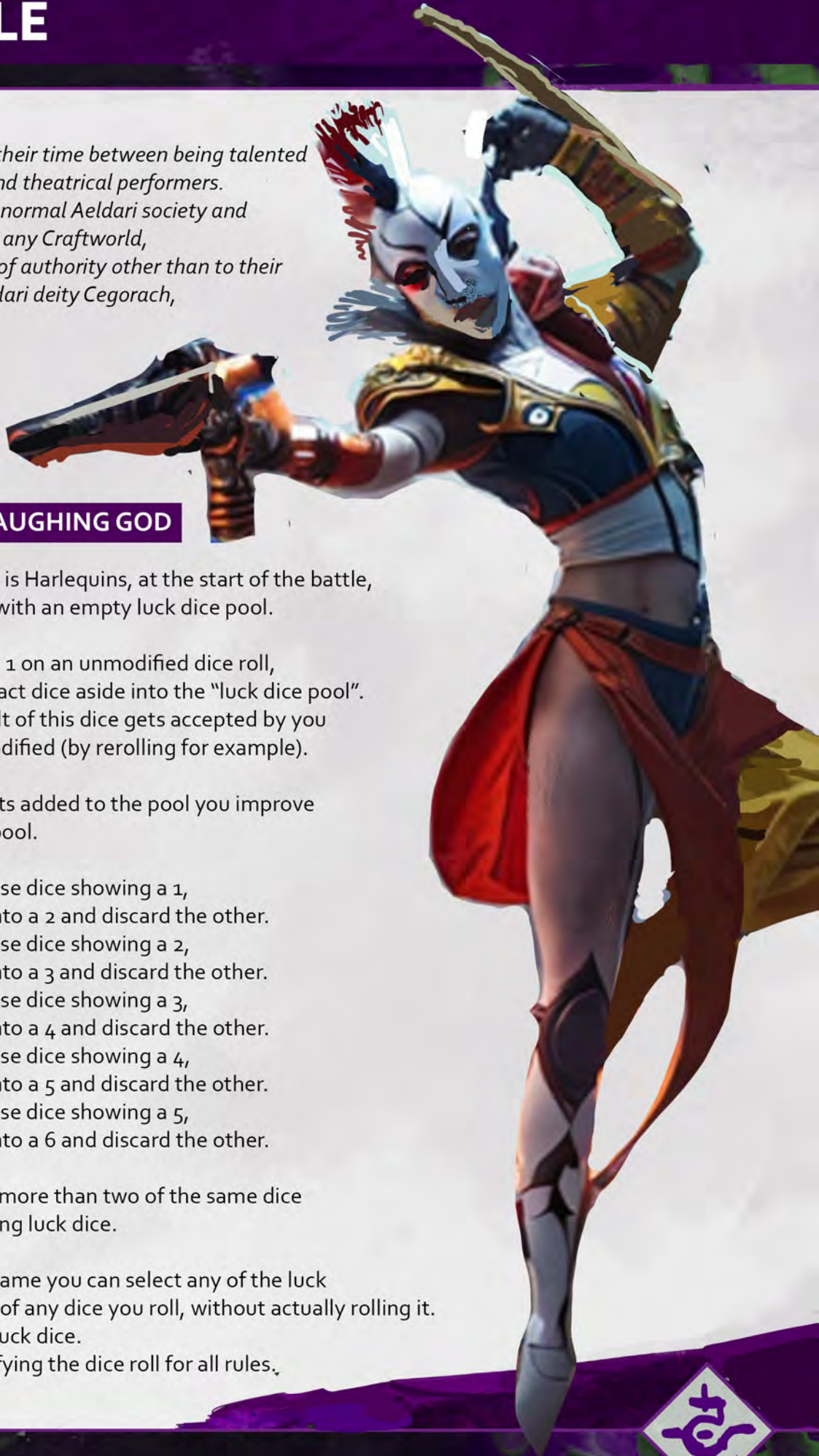
Every time a dice gets added to the pool you improve the luck dice in the pool.

If you got two of those dice showing a 1, make one of them into a 2 and discard the other.
If you got two of those dice showing a 2, make one of them into a 3 and discard the other.
If you got two of those dice showing a 3, make one of them into a 4 and discard the other.
If you got two of those dice showing a 4, make one of them into a 5 and discard the other.
If you got two of those dice showing a 5, make one of them into a 6 and discard the other.

You can never store more than two of the same dice results after improving luck dice.

At any point in the game you can select any of the luck dice to be the result of any dice you roll, without actually rolling it. Discard the chosen luck dice.

This counts as modifying the dice roll for all rules.



DETACHMENT RULE

If your Army Faction is Harlequin, you can use this GREAT PERFORMANCE Detachment rule.

DEADLY PERFORMANCE

The movement of a Harlequin fighter is like a leaf dancing on an unpredictable wind.

All Harlequin units have the fly keyword.

Each time a Harlequin unit falls back or advances it is eligible to shoot and charge.

Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move, that enemy unit suffers D3 mortal wounds.

Harlequin units movement can never be negatively modified by any rules.



Hi friends,
these are home rules for Harlequins.

I made them to be able to keep playing with my lovely clowns.

My name is Martin and I make games
(board games, tabletop games and video games) for over 20 years now.
I never worked at Games Workshop, nor am I in any contact with them.
I don't know how they balance Warhammer 40K, I just try to make
Harlequins playable as a solo-faction in 10th edition.

With these rules I was not aiming to make Harlequins strong by any
means, I just wanted to give them some of their identity back.

I hope you enjoy these and gl hf <3



ENHANCEMENTS

CEGORACH CHOSEN (15pts)

Cegorach chose this warrior, he manipulated the paths of destiny to keep them from harm so that they might strike back at their foes.

Harlequin model only. Once per turn, just after making a Hit roll, a Wound roll or a saving throw for a model in the bearer's unit, you can treat the result as an unmodified roll of 6 instead.

COMPLETELY DEVOTED (20pts)

These players do include everyone in this deadly play.

Harlequin model only. You can select the bearer's unit for the Heroic Intervention Stratagem for oCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

THE VEILED KING (10pts)

And so the King vanished, before plunging his blade into his unsuspecting foe's back. None could stand before this unseen killer as he went about his bloody work.

Troupe Master model only. The melee weapon of this model gains 2 extra attacks and the **[ANTI INFANTRY 2+]** ability.

AGENT OF PANDEMONIUM (AURA) (20pts)

The enemy's senses were overwhelmed by the madness of the Agent of Pandemonium. At every turn they were confronted with mayhem conjured to baffle the senses, lost in a kaleidoscope of colour and sound.

Shadowseer model only. While an enemy unit is within 6" of this model, subtract 1 from the attacks characteristic of models in that unit.



STRATAGEMS



STRIKE AND FADE

HARLEQUIN FIGHTER – EPIC DEED STRATAGEM

The Harlequins are masters of blades, engaging a target with a flurry of strikes before quickly maneuvering into cover or out of sight.

WHEN: End of your shoot phase or any fight phase.

TARGET: One Harlequin unit from your army.

EFFECT: Your unit can immediately make a 6" normal move.



CEGORACH PROTECTION

HARLEQUIN FIGHTER – EPIC DEED STRATAGEM

Some performers are essential for future acts.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One Harlequin unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.



DECOY MIND TRICKS

HARLEQUIN FIGHTER – EPIC DEED STRATAGEM

Illusions and effects are part of every great performance.

WHEN: Your opponent's Shooting phase or the Fight phase, after an enemy unit has selected its targets.

TARGET: One Harlequin unit from your army that was selected as the target of one or more of that enemy unit's attacks.

EFFECT: Before any attacks are made, place that unit in strategic reserves and it gains the deep strike ability until your next shooting phase. The enemy unit is able to select new targets for their attacks.



STRATAGEMS



THE TRAGEDY OF DEATH

HARLEQUIN FIGHTER – EPIC DEED STRATAGEM

2CP

Every player knows their final performance.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One Harlequins unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.



WALTZ OF DEATH (2CP)

HARLEQUIN FIGHTER – EPIC DEED STRATAGEM

2CP

Some performers are essential for future acts.

WHEN: At the beginning of your opponent's Fight phase.

TARGET: One Harlequin unit from your army.

EFFECT: Until the end of the phase, that unit gains the [FIGHTS FIRST] ability.



THE FINALE

HARLEQUIN FIGHTER – EPIC DEED STRATAGEM

1CP

Sometimes only the effort of many players does justice to the foe.

WHEN: Fight phase.

TARGET: One Harlequin unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time an Harlequin model in your unit makes a melee attack, these attacks gain the [ANTI VEHICLE 5+] and the [ANTI MONSTER 5+] ability.



DEATH JESTER / 75pts

M	T	SV	W	LD	OC
8"	3	6+	6	6+	1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shrieker cannon [DEVASTATING WOUNDS]	24"	3	2+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Jester's blade	Melee	4	2+	4	0	1

ABILITIES

CORE: Lone Operative, Infiltrator

FACTION: Luck of the laughing god

Death is Not Enough: In your Shooting phase, after this model has shot, if one or more of those attacks destroyed an enemy model, that enemy model's unit must take a Battle-shock test.

Cruel Amusement: In your Shooting phase, one model from your army with this ability can use it. If they do, until the end of the phase, select one of the following abilities to apply to that model's shrieker cannon:

- [IGNORES COVER]
- [PRECISION]
- [SUSTAINED HITS 3]

INVULNERABLE SAVE

4+

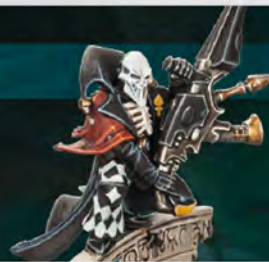
KEYWORDS: INFANTRY, CHARACTER, HARLEQUINS, DEATH JESTER



FACTION KEYWORDS:
AELDARI

DEATH JESTER

The arrival of a Death Jester upon the battlefield is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart in sprays of blood and scalded flesh as the weapon's gene-toxins cause them to combust horrifically from within. Adding insult to injury, the Death Jester ensures every demise is as cruelly ironic as possible.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Death Jester

This model is equipped with: shrieker cannon; Jester's blade.

KEYWORDS: INFANTRY, CHARACTER, HARLEQUINS, DEATH JESTER



FACTION KEYWORDS:
AELDARI



SHADOWSEER / 95pts

M	T	SV	W	LD	OC
8"	3	6+	6	6+	1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	2+	4	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1
Mirror of minds [ASSAULT, PISTOL, DEVASTATING WOUNDS, HAZARDOUS]	18"	4	2+	8	-3	D3+3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Miststave [PSYCHIC]	Melee	4	2+	5	-1	D3

ABILITIES

CORE: Leader, Stealth

FACTION: Luck of the laughing god

Fog of Dreams [Psychic]: While this model is leading a unit, models in that unit have the Stealth ability.

Twilight Pathways [Psychic]:

Each time an attack is made against models in this unit with a strength characteristic of 7 or more, this unit has a 4+ [feel no pain] against this attack.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, HARLEQUINS, SHADOWSEER



FACTION KEYWORDS:
AELDARI

SHADOWSEER

Shadowseers can blind their enemies and drive them mad with their psychic powers. They shield their allies with veils of illusion, and crush bones in close combat with strikes from their miststaves – which also scramble the perceptions of those they hit.



WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with 1 neuro disruptor.

UNIT COMPOSITION

- 1 Shadowseer

This model is equipped with: shuriken pistol; miststave.

LEADER

This model can be attached to the following unit:

- TROUPE

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GRENADES, HARLEQUINS, SHADOWSEER



FACTION KEYWORDS:
AELDARI



SKYWEAVERS /95/190pts

M	T	SV	W	LD	OC
14"	4	4+	3	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Star bolas	12"	D3	3+	7	-2	2
Skyweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	2	3+	3	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1
Zephyrglaive	Melee	4	3+	5	-1	2

ABILITIES

CORE: Scout 9"

FACTION: Luck of the laughing god

Scything Swipes: Each time this unit ends a Normal move, you can select one enemy unit (excluding MONSTER and VEHICLE units) that it moved over during that move. If you do, roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

INVULNERABLE SAVE

4+

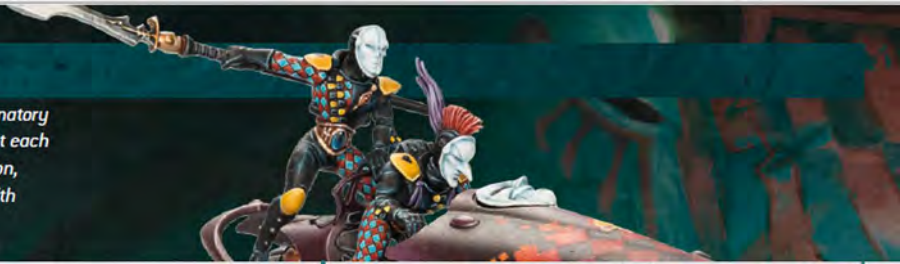
KEYWORDS: MOUNTED, FLY, SMOKE, HARLEQUINS, SKYWEAVERS



FACTION KEYWORDS:
AELDARI

SKYWEAVERS

Skyweavers shoot through the air in a prismatic storm of hallucinatory colour and light. While the riders known as Skyborne Princes pilot each jetbike and operate its guns, those called Great Falcons ride pillion, poised to cut down the foe with their star bolas or bisect them with their sweeping zephyrglaives.



WARGEAR OPTIONS

- Any number of models can each have their shuriken cannon replaced with 1 Skyweaver haywire cannon.
- Any number of models can each have their star bolas replaced with 1 zephyrglaive.

UNIT COMPOSITION

- 2-4 Skyweavers
- Every model is equipped with: shuriken cannon; star bolas; close combat weapon.

KEYWORDS: MOUNTED, FLY, SMOKE, HARLEQUINS, SKYWEAVERS



FACTION KEYWORDS:
AELDARI



SOLITAIRE / 155pts

M	T	SV	W	LD	OC
12"	3	6+	6	6+	1



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Solitaire weapons [PRECISION, LETHAL HITS]	Melee	9	2+	6	-2	2

ABILITIES

CORE: Fights First, Lone Operative

FACTION: Luck of the laughing god

Blitz: Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 2D6" to this model's Move characteristic and add 3 to this model's Attacks characteristic.

Blur of Movement: This model is eligible to declare a charge in a turn in which it Advanced.

INVULNERABLE SAVE

3+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, HARLEQUINS, SOLITAIRE



FACTION KEYWORDS:
AELDARI

SOLITAIRE

Solitaires are the equal of a host of lesser warriors, and can move at speeds the naked eye cannot follow. In combat, their scything kicks and hammer-blow punches come so fast their foes are dead before they know they are in a fight. They sever heads and pierce hearts in a rapid blur of movement, and cause blood to fall like monsoon rain.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Solitaire – EPIC HERO

This model is equipped with: Solitaire weapons.

PATH OF DAMNATION

This model cannot be your WARLORD.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, HARLEQUINS, SOLITAIRE



FACTION KEYWORDS:
AELDARI



STARWEAVER / 80pts

M	T	SV	W	LD	OC
14"	6	4+	6	6+	1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

ABILITIES

CORE: Deadly Demise 1, Firing Deck 6

FACTION: Luck of the laughing god

Rapid Embarkation: At the end of the Fight phase, if there are no models currently embarked within this **TRANSPORT**, you can select one friendly **HARLEQUINS INFANTRY** unit that has 6 or fewer models that is wholly within 6" of this **TRANSPORT**. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this **TRANSPORT**.

INVULNERABLE SAVE 4+

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, FLY, HARLEQUINS, STARWEAVER



FACTION KEYWORDS: AELDARI

STARWEAVER

These agile and nimble anti-grav transport craft swoop and spiral effortlessly through incoming fire, their flickering halo-fields giving them polychromatic camouflage. Armed with multiple heavy weapons, they provide great volumes of supporting fire for the troops they carry, scything down the foe with withering hails of shurikens.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Starweaver

This model is equipped with: 2 shuriken cannons; close combat weapon.

TRANSPORT

This model has a transport capacity of 6 Harlequin Infantry models. Before the battle, at the start of the Declare Battle Formations step, you can select one Troupe unit from your army. If you do, that unit is split into two units, each containing as equal a number of models as possible (when splitting a unit in this way, make a note of which models form each of the two new units). One of these units must start the battle embarked within this Transport; the other can start the battle embarked within another Transport, or it can be deployed as a separate unit.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, FLY, HARLEQUINS, STARWEAVER



FACTION KEYWORDS: AELDARI



TROUPE / 90/105/200/210pts

M	T	SV	W	LD	OC
8"	3	6+	1	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fusion pistol [ASSAULT, MELTA 4, PISTOL]	12"	1	3+	8	-4	D3
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	3+	4	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aeldari power sword	Melee	5	3+	4	-2	1
Harlequin's blade	Melee	6	3+	3	0	1
Harlequin's special weapon	Melee	4	3+	4	-2	2

ABILITIES

FACTION: Luck of the laughing god

Harlequin Assault: Each time this unit makes a Charge move, until the end of the turn, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Bloody Tricks: After a Harlequins unit from your army makes a charge move or performs a Heroic Intervention. Select one enemy unit within the Engagement Range of that unit and roll one D6 for each model in that Harlequins unit. For each 3+, that enemy unit suffers 1 mortal wound.

INVULNERABLE SAVE

4+

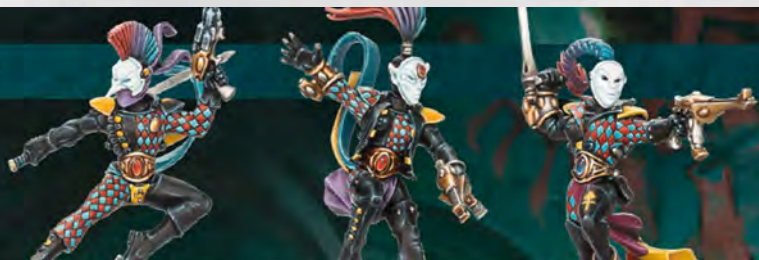
KEYWORDS: INFANTRY, GRENADES, HARLEQUINS, TROUPE



FACTION KEYWORDS:
AELDARI

TROUPE

The Players of Harlequin Troupes perform with breathtaking skill, whether their stage is a wraithbone and glass amphitheatre bathed in crystalline light, or the firelit hell of the battlefield. They tumble, sprint and leap with beautiful agility, every squeeze of a trigger and slash of a blade bringing death to the enemy.



WARGEAR OPTIONS

- Any number of models can each have their Harlequin's blade replaced with 1 Harlequin's special weapon.
- The Lead Player's Harlequin's blade can be replaced with 1 Aeldari power sword.
- If this unit contains 10 or fewer models:
 - Up to two models can each have their shuriken pistol replaced with 1 neuro disruptor
 - Up to two models can each have their shuriken pistol replaced with 1 fusion pistol
- If this unit contains 11 or more models:
 - Up to four models can each have their shuriken pistol replaced with 1 neuro disruptor
 - Up to four models can each have their shuriken pistol replaced with 1 fusion pistol

UNIT COMPOSITION

- 1 Lead Player
- 4-11 Players

Every model is equipped with: shuriken pistol; Harlequin's blade.

KEYWORDS: INFANTRY, GRENADES, HARLEQUINS, TROUPE, BATTLELINE



FACTION KEYWORDS:
AELDARI



TROUPE MASTER /125pts

M	T	SV	W	LD	OC
8"	3	6+	6	6+	1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fusion pistol [ASSAULT, MELTA 4, PISTOL]	12"	1	2+	8	-4	D3
Neuro disruptor [ANTI-INFANTRY 2+, ASSAULT, PISTOL]	12"	1	2+	4	0	1
Shuriken pistol [ASSAULT, PISTOL]	12"	1	2+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Troupe Master's weapon*	Melee	6	2+	4	-2	3

*Add attacks equal to the number of turns, to the attacks of this weapon. +1 to wound and [TWIN LINKED]

ABILITIES

CORE: Leader

FACTION: Luck of the laughing god

Choreographer of War: While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Cegorach's Favour:

While this model is leading a unit, add 1 to the charge roll and 1 to the advance roll made by this unit.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, HARLEQUINS, TROUPE MASTER



FACTION KEYWORDS:
AELDARI

TROUPE MASTER

Choreographers of conflict, Troupe Masters direct their comrades' reactions to the fates of battle and ensure their performance in the theatre of war is as perfect as it can be. They are blisteringly swift and deadly warriors, and with the consent of their peers they act as focal points of their Troupes.



WARGEAR OPTIONS

- This model's shuriken pistol can be replaced with one of the following:
 - 1 fusion pistol
 - 1 neuro disruptor
- This model's Troupe Master's blade can be replaced with 1 Harlequin's special weapon.

UNIT COMPOSITION

- 1 Troupe Master

This model is equipped with: shuriken pistol; Troupe Master's blade.

LEADER

This model can be attached to the following unit:

- TROUPE

TROUPE MASTER

If this model is your WARLORD, TROUPE units from your army have the BATTLELINE keyword.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, HARLEQUINS, TROUPE MASTER



FACTION KEYWORDS:
AELDARI



VOIDWEAVER / 110pts

M	T	SV	W	LD	OC
14"	6	4+	6	6+	2



RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Prismatic cannon – dispersed pulse [BLAST]	36"	206	3+	4	0	1
▶ Prismatic cannon – focused lances [DEVASTATING WOUNDS]	36"	2	3+	12	-3	4
Shuriken cannon [SUSTAINED HITS 1]	24"	3	3+	6	-1	2
Voidweaver haywire cannon [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	24"	3	3+	4	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	3	0	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, SMOKE, HARLEQUINS, VOIDWEAVER



FACTION KEYWORDS:
AELDARI

ABILITIES

CORE: Deadly Demise 1

FACTION: Luck of the laughing god

Devastating Assault: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

INVULNERABLE SAVE

4+

VOIDWEAVER

The Voidweaver's potent combination of versatile weapons, lightweight psychoplastic armour, hyper-velocity and polychromatic camouflage make them exceptionally dangerous attack craft. Deadly on the ambush, groups of Voidweavers can rip apart enemy battle tanks or slaughter whole squads of infantry.



WARGEAR OPTIONS

- This model's Voidweaver haywire cannon can be replaced with 1 prismatic cannon.

UNIT COMPOSITION

- 1 Voidweaver

This model is equipped with: 2 shuriken cannons; Voidweaver haywire cannon; close combat weapon.

KEYWORDS: VEHICLE, FLY, SMOKE, HARLEQUINS, VOIDWEAVER



FACTION KEYWORDS:
AELDARI

