

## Notes.

### 3.2

**Clarified Strategy Rating**

**Altered 'Harlequin' special rule**

**Updated Wraithgate notes**

**Updated Great Harlequin notes**

**Increased cost of Great Harlequin to 125**

**Increased cost of Harlequin Troupe to 325**

**Increased cost of all Harlequin leaders to 50, added 'Commander'**

### 3.1

Renamed back to Grand Masque for fluffy reasons.

Altered 'Harlequin' special rule.

Divided troupes into core troupes and support troupes. Imposed a limit on support troupes.

Increased cost of Promenade to 275 points.

Clarified number of Solitaires allowed.

Removed limit on points available to spend on allies.

Gave the Great Harlequin 'leader'.

Clarified Harlequin Venom transport notes, removed Holofield, added Reinforced armour.

### 3.0

Added Harlequin special rule

Removed Webway mastery special rule

Removed teleport from most Harlequin units

Increased cost of Mimes

Reduced Harlequin fire fight capability

Reduced number of Death Jester attacks

Increased cost of Venom and Raider

Generally nerfed Harlequins and tried to make the less random, while retaining a fluffy feel.

## Special Rule: Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a Farseer may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a Farseer, but at least one Farseer must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a Farseer. Once the action has been taken the initiative returns to the opposing player.

## Special Rule: Hit & Run Tactics

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition, Eldar formations that win an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5 cm as would normally be the case.

## Special Rule: Eldar Technology

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

**Holofields:** A holofield that is projected from special devices on Titans and some Harlequin vehicles. These fracture the image of the unit making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the unit. The overall result is to make the unit a very hard target to hit! Holofields provide units with a special 3+ saving throw that can be taken instead of the unit's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a unit with a holofield also has reinforced armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the holofield save. No Blast markers are placed for hits that are saved by a holofield.

**Lance weapons:** A lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with reinforced armour (see Epic: Armageddon 2.1.11) that is hit by a lance weapon is not allowed to re-roll its saving throw.

**Webway Portals:** Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back in the Webway. Any formation's that are kept in the Webway may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn. In the GT scenario reserve formations with multiple deployment options must be designated as to deployment method during setup – webway, air transport or teleport.

## Special Rule: Harlequin

Harlequins may fight as a 'Grand Masque' under the control of their Great Harlequin, or they be taken as allies to another Eldar army under the control of that commander. The Great Harlequin must be included if the number of Harlequin formations is greater than other Eldar formations, otherwise he may not be taken.

Harlequins are lightning fast shock troops who rely on their speed to take the initiative on the battlefield. They disappear as quickly as they appear, and they aren't suited to holding ground.

Only Harlequin formations with leaders may claim objectives, other Harlequin formations may contest but not claim objectives. At the end of turns three and four, if there are no Harlequin leaders present on the board the Harlequins will retreat back into the Webway. They are not counted as casualties.

Harlequins do not have to roll for blast markers when teleporting.

Harlequins are masters of the Webway. They ignore the 1 formation limit that normally applies to Webway Portals. Harlequins may also re-enter the Webway. Re-entry to the Webway can be accomplished by moving to a nearby gate. Once in the Webway, blast markers remain and would need to be removed through rallying as usual.

## Special Rule: Veil of Tears

The Shadowseer's special psychic halts the attacks of D3 units during an assault. This is determined before any first strike attacks are rolled. For the purposes of the assault, the units closest to the Shadowseer (within 15cm) are affected and do not get attack rolls or cover saves (they do get armor saves, if applicable). Additionally, they do not count toward the number of units in their formation when resolving the assault. If the Shadowseer dies during the assault, the affected units will count in the resolution, but still lose their attacks that round.

## HARLEQUIN GRAND MASQUE (DRAFT 3.2)

Harlequin armies including the Great Harlequin have a strategy rating of 5, otherwise they have the strategy rating of the Eldar allies. Harlequins, Aspect formations and Titans have an initiative rating of 1+. All other Eldar formations have an initiative rating of 2+.

### HARLEQUIN INDIVIDUALS

TYPE	UNIT OR CHARACTER	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in his half of the table with a Wraithgate at a cost of 50 points.  An army that includes a Great Harlequin can take a Wraithgate as a free option.	The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed. <b>Important Note:</b> <i>Wraithgates are one of the smallest types of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.</i>	50  OR  Free with the Great Harlequin
0-1 Laughing God	Cegorach, the Laughing God, can appear on the battlefield as a vision at the beginning of any turn (before teleports).	An army that includes a Great Harlequin can take the Laughing God as a free option.	
0-1 Great Harlequin	The Great Harlequin <b>must</b> be taken if there are more Harlequin formations than other Eldar formations, otherwise he may not be included in the army.	You may add a Great Harlequin Character to any Harlequin stand for +125 points.	125
Leader			50
Master Mime			50

### CORE TROUPES

TYPE	FORMATION	EXTRAS	COST
Troupe	5 Harlequins	Great Harlequin, Leader, Shadowseer, Jester, Solitaire, Transport	325

### SUPPORT TROUPES

(Two may be taken per Core Troupe)

TYPE	FORMATION	EXTRAS	COST
Promenade	5 Harlequin Jet Bikes	Leader	275
Mimic	5 Mimes	Master Mime, Solitaire, Transport	300
Animation	3 Harlequin Wraithlords		250

### FORMATION UPGRADES

UPGRADE	NOTES	COST
Shadowseer	0-1 Shadowseers per troupe	100
Jester	0-2 Death Jesters per troupe	50
Solitaire	0-1 Solitaire per army	125
Transport (You may not take any more transports than needed to transport units. Units may be brought in any combination. All transports attached to Harlequin formations inherit the Harlequin special rule.)	Harlequin Venom	20
	Raider	50
	Falcon	65
	Wave Serpent	50
	Barge of Pleasure	125

### HARLEQUIN ALLIES

FORMATION	NOTES	COST
Any number of points may be spent on units chosen from either the Biel-Tan list or the Dark Eldar list. You cannot take units from both. No more than 1/3 of the Harlequin army's total points may be spent on spacecraft, aircraft and titans.	Eldar and Dark Eldar make use of their respective special rules.  If an Eldar Farseer is taken, an Avatar may be summoned as usual.	Varies

## GREAT HARLEQUIN

GREAT HARLEQUIN				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Harlequin weapons	(Base Contact)	n/a	Extra Attacks (+1), MW, First Strike	
Notes: <i>Harlequin, Inspiring, Invulnerable Save, Supreme Commander</i>				

## TROUPE LEADER

TROUPE LEADER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Harlequin's kiss	(Base Contact)	n/a	Extra Attack (+1)	
Notes: <i>Harlequin, Commander, Leader</i>				

## MASTER MIME

MASTER MIME				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Duel swords	(Base Contact)	n/a	Extra Attacks (+2)	
Notes: <i>Harlequin, Commander, Leader, Inspiring, Invulnerable Save</i>				

## HARLEQUIN

HARLEQUIN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	6+
Weapon	Range	Firepower	Notes	
Riveblades	(Base Contact)	Small Arms	Extra Attacks (+1), First Strike	
Shrieker Cannon	(15cm)			
Notes: <i>Harlequin, Reinforced Armor, Infiltrate</i>				

## MIME

MIME				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	-
Weapon	Range	Firepower	Notes	
Harlequin Weapons	(Base Contact)	n/a	Extra Attacks (+1), First Strike	
Notes: <i>Harlequin, Reinforced Armor, Infiltrate, Teleport, Scout.</i>				

## DEATH JESTER

DEATH JESTER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	3+
Weapon	Range	Firepower	Notes	
Death Dealer Rifles	30cm (15cm)	AP4+/AT5+	Lance Lance, Extra Attacks (+1)	
Notes: <i>Harlequin, Reinforced Armor, Scout, Sniper</i>				

## SHADOWSEER

SHADOWSEER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Psychic Attacks	(15cm)		Extra Attacks (+1), MW	
Veil of Tears	(15cm)	n/a	See Notes	
Veil of Tears	(Base Contact)		See Notes	

**Notes:** *Harlequin, Reinforced Armour, Leader, Invulnerable Save, Veil of Tears.*

## SOLITAIRE

SOLITAIRE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	4+	3+	6+
Weapon	Range	Firepower	Notes	
Power Blades	(Base Contact)	n/a	Extra Attacks (+2), MW	

**Notes:** *Harlequin, Reinforced Armor, Fearless, First Strike, Inspiring, Infiltrate, Invulnerable Save, Scout.*

## HARLEQUIN JET BIKES

HARLEQUIN JET BIKES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Weapons	(15cm)	n/a	-	
Harlequin Swords	(Base Contact)	n/a	Extra Attacks (+1)	

**Notes:** *Harlequin, Reinforced Armour, Mounted, Skimmer.*

## HARLEQUIN VENOM

HARLEQUIN VENOM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	-	5+
Weapon	Range	Firepower	Notes	
Assault Weapons	(15cm)	n/a	-	

**Notes:** *Harlequin, Reinforced Armour, Skimmer, Transport.* (May transport one unit of the following: Harlequins, Mimes, Shadowseers, Solitaires, and Death Jesters). Units being transported are in the passenger seat, so may fire with their own ranged weapons and use their firefight value in an assault or to lend supporting fire. Passengers may be targeted by shooting or assault)

## HARLEQUIN WRAITHLORD

HARLEQUIN WRAITHLORD				
Type	Speed	Armour	Close Combat	Firefight
AV	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Power Fists	(Base Contact)	n/a	Extra Attacks (+1) MW	
Bright Lance	30cm (15cm)	AT5+	Lance	

**Notes:** *Harlequin, HoloField, Reinforced Armour, Fearless, Walker.*

## VISION OF THE LAUGHING GOD

VISION OF THE LAUGHING GOD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	Special	-	-	-
Weapon	Range	Firepower	Notes	
Mirror of the Great Enemy	30cm	n/a	See below.	

**Notes:** *Teleport.* The Laughing God is placed on the board during the teleport phase of any turn, and may removed and relocated at the beginning of every turn using the teleport function. At the end of each turn, at least one unbroken Harlequin unit must be within 30cm of the Laughing God or he will not return for the remainder of the game. Cegorach is not a unit; he is a marker only and as such cannot attack or be attacked, block movement or Line-of-Sight, hold or contest objectives, or effect zone of control in any way.

Special: The Mirror of the Great Enemy. All enemy formations within 30cm of the Laughing God marker suffer a -1 to their initiative (as if they had a blast marker), dazzled by his appearance and hypnotized by his psychic influence. This penalty is in addition to the -1 for blast markers, attempts to retain initiative, and rallying modifiers. Likewise, Harlequin formations that completely fall within 30cm are counted as Inspired and given a +1 to their initiative rolls.