

ELDAR HARLEQUIN AND GRAND MASQUE ARMY LIST

Developmental version 4.2.3

Background

Harlequins are lightning-fast warrior acrobats. These enigmatic beings do not differentiate between war and art, applying their lithe inhuman grace to both without distinction. Sinister, mysterious and mercurial, they wage a never-ending war guerrilla war against the servants of the ruinous powers in the name of their Laughing God. Alongside their death-dealing, the Harlequins fulfil another duty; they travel as the nomadic warrior-sages of the Eldar, between the Exodite worlds and the Dark city of Commorragh – performing the dances and plays of the Eldar mythic cycle and legends. Viewed with superstitious awe, these performances remind the audiences of the ancient gods they once knew before the fall of the ancient races. When war calls, the Harlequins often broker temporary alliances between the Commorite Dark Eldar and their Craft World kin.

Garish and outlandish garb disguise the advanced technology that allows warriors with already preternatural agility to become assault warriors of breathtaking efficiency. Enemy soldiers that survive being attacked by Harlequins often tell of the coloured blur that killed their fellows, and the terrifying visages that brought death and despair to the battlefield. To be the victim of a Harlequin attack is to be a victim to ghosts. More than one Imperial commander has been assassinated in the middle of the night while surrounded by armed guards.

Design note

This list is intended to provide a very flexible way of allowing players access to the Harlequins, who occasionally fought as allies and sometimes commanded armies from the better known Craftworld races. At present this is more a ‘fun’ list.

Using the Army List

The list is intended to be used in three ways; to create a Harlequin Grand Masque, a Harlequin Grand Masque with some Eldar allies, or an Eldar army with some Harlequin allies.

Up to two Harlequin Troupes may be fielded for each Harlequin Warhost.

The Eldar Harlequin and Grand Masque army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A Harlequin formation may include any of the extra units listed in the “Extras” column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Allies

Units and formations from Biel Tan and Dark Elder lists may be used as allies to this list.

- All allied units and formations must be taken from a single list,
- Except where overridden by this list, all allied units and formations must follow the constraints of that list.
- Once on the table, Harlequin leaders can command other Eldar allied formations and visa versa.

Eldar Special Rules

The core Eldar special rules also apply to all Harlequin units and formations where appropriate. (See Farsight, Eldar Technology and Hit & Run Tactics).

Harlequin Grand Masque

A *Harlequin Grand Masque* is formed where the number of Harlequin formations is greater than other Eldar formations. *The Great Harlequin* character may only be taken as the Supreme Commander of a Grand Masque and may be added to any stand in a Harlequin Warhost. Otherwise the Harlequin formations fight as allies to another Eldar army under the control of that Supreme commander and the Great Harlequin may not be included.

HARLEQUIN SPECIAL RULES

Nomadic

As the nomadic Eldar, Harlequins do not settle in any one place long.

- Only Harlequin formations containing a Leader (The Great Harlequin, Shadowseer, a Troupe Leader or Master Mime) may claim objectives. Other Harlequin formations may contest but not claim objectives.
- No Harlequin formation in this list may garrison
- At the end of turns three, four and five, if there are no Harlequin formations containing Leaders present on the board all remaining Harlequin formations retreat back into the Webway (the formations are removed from the table before the Rally phase).
- When off-table no Harlequin formations are counted as casualties.

Speed

Harlequins are lightning fast shock troops who rely on their speed and deception to take the initiative on the battlefield. They disappear as quickly as they appear.

- Harlequin formations may choose to act with *dazzling speed*, receiving -1 penalty to their initiative roll (cumulative to other modifiers). If it passes, it gains *Invulnerable* until the end of the turn.
- When Harlequin formations fail an Initiative test they *Withdraw* (2 moves), they do not Hold, shoot or recover BMs

Masters of the Webway.

Harlequins above all other Eldar have mastered the paths of the webway as they travel between the Exodite craftworlds.

- Mimes and Solitaire do not have to roll for blast markers when teleporting.
- All Harlequin formations ignore the 1 formation limit that normally applies to Webway Portals.
- All Harlequin formations 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.

Veil of Tears

At the start of an assault, The Shadowseer may invite a select few to be the “audience” of the performance. They become ‘mesmerised’ non-participants. This is determined before any first strike attacks are rolled.

- The D3 non-Harlequin units (not WE) nearest to the Shadowseer are selected. These units do not fight, cannot be targeted during the assault, and lose their ZoC as long as the Shadowseer is alive. (put these units on their sides to distinguish them)
- Fight the melee as usual, using the Shadowseer, the rest of the formation(s) and any supports against the other target units.
- Resolve the assault *excluding* the mesmerised units. They are only counted in the assault resolution and hack-downs if the Shadowseer has been killed during the assault.

The Mirror of the Great Enemy

Cegorach the Laughing God may appear during battles involving the Harlequins, dazzling and hypnotizing their enemy while inspiring the Harlequins to even greater feats of mastery and speed

- At the start of each turn before the teleport phase, Cegorach is repositioned by the Harlequin player.
- At the end of each turn, at least one unbroken Harlequin unit must be within 30cm of Cegorach the Laughing God or he disappears and will not return for the remainder of the game.

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A Harlequin Grand Masque including the Great Harlequin has a strategy rating of 5, otherwise the Harlequins have a strategy rating of 4, or that of the Eldar Craftworld if the Harlequins are treated as their allies.

Harlequins have an initiative rating of 1+. All other Eldar formations have the initiative rating from their own list.

HARLEQUIN INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0-1 Laughing God	An army that includes a Great Harlequin can take the Laughing God as a free option. Cegorach, the Laughing God, can appear or be moved on the battlefield as a vision at the beginning of any turn (before teleports).	Free
0-1 Wraithgate	A Harlequin Grand Masque that includes a Great Harlequin can take a Wraithgate as a free option, otherwise the Harlequin Grand Masque must pay for the Wraithgate. At the start of the game nominate objective/s on your half of the table as a Wraithgate before setting up spacecraft and Garrisons. The Wraithgate functions both as a <i>Webway Portal</i> and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Wraithgate to enter play.	Free OR 50 points

HARLEQUIN WARHOSTS

FORMATION	UNITS	EXTRAS	COST
Troupe	6 Players	Add 1 Troupe leader per troupe for 50 points Add 1 Shadowseer per troupe for 50 points Add up to two Death Jesters per troupe for 50 points each. Add 1 Solitaire for 125 points. (0-1 per army) Add 1 Great Harlequin for 125 points (0-1 per army). Check Harlequin Special rule section for conditions to include him). Add Transport	250 points

HARLEQUIN TROUPES

(Each Harlequin Warhost you include in the army allows you to field any two troupes.)

FORMATION	UNITS	EXTRAS	COST
Promenade	5 Harlequin Jet Bikes	Add 1 Troupe leader per troupe for 50 points	200 points
Mimic	6 Mimes	Add 1 Master Mime per troupe for 50 points. Add 1 Shadowseer per troupe for 50 points Add 1 Solitaire for 125 points. (0-1 per army) Add Transport	250 points
Animation	3 Harlequin Wraithlords		250 points

TRANSPORT

If you choose to take this option then you must take exactly enough transport vehicles to carry the units, without any spare transport spaces being left over.
Harlequin infantry take up one infantry space in the various Eldar and Dark Eldar vehicles

SOURCE	UNITS	COST
May be transported in Harlequin Venoms. OR	Add one or two Harlequin Venoms	25 points
May be transported in vehicles from one Eldar Craftworld or Dark Eldar	Add Wave Serpents, Falcons or D.E. Raiders; each Add up to two D.E. Barges of Pleasure; each	50 points 125 points

HARLEQUIN ALLIES

FORMATION	UNITS	COST
Any number of points may be spent on units and formations chosen from either the Biel Tan or the Dark Eldar lists. No more than 1/3 of the Harlequin army's total points may be spent on spacecraft, aircraft and titans from an allied list.	Units and formations taken from an allied list must comply with the constraints and special rules of that list, except: <ul style="list-style-type: none"> A Grand Masque may not take any titans, In a Grand Masque, any allied aircraft or spacecraft taken must have an equivalent number of ground units from that list Where Harlequins are taken as allies to the Biel Tan or Dark Eldar list, the Harlequins must comply with the constraints and special rules in this list If an Eldar Farseer is taken, an Avatar may be summoned as usual	Varies

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GREAT HARLEQUIN

Leading the ‘Dance with No End’ is the Great Harlequin, a warrior who represents Cegorach the Laughing God in both his style and his combat. The privilege of portraying a god is taken quite seriously among the Harlequins. Because of this, when a Grand Masque is put into play, it is a Great Harlequin alone who leads them into battle. Not much is known of these Eldar – they are even more mysterious than the typical Harlequins (if there were anything typical about them). Accompanied by a retinue of Harlequin warriors, he may also call upon the Laughing God himself to further the cause... Whatever mysterious cause it may be.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Character	n/a	n/a	n/a	n/a	
Weapon	Range	Firepower	Notes		
Harlequin weapons	(Base Contact)	Assault weapons	Extra Attack(+1), Macro Weapon, First Strike		
Notes :- Inspiring, Invulnerable Save, Supreme Commander, Farsight The Great Harlequin takes on the role of the Shadowseer (gaining Veil of Tears) when any unit of the Troupe he accompanies is within 30cm of Cegorach – there can only be one “God” in that particular performance					

SHADOWSEER

Although these Eldar don’t have the same powers of the Farseers, the Shadowseers demonstrate their abilities through illusion, hypnotism, and their ability to manipulate the Webway itself. Guarded by both Warlocks and Harlequin warriors, the Shadowseer can quickly turn a fighting enemy into a mesmerized audience, waiting to be cut down. Their knowledge of the Webway is invaluable to the Harlequin troupes, and the ability to summon larger Webway portals is coveted by the Dark Eldar and Craftworlds alike. The knowledge of such practices is said to be carried from the Black Library itself and the knowledge transferred to the Shadowseers by their troupe’s Solitaire.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Character	n/a	n/a	n/a	n/a	
Weapon	Range	Firepower	Notes		
Psychic attack	(15cm) AND	Small Arms	Extra Attack (+1), Macro Weapon		
Veil of Tears	(15cm) AND (Base Contact)		See Harlequin Special Rules		
Notes :- Farsight, Leader, Invulnerable Save, Veil of Tears.					

TROUPE LEADER / WARLOCK

The Harlequins practice their deadly dance so often and so intensely that a unit of Troupers rarely needs any leadership at all. Troupe Leaders and Warlocks that join their brethren in battle choreograph the assaults of multiple formations and inspire their people with heroic attacks or impressive psychic displays.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Character	n/a	n/a	n/a	n/a	
Weapon	Range	Firepower	Notes		
Harlequin’s Kiss	(Base Contact)	Assault weapons	Extra Attack(+1) First Strike		
Notes :- Commander, Leader, Inspiring, Invulnerable Save					

MASTER MIME

It is rare that the Mimes join the Harlequin on the battlefield, but rarer still that they do so without the leadership of the Master Mime. He or she moves with a speed that even the quickest of Mimes have trouble perceiving. When a non-Eldar has met the Master Mime, it is almost certainly his last meeting with anyone.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Character	n/a	n/a	n/a	n/a	
Weapon	Range	Firepower	Notes		
Duel Swords	(Base Contact)	Assault weapons	Extra Attack(+2) First Strike		
Notes :- Commander, Leader, Inspiring, Invulnerable Save					

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PLAYER

Warrior sages, troubadours, Eldar clowns, Troupers, eccentric performers; all are descriptions of these Harlequin warriors yet none do them justice. They appear before Eldar and Dark Eldar alike. They maintain relationships with the Exodite worlds and provide a constant reminder to all their kin of their history's pitfalls. As if out of nowhere, a troupe of players appears from the Webway and onto the battlefield. They perform as they kill – each slice of their sword is cut that is not only deadly, but fells the victim in precisely the spot where the warrior wishes. Survivors of a Harlequin attack have reported finding their fallen comrades' bodies laid out in the shape of Eldar symbols, but what these symbols mean is not always known.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Infantry	15cm	4+	4+	6+	
Weapon	Range	Firepower	Notes		
Shuriken Catapults	(15cm)	Small arms			
Riveblades	(Base Contact)	Assault weapons	Extra Attack(+1) First Strike		
Notes :- Speed, Infiltrate					

MIME

Sharing the speed and deadliness of the Harlequin Players, Mimes always appear immediately before an attack. They will sometimes leave calling cards as they pass by, killing one man and leaving another alive, or perhaps simply performing their silent show as they face down a long gun barrel. As quickly as they show up, they disappear back into the webway, returning the next minute - or maybe never again.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Infantry	15cm	4+	3+	-	
Weapon	Range	Firepower	Notes		
Harlequin weapons	(Base Contact)	Assault weapons	Extra Attack(+1), First Strike		
Notes :- Speed, Infiltrate, Teleport, Scout					

DEATH JESTER

The Death Jester takes the role of Death in a performance, and is tasked normally with the pyrotechnics of a Harlequin masque. Without exception all Death Jesters possess a grisly sense of humour that leads them to seek ever newer ways of destroying their enemies. When they join a troupe they become a sinister foe striking out at even the toughest armoured vehicle. Appearing typically in twos or threes, the Jesters fire their long ranged Death Dealers, piercing infantry torsos and vehicle armour alike as if they were no more than tissue.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Infantry	15cm	5+	5+	3+	
Weapon	Range	Firepower	Notes		
Death Dealer Rifles	30cm (15cm)	AP4+ /AT5+ Small Arms	Lance Extra Attack (+1), Lance		
Notes :- Speed, Reinforced Armour, Scout, Sniper					

SOLITAIRE

Even among the Harlequin, access to the Black Library is uncommon. But to the Solitaire, this ancient depository of knowledge is the focus of his existence. These elite warriors possess the self-mastery that allows passage through the psychic shielding and into the depths of the library. The Solitaire are speculated to have no soul, and to see one slice through a company of men like the threshing of wheat, many would believe it to be true. When he is with a Great Masque, he is attached to a formation, but there the relationship ends. This fighter is known to dart ahead of the Harlequins, moving faster than any known living creature. Meeting the enemy head on, the Solitaire pushes aside frontline soldiers, striking deep and causing panic wherever he attacks.

Type	Speed	Armour	Close Combat	Fire Fight	No Image
Infantry	20cm	4+	3+	6+	
Weapon	Range	Firepower	Notes		
Power Blades	(Base Contact)	Assault weapons	Extra Attack(+2), Macro Weapon		
Notes :- Speed, Reinforced Armor, Fearless, First Strike, Inspiring, Infiltrate, Invulnerable Save, Scout, Teleport.					

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HARLEQUIN JET BIKE					
There are times that the Harlequins forego their attacks on foot, instead choosing to skim quickly over land with Jet Bikes. These Jet bikes are decorated in vibrant colours and faces of the Laughing God, moving swiftly to meet the enemy. Built on the chasses of Eldar Jet Bikes, Dark Eldar Reavers, and even Shining Spears, the Harlequins are not picky about where they get their materials from. They mount these jet bikes in pairs, the passenger swinging down on streamers and wires to attack either with their swords or with their shuriken weapons while cloaked safely within their Daethedi field. The bikes are thought to be the largest vehicles that can be cloaked in such a manner.					
Type	Speed	Armour	Close Combat	Fire Fight	No Image
Infantry	40cm	4+	4+	5+	
Weapon	Range	Firepower	Notes		
Twin Shuriken	(15cm)	Small Arms			
Catapults					
Harlequin Swords	(Base Contact)	Assault weapons	Extra Attack(+1)		
Notes :- Speed, Mounted, Skimmer.					

HARLEQUIN VENOM					
Skimming along the ground, the Venoms are modified Vypers that have had their main armament removed to allow for a small Holofield generator and enough room for a unit to ride on its open back. Guide wires and small handles dot the back of these light vehicles providing not only an excellent place to disembark from, but to assault from as well. There are rumours that the Harlequin has used these to scout potential targets, but they have never been substantiated.					
Type	Speed	Armour	Close Combat	Fire Fight	No Image
Light Vehicle	35cm	4+	6+	5+	
Weapon	Range	Firepower	Notes		
Splinter Cannon	15cm	AP5+			
Splinter Rifles	(15cm)	Small Arms			
Notes :- Speed, Skimmer, Holofield, Transport. (May transport one of the following: Harlequins, Mimes, Shadowseer, Solitaire, and DeathJesters). Units being transported are in the passenger seat, so may fire with their own ranged weapons and use their firefight and Close combat values in an assault or to lend supporting fire. Passengers may be targeted by shooting or assault					

HARLEQUIN WRAITHLORD					
The WraithLord has no living warrior within it but is merely a robotic shell. In common with other Eldar, Harlequins use WraithLord vehicles as repositories for the spirits of their greatest warriors. Only the most potent spirits can control the circuitry, for even the act of consciousness is a major drain on the resources of the dead.					
Harlequin WraithLords also use Daethdi technology making them even more resilient than their Eldar counterparts, and so even more imposing in battle. They move silently but very gracefully across the battlefield almost dancing despite their size mysteriously appearing and disappearing with Harlequin forces so quietly that the few survivors to have witnessed one cannot agree on any firm details other than it's bizarre colouring made it difficult to discern where it was at any one time – until it was too late.					
Type	Speed	Armour	Close Combat	Fire Fight	No Image
Armoured Vehicle	15cm	4+	3+	4+	
Weapon	Range	Firepower	Notes		
Bright Lance	30cm	AT5+	Lance		
Power Fists	(Base Contact)	Assault Weapons	Extra Attack(+1), Macro Weapon		
Notes :- Holofield, Reinforced Armour, Fearless, Walker.					

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CEGORACH THE LAUGHING GOD

The Laughing God is one of two of the Eldar Gods to survive the Great Fall and the only being that knows every door to the Webway. He is directly involved in the affairs of the Harlequins, regardless of how mysterious those affairs may be. During battle, the Laughing God may choose an Avatar form in which to assist his troubadours in their struggle. The Avatar of the Laughing God only appears once in Imperial historical records: A Grand Masque –without notice- attacked a highly fortified research centre deep within the Imperial ecumenopolis, Forlorn. The Harlequins, after destroying the laboratories, found themselves surrounded and outnumbered. The surveillance system corroborates the story of the sole survivor which recorded the appearance of the Avatar. When the Laughing God manifested himself, Storm Troopers and Guardsmen stood motionless, mesmerized by his appearance. The Harlequins eviscerated virtually every soldier and then vanished without a trace. Although it is not known what was being researched within the laboratory, the Imperium never re-opened it.

Type	Speed	Armour	Close Combat	Fire Fight
Special	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Mirror of the great enemy	30cm	n/a		

Special rule:-

Cegorach the Laughing God is represented by a marker, and as such cannot attack or be attacked, block movement or Line-of-Sight, hold or contest objectives, or affect zone of control in any way.

- At the start of each turn before the teleport phase, Cegorach is repositioned by the Harlequin player.
- At the end of each turn, at least one unbroken Harlequin unit must be within 30cm of Cegorach the Laughing God or he will not return for the remainder of the game.
- All enemy near Cegorach are dazzled by his appearance and hypnotized by his psychic influence. Enemy formations with at least one unit within 30cm of the Laughing God marker suffer a -1 to their initiative (as if they had a blast marker). This penalty is in addition to the –1 for blast markers, attempts to retain initiative, and rallying modifiers.
- All Harlequin formations that completely fall within 30cm are counted as Inspired and given a +1 to their initiative rolls

No Image

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ELDAR FORCES									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
GREAT HARLEQUIN	CH	n/a	n/a	n/a	n/a	Harlequin weapons	(BC)	Assault Weapons, EA(+1), MW, FS	Inspiring, Invulnerable Save, Supreme Commander, Farsight (and Veil of Tears if within 30cm of Cegorach)
SHADOWSEER	CH	n/a	n/a	n/a	n/a	Psychic Attacks Veil of Tears Veil of Tears	(15cm) (15cm) (BC)	Small Arms, EA(+1), MW Check Harlequin Special rule section	Farsight, Leader, Invulnerable Save, Veil of Tears.
TROUPE LEADER / WARLOCK	CH	n/a	n/a	n/a	n/a	Harlequin's kiss	(BC)	Assault Weapons, EA(+1), FS	Commander, Leader, Inspiring, Invulnerable Save
MASTER MIME	CH	n/a	n/a	n/a	n/a	Duel swords	(BC)	Assault Weapons, EA(+2), FS	Commander, Leader, Inspiring, Invulnerable Save
PLAYER	INF	15cm	4+	4+	6+	Shuriken Catapults Riveblades	(15cm) (BC)	Small Arms Assault Weapons, EA(+1), FS	Speed, Infiltrate
MIME	INF	15cm	4+	3+	-	Harlequin Weapons	(BC)	Assault Weapons, EA(+1), FS	Speed, Infiltrate, Teleport, Scout.
DEATH JESTER	INF	15cm	5+	5+	3+	Death Dealer Rifles	30cm (15cm)	AP4+ / AT5+, Lance Small Arms, EA(+1), Lance	Speed, Reinforced Armour, Scout, Sniper
SOLITAIRE	INF	20cm	4+	3+	6+	Power Blades	(BC)	Assault Weapons, EA(+2), MW	Speed, Reinforced Armor, Fearless, First Strike, Inspiring, Infiltrate, Invulnerable Save, Scout, Teleport.
HARLEQUIN JET BIKE	INF	40cm	4+	4+	5+	Twin Shuriken Catapults Harlequin Swords	(15cm) (BC)	Small Arms Assault Weapons, EA(+1)	Speed, Mounted, Skimmer.
HARLEQUIN VENOM	AV	35cm	4+	6+	5+	Splinter Rifles Splinter Cannon	(15cm) 15cm	Small Arms AP5+	Speed, Reinforced Armour, Skimmer, Holofield, Transport. <i>(May transport one unit of the following; Player, Mimes, Shadowseer, Solitaire and Death Jester. Units being transported are in the passenger seat, so may fire with their own ranged weapons and use their firefight and Close combat values in an assault or to lend supporting fire. Passengers may be targeted both by shooting and assault)</i>
HARLEQUIN WRAITHLORD	AV	15cm	4+	3+	4+	Bright Lance Power Fists	30cm (BC)	AT5+, Lance Assault Weapons, EA(+1), MW	Holofield, Reinforced Armour, Fearless, Walker.
VISION OF THE LAUGHING GOD	CH	Special	n/a	n/a	n/a	Mirror of the Great Enemy	30cm	Check Harlequin Special rule section	Cegorach the Laughing God is represented by a marker, and as such cannot attack or be attacked, block movement or Line-of-Sight, hold or contest objectives, or affect zone of control in any way. <ul style="list-style-type: none"> At the start of each turn before the teleport phase, Cegorach is repositioned by the Harlequin player. At the end of each turn, at least one unbroken Harlequin unit must be within 30cm of Cegorach the Laughing God or he will not return for the remainder of the game. Enemy formations with at least one unit within 30cm of the Laughing God marker suffer a -1 to their initiative (as if they had a blast marker), in addition to the -1 for blast markers, attempts to retain initiative, and rallying modifiers. Harlequin formations that completely fall within 30cm are given a +1 to their initiative rolls

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ELDAR SPECIAL RULES

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 unit with Farsight 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 unit with Farsight, but at least one unit with Farsight 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 unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

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

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:

Holo-field: Eldar Titans are protected by a Holo-field that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan 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 Titan. The overall result is to make the Titan a very hard target to hit! Holo-fields provide Titans with a special 3+ saving throw that can be taken instead of the Titan'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 vehicle with a Holo-field 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 Holo-field save. No Blast markers are placed for hits that are saved by a Holo-field.

Lance: A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Webway Portal: 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 on the Craftworld. Any formation's that are kept on the Craftworld 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 Webway 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 Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).

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Harlequin Grand Masque Army design notes

This list is based on the work done by Sotec, later revised by Moscovian, Elsmore and Ginger, so special thanks must be given to all the play testers and contributors on the Tactical Command forums which can be found at <http://www.taccmd.tacticalwargames.net/index.php>.

The intention is to provide players with access to the Harlequins, while also allowing them to be used with existing Eldar and Dark Eldar lists. The various texts describing the Harlequins describe them as brutally effective Close Combat assault troops, which can produce a very one-sided and un-enjoyable game. Consequently, great efforts have been made to tone down their impact to more localised areas by limiting the Harlequin mobility, increasing their costs and making them more brittle. Even so, the list can produce very binary results either way, causing significant damage if the Harlequins can get into assaults, while being very vulnerable to enemy long-range firepower. As such the list may never get beyond 'Developmental'.

Toning the list down whilst retaining their flavour, Harlequins are now depicted as being less interested in Eldar objectives, only controlling them if a leader is present in the formation. Their speed is depicted by giving them **Invulnerable**, whilst their ghost-like nature is reflected by their **Withdrawing**, rather than Holding should they fail a 'Dazzling Speed' initiative test.

Daethedi: The garish costumes of the Harlequin include devices such as anti-gray flip-belts, displacer fields, and holo-fabrics. Because of this, infantry and **Harlequin Jet Bike** units with the *Daethedi* have better than normal armour saves (see unit stats).

The **Harlequin Venom** is given 'Holo-field' thus 3+ save (unlike other Venom stats) while also reflecting the better technology and modifications made to the vehicle allowing the passenger to shoot and fight. This also makes the passenger vulnerable to AP fire.

The **Shadowseer** provides more localised influence on combats, at a price, though his personal Webway Portal has been removed.

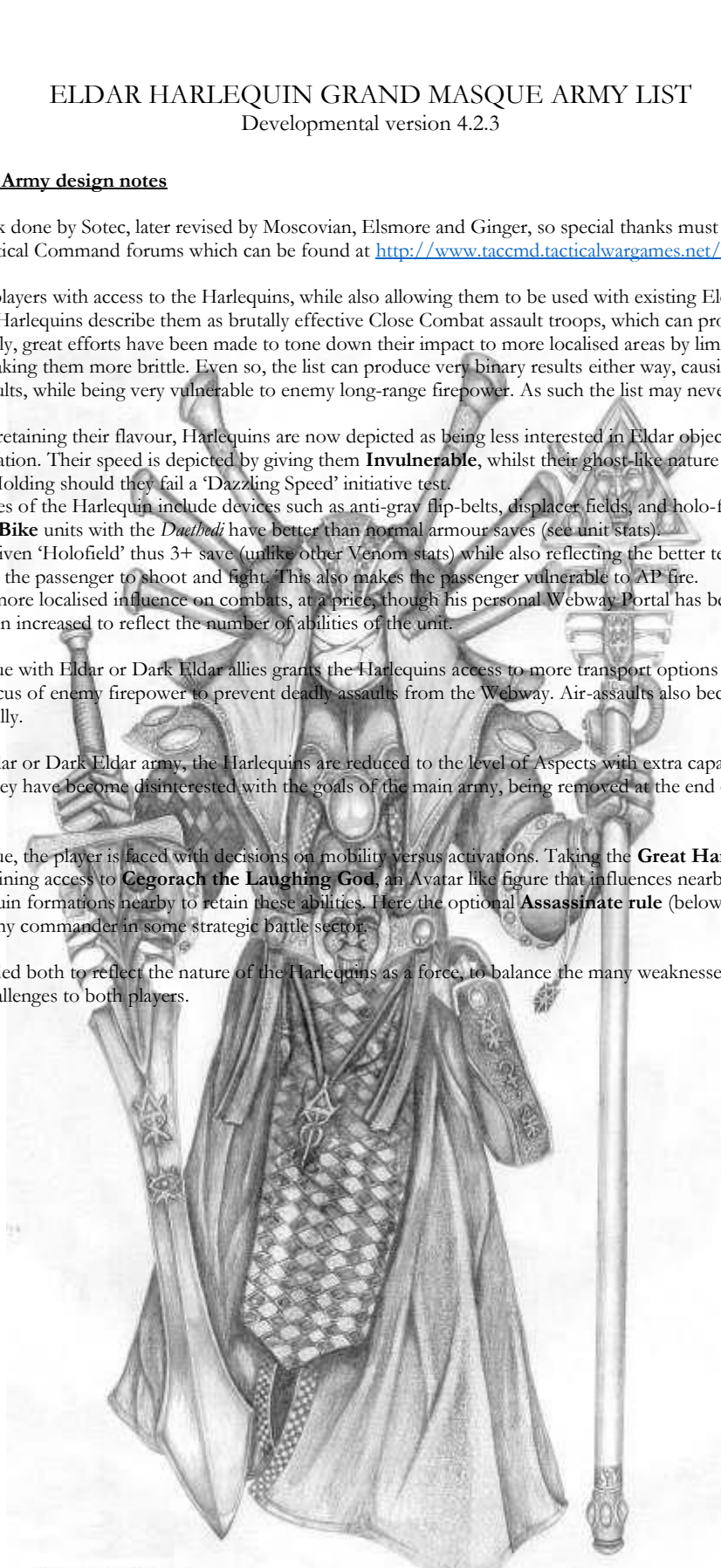
The **Solitaire** costs have been increased to reflect the number of abilities of the unit.

The Harlequin Grand Masque with Eldar or Dark Eldar allies grants the Harlequins access to more transport options and especially Storm Serpents, though these become the focus of enemy firepower to prevent deadly assaults from the Webway. Air-assaults also become a viable option, but one that must still be used carefully.

As Harlequin allies to an Eldar or Dark Eldar army, the Harlequins are reduced to the level of Aspects with extra capabilities, but which are more likely likely to disappear if they have become disinterested with the goals of the main army, being removed at the end of turn 3, turn 4 or later if they have lost all their leaders.

Used as a pure Grand Masque, the player is faced with decisions on mobility versus activations. Taking the **Great Harlequin** gives access to a free Webway portal while also gaining access to **Cegorach the Laughing God**, an Avatar like figure that influences nearby combats, though the player must keep unbroken Harlequin formations nearby to retain these abilities. Here the optional **Assassinate** rule (below) reflects the use of a Harlequin force to eliminate a key enemy commander in some strategic battle sector.

Assassinate has been included both to reflect the nature of the Harlequins as a force, to balance the many weaknesses in the 'bare' list and to provide a different set of challenges to both players.



Grant Yerkovich 15/10/02

Assassination (optional rule)

This rule must be agreed by both players before the start of the game. It reflects the fact that the Harlequins specialise in assassinations of key individuals who are heavily guarded.

During an assault,

- If one of these units kills the enemy Supreme commander in CC without being killed,
- And the formation wins the assault (breaking the enemy formation, reflecting the dismay of that formation)

The Harlequins have achieved their strategic goal and ***THE PLAYER WINS THE GAME!!!***

ELDAR HARLEQUIN GRAND MASQUE ARMY LIST

Developmental version 4.2.3

Version history

Version 1.0

- Created by Sotec.
- Used Harlequins as 1/3 allies, but they were brutally overpowered

Version 2.0

- Created by Moscovian and Steve Rogers
- Still considered overpowered despite several modifications reducing Harlequin numbers and capabilities

Version 3.0

- Created by Elsmore
- Added Harlequin special rule
- Removed Webway mastery special rule
- Removed Shadowseer summoning portal
- 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.

Version 3.1

- Increased cost of Venom and Raider
- 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.
- Clarified Harlequin Venom transport notes, removed HoloField, added Reinforced armour.

Version 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'

Version 4.2.1

- Reviewed by Ginger
- Tidied up wording and formatting
- Added list preamble, Unit notes and design notes
- Added Splinter weapons to Harlequin Venom, bringing it closer to E-UK vehicle (which is LV)
- Added Teleport to Solitaire to permit it to teleport with Mimes.
- Left costs of DE Raiders and DE Barge of Pleasure higher than EA lists for balance
- Changed Harlequin to PLAYER, and Harlequin ability to Speed to reduce confusion

Version 4.2.2

- Nomenclature revised to remove confusion over term 'Harlequin'
- Mime Unit details corrected removing MW
- WraithLord Unit details corrected including EA(+1) MW
- Death Jester 'fluff' enhanced
- Troupe Leader gains Inspiring and Invulnerable save to bring in line with Master Mime
- Shadowseer becomes a character and gains Farsight and Infiltrate, losing RA, Speed
- Shadowseer cost reduced to 50points, and made available to Mimes
- Veil of Tears effect reduced to D3 non-Harlequin units
- Allies restricted to Biel Tan and Dark Eldar
- No titans in a Grand Masque, and air/space units must have an equivalent number of ground units

Version 4.2.3

- Extra Background added
- Special rules rejigged and clarified to make better sense, Nomadic
- **Dazzling speed** added to give Invulnerable, and Hold changed to Withdrawal on failing initiative for 'fluff'
- 5+ RA changed to 4+ armour to make infantry slightly weaker and more in line with current Aspects, except for solitaire and Death Jesters leaving them more distinctive and attractive
- Solitaire speed increased to 20cm to reflect 'fluff', cost and make it more attractive
- Jet Bike notes updated to explain CC use (pair of harlequins on the bike). Speed increased to 40cm in line with DE jet bikes.
- Harlequin CC dropped to 4+ to create greater distinction from Mime and bring in line with current Aspects
- Venom changed to be LV to line up with other lists, but 'holofield' added to be in line with fluff. Price dropped accordingly two for 25. NOTE. This was originally AV deliberately to prevent it from using the webway – so must be tested with the DE mobile webway, and with Storm Serpents. Carrying out an assassination may be too easy . . . !!
- Costs dropped and numbers raised to reflect unit changes. Now roughly equivalent to 6x Aspects for 200
- **Assassination** added as optional rule, to balance the game through the threat of the loss of game by killing enemy SC, and to add interest and 'fluff'.