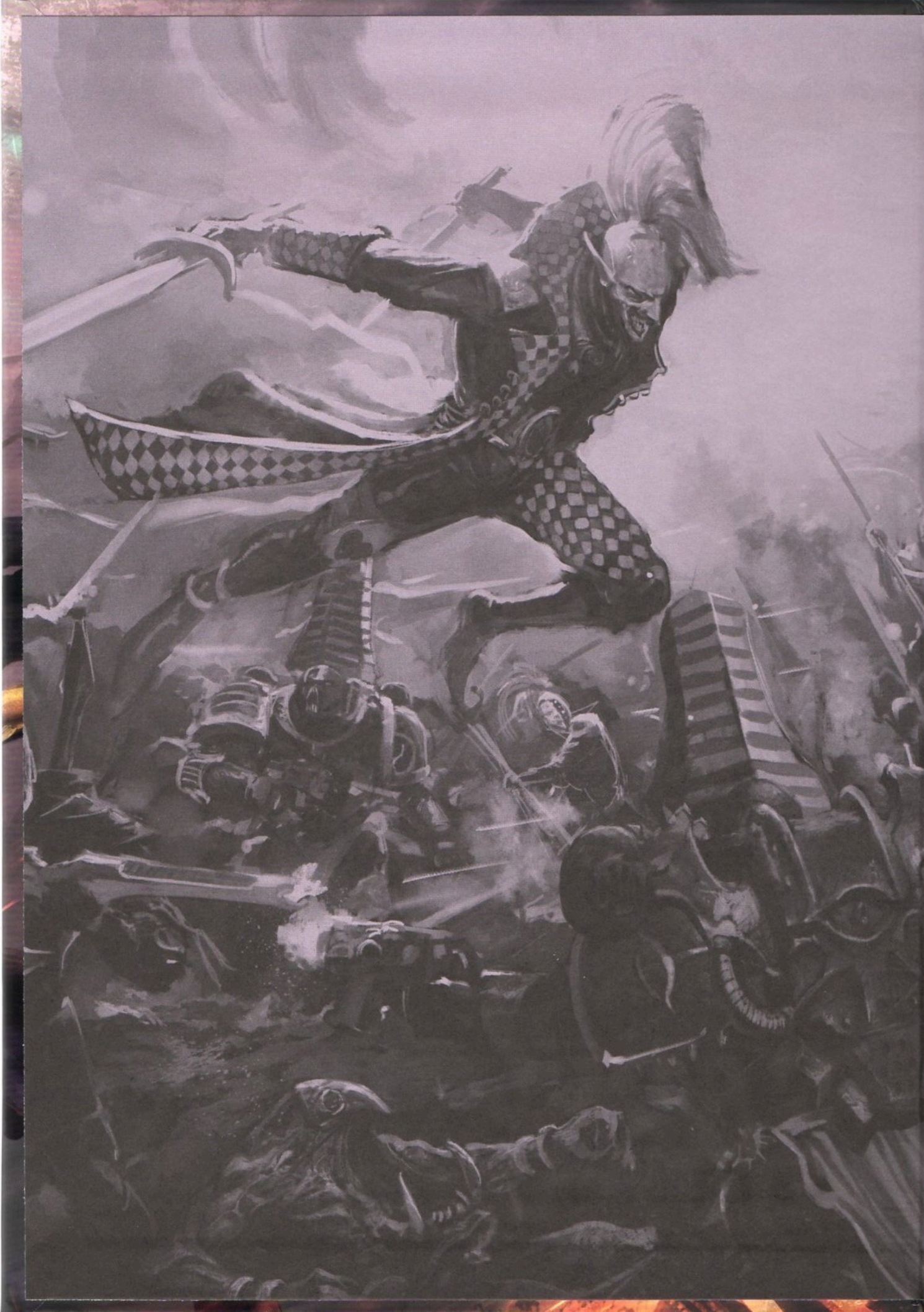


The background of the cover features a Harlequin character in the foreground, holding a large, blood-stained sword. He has a menacing grin and is wearing a dark, ornate suit with a red and blue diamond pattern. In the background, there are faint silhouettes of other Harlequins and a large, winged creature, possibly a daemon, against a dark, stormy sky.

WARHAMMER
40,000
CODEX ELDAR

HARLEQUINS™







HARLEQUINS

THE ART OF DEATH

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THE FALL OF THE ELДАР

Millennia have passed since the ancient Eldar fell into shadow, yet still the memory of their glory burns bright. Like the stars in the sky they shone, illuminating the endless void. Theirs was the power to create, and also to destroy, for they held the secrets of the universe in their hands.

Yet with power unchecked came monstrous pride. The cessation of toil raised the spectre of ennui, alongside the endless freedom to explore the slightest whim. Curiosity became obsession, then excess and decadence, until eventually a rot took root in the soul of the Eldar race.

In their arrogance, the ancient Eldar abandoned their gods, turning their backs upon the morals and codes that guided their civilisation. Divested of their ancient pantheon, many Eldar declared themselves divine. Pleasure cults spread through the Eldar realms, each more twisted and perverse than the last. Against the lurid glare of now, the glories of old were spat upon as pale, unworthy things.

In the face of this wanton madness, the old gods could do nothing. Bloody-handed Khaine raged. Vaul the smith turned his back, while mother Isha wept oceans of tears. Even Asuryan the creator looked on powerless. Only Cegorach seemed uncaring, for he merely laughed.

This plunge into depravity would prove the downfall of the ancient Eldar. So twisted had their race become, so lost to hedonism and corruption, that a new god was birthed into the Warp in their image. This was Slaanesh, the Dark Prince, known to the Eldar as She Who Thirsts, and she would be the doom of the race who had made her.

Three fragments of the Eldar race escaped before this cataclysm occurred. First to flee were the Exodites. Deaf to the mockery of their perverted kin, they eschewed the trappings of power that they might save their very souls. Next went those who would become the Dark Eldar. Unrepentant yet wary, they had committed their darkest excesses in the labyrinth dimension of the webway, and were thus protected when Slaanesh was born. Last to escape were the craftworld Eldar. Fashioning great interstellar arks to bear them to safety, they fled into the void, and a denial of all they had become.

At the instant of her birth, Slaanesh opened wide her yawning maw, rending reality itself as she gave vent to a scream of unimaginable power. All but a fraction of the ancient Eldar were killed in that moment, their souls blasted from their bodies and greedily devoured. As the Eldar fell, so too did their ancestral gods, consumed by She Who Thirsts.

All Eldar know the tale of the Fall. Yet not all know that, when the Eldar fled their doom, they took with them the seeds of Cegorach's vengeance. These individuals, the worshippers of the Laughing God, would find bloody purpose in the years to come...

The Death Jester stepped from the soft light of the webway, into the harsh glare of an alien world. His senses were assaulted by the clangour of battle, the hiss of shuriken weapons melding with nerve-shredding daemonic shrieks. The sickly-sweet stench of perfume assailed his nostrils, and behind his mask the Death Jester's lips curled into a mirthless grin.

His greatcoat billowed as his brothers and sisters of the Midnight Sorrow shot past him, Troupes and jelbikes bursting from the webway to charge straight into battle. They raced headlong through the crumbling ruin of the shrine and out onto its steps, where the Players of the Light were already engaged in battle.

The Death Jester crouched low, then sprang straight upward through a rent in the shrine's crumbled ceiling. Landing with feline grace, he swung his shrieker cannon into its firing position and stalked to the edge of the roof.

Below him, his brothers and sisters were locked in furious battle with the Daemons of Slaanesh. Lithe figures tumbled and weaved, the Harlequins' holo-suits transforming them into blurs of light while their Skyweavers streaked back and forth overhead. Blades lashed out, slicing Daemonette heads from slender necks. Shuriken fire raked the Daemons' ranks. Chitinous claws snipped

and stabbed in return, severing limbs and sending Eldar bodies tumbling broken to the ground. The Troupes were carving a path through their foes, and already the stone steps were littered with corpses and slick with blood. However, looking out toward the jagged rocks that surrounded the shrine, the Death Jester could see a great tide of Daemons closing in.

Tearing his attention away from the morbid spectacle below, the Death Jester went to work. Humming softly to himself, he singled out a Slaaneshi chariot thundering toward the fight. His eye was drawn to the preening Herald that stood atop it, her prideful laughter a beacon to the Death Jester's savage sense of humour. Taking careful aim, he fired a single shot into one of the chariot's steeds. The beast screamed, stumbled, and then exploded with violent force. As the chariot lurched wildly, the Herald was flung screaming from her platform and straight into the threshing blades of the war engine. Gore sprayed in all directions, redolent filth splattering across the chariot's crew.

Chuckling to himself, the Death Jester sketched a mocking bow, basking in the vindictive glares of the Daemons. Looking away, his gaze swept once more across the throng in search of another unwilling participant in his grim performance. After all, the bloody pageant of war was only just beginning.



GHOSTS OF THE WEBWAY

The 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 guerilla war against the servants of the Ruinous Powers in the name of their Laughing God.

The Harlequins are nomads, their warrior bands treading the secret paths of the labyrinthine realm known as the webway. Since the Fall, they have waged their clandestine war against She Who Thirsts. Who can know what horrors might have been wrought upon the galaxy without the constant vigilance of the Harlequins? These mysterious figures strike suddenly, killing with such speed and skill that they often vanish back into the webway without any but their foes ever knowing they were there. The populations of whole systems – sometimes entire species – have been spared the horrors of daemonic incursion without ever knowing the threat they might have faced.

Alongside death-dealing, the Harlequins possess another, ritual duty: they travel between the realms of their divided kin – the craftworlds, the Exodite worlds and the dark city of Commorragh – performing the dances and plays of the Eldar mythic cycle. Viewed with superstitious awe, these ritual performances remind the Eldar of the gods they once knew and of the Fall of their ancient race, ensuring that their people retain some semblance of racial unity. Indeed, when war calls and the day is sufficiently dark, the Harlequins often broker temporary alliances between their Commorrite and craftworld kin.



CEGORACH

The Harlequins worship a being known as Cegorach, the Laughing God, also called the First Fool or the Great Harlequin. Cegorach is a trickster god, by turns mocking, sinister, vindictive and enigmatic. His pranks and jokes punish gods and mortals alike for overweening pride, and stories such as the Theft of Khaine's Blade and the Wedding of Screams remain cautionary fables in Eldar culture to this day.

Alone amongst the Eldar gods, Cegorach is believed to have survived the Fall and escaped the fate of the rest of the Eldar pantheon. The story goes that, while Slaanesh fought with Kaela Mensha Khaine, the Laughing God escaped into the webway and hid amongst its myriad tunnels. These tales suggest that he remains there still, unassailable, laughing at the Gods of Chaos as he hatches bitter plans for revenge.

There are those who claim that Cegorach walks amongst his children from time to time, wearing the disguise of an anonymous Harlequin Player. Whatever the truth of such tales, the Laughing God's is the only authority that the Harlequins recognise as they fight their wars and perform their mythic dances across the void in his name.



THE THEATRE OF WAR

Swift beyond belief and impossibly agile, Harlequins flow through battle like silk streamers in a hurricane. As they close with the foe, the Players are in constant motion, a riot of prismatic colour that dazzles the senses. The oncoming Harlequins sprint, leap and weave, the blades and blasts of their terrified enemy whistling around them to little effect.

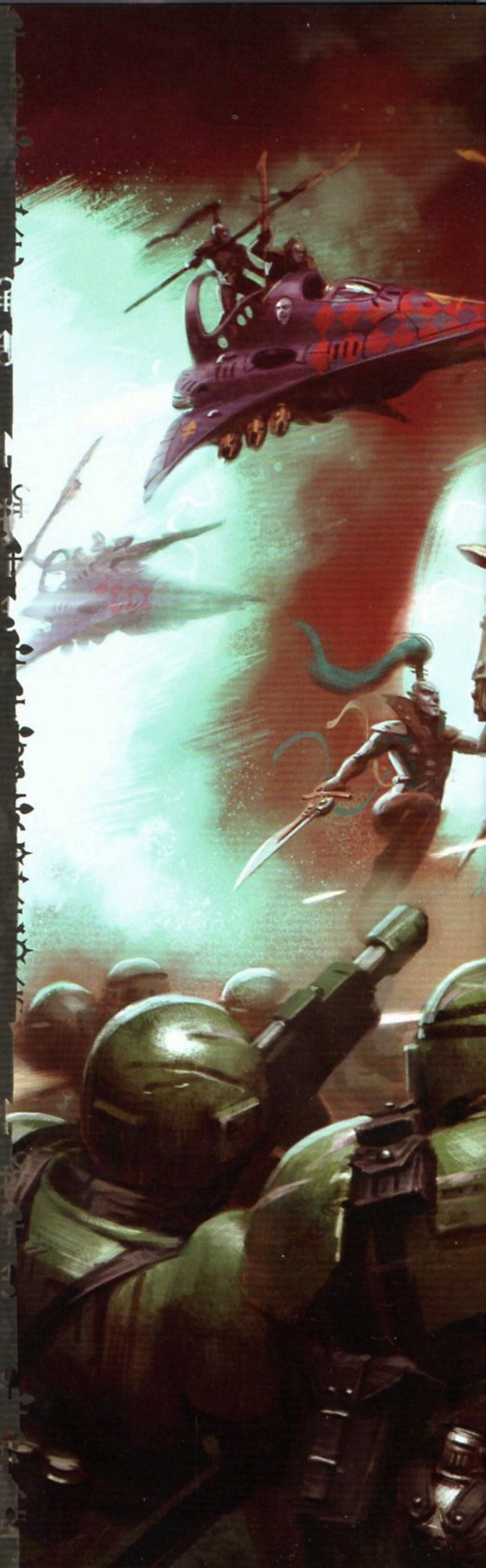
Harlequins in battle prefer to rely upon speed and skill over brute strength and resilience. Their holo-suits shatter the wearer's outline into a fractal, polychromatic blur, causing each Harlequin to appear as an insubstantial storm of psychedelic colour into which the panicked foe pour their fire to no avail. At the moment of lethal impact, however, the Harlequins prove all too real.

The thunder of gunfire is their backbeat, the screams of the dying their accompaniment as they whirl through the enemy ranks. Every step of the battle is like a dance, each victim as much an unwilling partner as a mortal foe. Blade thrusts come lightning fast, sparks and blood raining down as their victims try desperately to block their attackers' offensive. All the while, the enemy wrestles with their worst fears reflected back at them in the Harlequins' ever-shifting masks.

Where a single Harlequin in battle is a player upon a stage, an entire army of them is a performing company with a bloody tale to tell. Known as masques, these warbands fight with breathtaking synchronicity. Troupes of Harlequins sprint across the battlefield, surging from hidden webway portals to strike without warning. Skyweaver jetbike crews engage the foe in an acrobatic ballet, streaking above the heads of the enemy to hurl spinning star bolas. Explosions blossom one after another, their roar a deafening crescendo accompanied by the howl of Starweaver transports and Voidweaver gunships opening fire.

Amidst the mayhem, the masque's elite choreograph the carnage. Each Troupe Master directs their Players with the skill of an impresario and the strategic genius of a seasoned general. Death Jesters send volleys of fire to cut down key targets, always with an eye for what cruel humour they can find in the kill. Enigmatic Shadowseers use their phantasmic powers to terrify and misdirect, drowning the enemy in nightmare visions, and should one of the dreaded Solitaires deign to join a battle, they can slaughter entire enemy regiments in impossible displays of martial prowess.

To the untrained eye, the onset of a Harlequin masque is a riotous confusion of sound, colour and violence. Yet to refined Eldar senses, clear patterns are revealed. Every moment is orchestrated; every Player knows implicitly how and when his comrades will strike. This is war made art and art made war, battle fought with perfect rhythm and meaning, and it is as lethal as it is spectacular.









THE WEBWAY

The webway was created by the ancient race of the Old Ones as a means of intragalactic travel. Via the webway, the armies of these advanced beings could appear from hidden gateways in reality to strike at their foes without warning. Furthermore, this sprawling network allowed the Old Ones to voyage between the worlds of their dominion without risking the fickle tides of the Warp.

Known by some as the labyrinth dimension, the webway has been envisioned by mortal minds in myriad ways. Some describe it as a galactic tapestry of shimmering strands, others a maze of glowing tunnels, or the veins of some vast living entity. All such accounts fall short of the truth, for the webway defies neat categorisation. It is an elegantly crafted realm located between realspace and the Warp, analogous to the surface of a still, dark pool, or a fine silk veil drawn across something foul.

The webway once spanned the galaxy, even stretching out into the empty void beyond. Those days are long gone. Ravaged by war and catastrophe, many of its tunnels have been torn open or amputated entirely, and a great number of its entrances have been sealed by the Eldar themselves as a desperate measure to deny their foes access. The Eldar still rely upon the webway, however, for swift travel, though none more so than the nomadic Harlequins.

It is said that Cegorach is the only being in existence who knows every single path through the webway. This might explain how his disciples possess such an intimate knowledge of its twists and turns, for the Harlequins walk the webway without fear, appearing and disappearing at will. So well versed are they in the webway's secret routes that many other Eldar have credited the servants of the Laughing God with supernatural powers.

It is the Harlequins who watch over the Black Library alongside its dark guardians, and use its secrets to gain the upper hand in their war against Chaos. They utilise their knowledge of the webway's hidden paths to outmanoeuvre their foes and strike from unexpected quarters. In this way, whole masques of Harlequins can position themselves in ambush, guaranteeing themselves the element of surprise. Of course, such a system is not perfect, for the webway has become a broken and dangerous realm. Still, this is little help to the general who suddenly discovers his armies overrun from within, slaughtered by a host of Harlequins before he even realises that battle is joined.

KEY

Webway Location



Exodite World



Imperial World



Necron World



THE FINAL ACT

In recent years, the Harlequins' war against Chaos has been characterised by a newfound urgency. Full masques have become an ever more common sight among the stars. Appearing from the webway, they can be found performing within the realms of their kin or battling the galaxy's disparate races in vicious campaigns of apparently random violence.

As the 41st Millennium comes to a close, more and more Eldar vanish into the webway, forsaking their former lives to take up the Harlequin's mask. The Harlequins' numbers are growing, and many among the Eldar wonder why. The truth is inspirational and terrifying in equal measure. At the very heart of the Black Library there lies a silver-lit vault. Therein stands a plinth made of finely graven obelisks, upon which rests a crystalline book said to contain the words of Cegorach himself.

Since the Fall, the tome's covers have remained closed, sealed shut with flickering chains of light. Yet now, long-awaited portents have come to pass. A fallen sorcerer seeks the lore of the library. A king stirs in his court of death and silence, preparing to rise once more. Within madness' eye, the champion of the Ruinous Powers prepares to seize a realm long denied. As the signs have come to pass, so the bands of light about the tome have flickered and died.

Now, at last, the tome has fallen open. Within its pages the Shadowseers have found a script, a secret final act that changes utterly the tale of the Fall. Penned in inks of light and shadow, these words present a slender hope, detailing an intricate, galaxy-spanning performance with the potential to change the fate of the Eldar race. Always, the strands of fate have pointed toward the victory of Chaos during the last, mythic battle known to the Eldar as the Rhana Dandra. Yet within the pages of the crystal tome is recorded Cegorach's ultimate jest, a way to trick Slaanesh into expending all her power not to destroy the Eldar, but to save them. How such an impossibility could come to pass is unclear, for on this matter the final act is infuriatingly vague. Yet the Harlequins take their god's words on faith alone, for their devotion to Cegorach is total and his methods beyond question or reproach. Thus they have begun the steps of this final dance, and will see it completed, or else face absolute destruction in the attempt.



THE BLACK LIBRARY

Deep within the webway, protected by terrifying sentinels and Troupes of Harlequins, lies the Black Library. To reach this fabled realm, one must court madness itself, travelling secret passages through the webway, evading the gaze of the horrifying entities that stand guard, and unlocking one of the library's cunningly hidden entrances amid veils of riddle and illusion.

The Black Library houses all of the Eldar's most precious knowledge, and is said to resemble a vast, impossible craftworld that exists only within the labyrinth dimension. There is lore here regarding every deadly galactic mystery that the Eldar have ever encountered. The true nature of the ancient star-gods, the fate of the forsaken Phoenix Lord Arhra, even the origins of Chaos itself are but the merest fragments of the Black Library's archives of the forbidden and the forgotten.

In particular, the library's collection focusses upon all that the Eldar know of Chaos, for it was Chaos that destroyed their civilisation and threatens them still from the Warp.

Within the psychically locked rooms of the Seething Spiral lie grimoires of dark magic, their whispers and snarls shivering the air despite layers of runic wards. Beneath the Dome of Stars Extinguished, countless caskets of moonthorn imprison daemoniac artefacts and essences. Glowing lights drift through chambers in which ancient blades and alien skulls rest upon rune-carved plinths.

Perhaps most valuable of all the library's many treasures is the collected psychic lore of the Eldar and the countless species they have encountered. Captured in the crystalline thoughts of the library's long-dead inhabitants, these spectral secrets drift upon the wind like half-remembered thoughts, waiting for a mind strong enough to snare them.

On and on the dark corridors wind, a maze of starlit chambers and shadow-drowned oubliettes beyond count. Few mortals indeed have seen the inside of this sinister realm, and none would be foolish enough to speak of it; once someone has witnessed the true nature of the Black Library's sentinels, the fear of their vengeance lingers.



HARLEQUIN MASQUES

A masque is an army and a company of players both. It has no formal leaders, being instead a collective of like-minded devotees of Cegorach. All know their duties through their familiarity with the traditional roles of the characters they have adopted. No Harlequin rules their fellows for long, for all possess an equal voice.

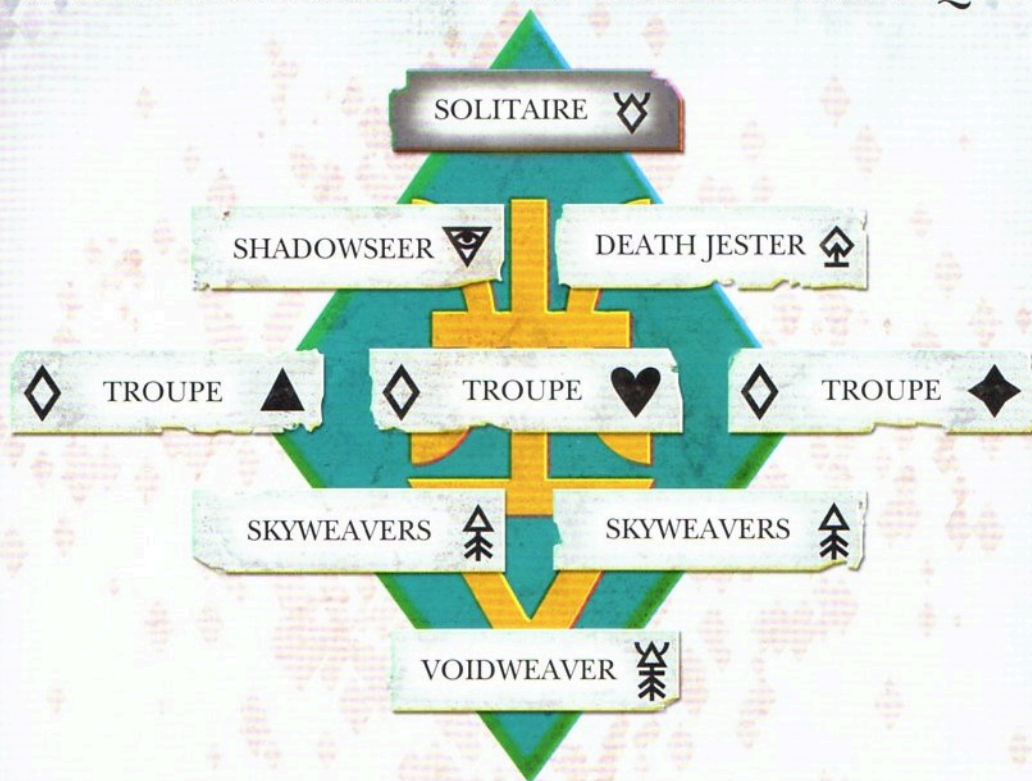
The organisational strictures of a masque hail from ancient days, when Cegorach's devotees were theatrical performers first and foremost. Since the Fall, a place has traditionally been reserved in a masque's structure should a Solitaire lend their considerable abilities to a cause, but they are otherwise unchanged, centred around three distinct Troupes: the Light, the Dark, and the Twilight. Each contains a different cast of characters, grouped by outlook and symbolism. The Light, for example, is especially associated with swift action, the heroic protagonist, the sky and the day. By comparison, the Dark represents villainous antagonists, violent endings, and the night, while the Twilight is transitory, like the webway or the fateful journey, comprising characters that bstride multiple or shifting worlds. This structure ensures that each member is aware their fellows' roles, upon both stage and battlefield.

This mutual understanding allows Harlequin masques to fight with near-prescient efficiency. Without the need for orders, each warrior knows both his own and his

comrades' duties, as well as who will require support and who can provide it. Indeed, despite the lack of a formal military chain of command, masques are capable of acting with far greater synchronicity and discipline than most standing armies. In battle, a masque seems less a group of individuals, and more a single, perfectly coordinated entity.

Further enhancing this incredible efficiency is the fact that each of a masque's mythic plays has its battlefield counterpart, known by the Eldar as its *saedath*. Essentially a strategic battle plan with an allegorical edge, these inform target priority, overall strategy, and whether the conflict should be led by the Light, Dark, or Twilight. The appropriate *saedath* will be chosen based upon a range of factors; in some cases, masques specialise in certain mythic cycles, and will rely upon these to the exclusion of all else. In others, the ritual significance of the foe, the battlefield, or even such factors as time of day or quality of light will inform this decision. Whatever the choice, each *saedath* is an intricate and brilliantly conceived strategy.

THE CLASSICAL STRUCTURE OF A MASQUE





TROUPES

Harlequin Players 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, every squeeze of the trigger and slash of a blade bringing death to the enemy.

No Eldar is born a Harlequin, and all manner of strange tales persist concerning how this metamorphosis occurs. Some are supposedly drawn from amid bustling crowds, beckoned into the shadows by a masked figure only they can see. Others simply vanish from their personal chambers, their precious spirit stone discarded in their wake.

To become a Harlequin means erasing all that has come before, be it friends, family, path or purpose. However it happens, once an Eldar becomes a Harlequin every aspect of their old identity is erased. Each joins a Light, Twilight or Dark Troupe, and assumes a new role at the behest of their Troupe Master. These roles – each known by a ritual character name such as the Webway Witch, the Sun Prince, or Shaimesh the Poisoner – inform every aspect of the Harlequin's personality from that moment on.

A peculiarity that sets the Harlequins apart from their craftworld and Exodite kin is that they do not bear spirit stones. Normally, when an Eldar dies, their unprotected soul is devoured by Slaanesh unless it is preserved inside one of these mysterious gems and joined with an Exodite world spirit or craftworld infinity circuit. Yet the Harlequins alone possess a secret that allows them to escape Slaanesh's jaws, and it is not one they seem willing to share.



The old Eldar rune for unity denotes the status of Player within the Harlequin masques. It is not worn in its basic form, but often echoed in diamond patterns across the masque.



All Players commonly display their Troupe rune upon a knee, thigh or shoulder pad. The Troupe runes for the Light, Twilight and the Dark are the prism, the heart and the four-pointed star respectively.



THE LIGHT, TWILIGHT AND DARK

To other races, the Harlequins' appearance seems to defy any form of squad identification or uniformity. This is exactly how the warriors of the Laughing God would have it; confusion is, after all, a tool of war. To them, however,

each Player is identifiable as belonging to one of three Troupe divisions – Light, Twilight and Dark – by ritual symbols. Each warrior wears their masque's colours, and honoured Players may also display their masque's rune.



In battle, a Harlequin's mask projects terrifying images of his victims' worst nightmares. Physically, however, the mask will usually be crafted in the likeness of whichever character the Harlequin is playing. Different roles are indicated by all manner of flourishes, be they opposing

halves of black and white, such as in the case of the Dawnsinger or the Blinded Princess, patches of checks or diamonds like those displayed by the leering Scion of Cults, or soft gradients and subtle strokes, like the stylised tear of Isha's Sorrow.



TROUPE MASTERS

Troupe Masters are choreographers of war, directing their comrades' reactions to the changing fates of battle, and ensuring the Harlequins' performance in the theatre of war is as perfect as it can be. By consent of their peers, the Troupe Masters become focal points for the successes and failures of entire Troupes of Harlequins. In many conflicts, the most talented will even be entrusted with directing the performance of their entire masque.

Troupe Masters are closer to the lead Players of a cast than formal commanders; they are elevated by the will of their brothers and sisters, playing their role until it is time for another to take their place.

Troupe Masters act as exemplars for all their Troupe's key characteristics, embodying everything it means to be Light, Dark or Twilight writ large. Thus Troupe Masters of the Light will hurl themselves into battle like the headstrong heroes of ancient myth, adopting such aggressive, protagonist roles as the Duke of the Hidden Realm, or the Eldanari Prince. Troupe Masters of the Dark, by comparison, are sinister and vindictive, always seeking some way in which to flamboyantly finish off the foe. Troupe Masters of the Twilight, meanwhile, see cycles of transition in everything, often seeming obsessive or insane in their attention to nuance and detail until the precise moment their true genius reveals itself.



Troupe Masters wear grotesque masks that mock the sinister, ugly face of war. Their ever-shifting features flicker between nightmarish horror and leering, sardonic humour at the mortal plight of their foes.



The Troupe Master's symbol is often an outline rather than a solid shape, as shown in the master symbol of the Light, above.



Troupe Masters bear their Troupe's symbol bordered by curving arcs. Shown here is the master symbol of the Twilight.



This Troupe Master of the Dark bears his Troupe rune on his lapel, though the shoulder and leg are equally common locations.

TROUPE MASTER MARKINGS

A Harlequin Troupe Master's battlefield garb is often more extravagant than that of the Troupe's other warriors, clearly marking him out as a leader in the maelstrom of combat. Whereas Players wear elegantly cut jackets or ritually folded tunics clasped about the waist, Troupe Masters often sport high-collared greatcoats which billow and whirl dramatically with each bone-crunching kick or

graceful flick of the blade. Many Troupe Masters display their Troupe rune upon the coat's lapel or hem – others prefer to use this space to better display the kaleidoscopic patterns of their masque, adhering instead to the Players' practice of bearing their Troupe rune upon the shoulder, thigh or knee. The masque rune is usually marked upon a sash, though this is by no means consistently so.

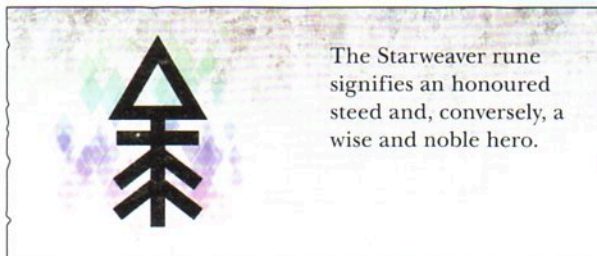


STARWEAVERS

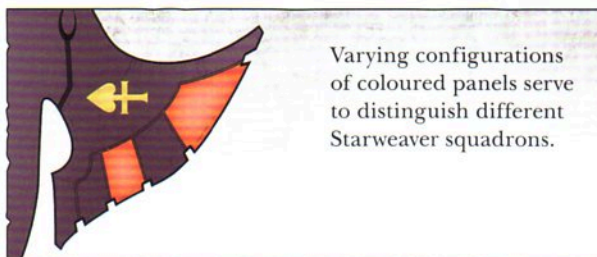


Starweavers hurtle into battle at breakneck speed. The craft swoop and spiral effortlessly through incoming fire, anti-grav engines screaming as they bear their Harlequin passengers unerringly into the maelstrom of combat. These craft are lightly armoured and incredibly nimble. Further protection is offered by flickering layers of holofields and mirage launchers that reduce the craft to little more than a technicolour blur when on the move. Alongside these cunning countermeasures, the Starweaver packs a hefty punch, mounting multiple shuriken or haywire weapons that provide supporting fire for the Harlequins once they have leapt into the fray.

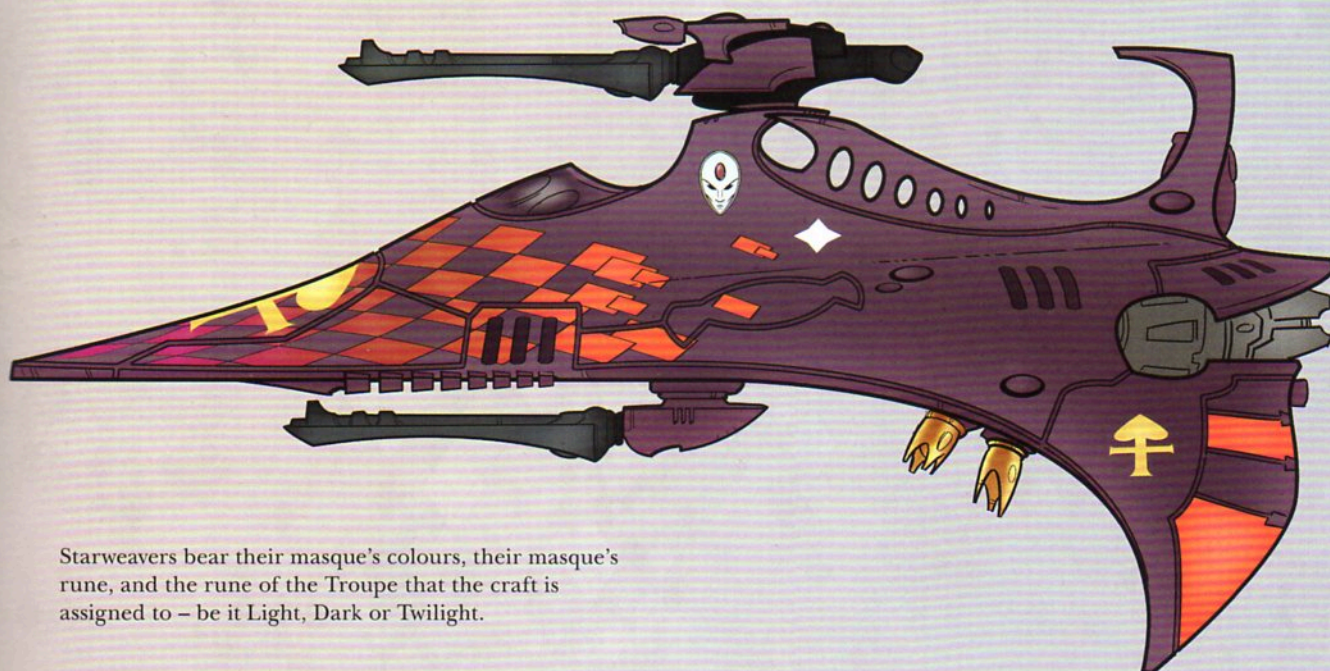
The Starweaver is named for the first and greatest son of the Cosmic Serpent. The Cosmic Serpent is a significant totem to the Harlequins, for he is said to have existed in both the material and psychic universes at the same time, and his strange and capricious young acted as occasional allies to Cegorach. Starweaver was the most noble and courageous of his serpentine brood, and swiftly made common cause with the Laughing God. The serpent freely gave his aid to Cegorach and, in tales such as the Humbling of Eldanesh or the Flight from the Grave of Stars, even suffered the Harlequins' deity to ride through danger upon his back. So do the Harlequins mount their Starweaver transports with reverence, for their actions echo those of Cegorach himself.



The Starweaver rune signifies an honoured steed and, conversely, a wise and noble hero.



Varying configurations of coloured panels serve to distinguish different Starweaver squadrons.



Starweavers bear their masque's colours, their masque's rune, and the rune of the Troupe that the craft is assigned to – be it Light, Dark or Twilight.

VOIDWEAVERS

The howl of heavy weapons heralds the arrival of the Voidweavers, as enemy positions erupt into flames and confusion as the sleek gunships scream overhead. Cannons blazing, they plunge deep into the heart of the foe before blasting their way to freedom again amid welters of blood and showers of actinic sparks.

Considering their lightweight build, Voidweavers carry an extremely heavy loadout of firepower. However, their lightweight psychoplastics and gravimetric weaves ensure that Voidweavers are in no way encumbered by their arsenal. Instead, the potent combination of versatile heavy weapons, hypervelocity attack runs and polychromatic camouflage make these streamlined vehicles exceptionally dangerous. A full squadron can easily rip apart a heavy battle tank, or reduce a squad of the foe to smoking offal with a single volley. Operating as ambush hunters, they strike before the enemy realises their danger, and scream away before return fire can be brought to bear.

An unusual feature of the Voidweaver is its rear-facing shuriken cannon, which can either be operated manually by the Harlequin gunner or left to follow reactive patterns under the guidance of its targeting matrix. The weapon's placement allows it to guard the Voidweaver's rear, laying

down sawing arcs of fire against any foe foolish enough to pursue the gunship. More than one overconfident Land Speeder pilot or Ork Warbiker has discovered to their cost that, even unmanned, these hind-guns are lethal indeed.

Even the location of the Voidweaver's aft weapon possesses a ritual significance for the Harlequins. The vehicle itself is named after the second of the Cosmic Serpent's brood. The legends tell that, ever in its elder brother's shadow, the Voidweaver became an ill-tempered, brooding creature. It would fight at the slightest provocation, and revelled in proving its superiority over others. Meanwhile, its caution was such that it sprouted a second head, looking always behind so that the Voidweaver would never be surprised by its foes. In the mythic stories, this serpent never allowed Cegorach to ride upon its back, but after the Laughing God bested it in a trial of cunning the Voidweaver lent its strength to Cegorach's own, acting as his sentry and accomplice on numerous occasions.

Just as the serpent watched over Cegorach, so do Voidweaver crews lend their strength in support of their comrades. Assuming the part of fanged huntsmen, they are cold and taciturn, yet their scowls turn to hungry grins when given the chance to shed the blood of their foes.

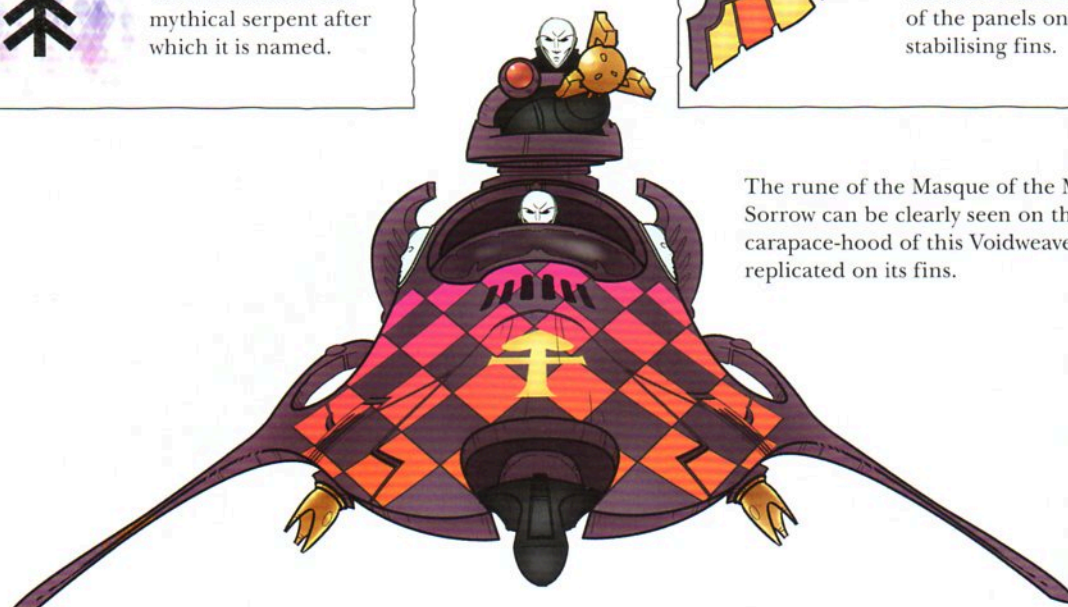




The Voidweaver rune incorporates twin prongs representing the two heads of the mythical serpent after which it is named.



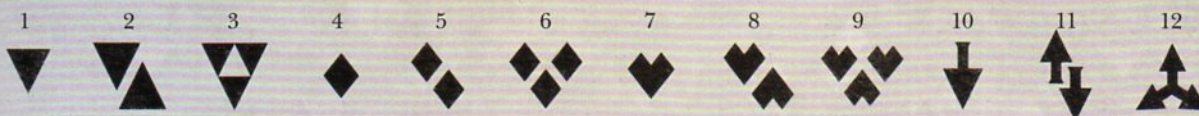
The squadron to which a Voidweaver belongs is indicated by both the colour and order of the panels on its stabilising fins.



The rune of the Masque of the Midnight Sorrow can be clearly seen on the carapace-hood of this Voidweaver, and is replicated on its fins.



The Voidweaver bears the colours and iconography of its masque, as well as showing simple numerical runes upon one flank to assist its identification within the squadron.



Harlequin masques typically use a system of numerical runes to distinguish individual vehicles within their squadrons of Skyweavers and Voidweavers.

The transition of the Eldar numbering system from the diamonds of unity to the arrows symbolic of their race is heavy with meaning.

SKYWEAVERS

Skyweavers descend upon the enemy like a prismatic storm, trailing cloaks of hallucinatory colour and light as they punch through the enemy ranks. Skimming dangerously low, their pilots whoop with glee and an eerie moan fills the air as the Players spin their star bolas in rapid arcs before letting the weapons fly. Guns blazing, the Skyweavers tear onward, the thumping concussion of plasmic blasts lighting their wake.

Where the traditional jetbikes of craftworld Guardians or Commorrite Reavers are single-seat craft, Harlequin Skyweavers accommodate both a pilot and a rider, each playing a specific role. While the Skyborne Prince steers the arrow-fast craft and fires the main gun, the Great Falcon fights from the jetbike's rear. Many wield star bolas: weighted plasma charges that are hurled to wrap around necks, limbs or gun barrels. The ferocious detonations of these wicked devices can easily tear a Space Marine in two, or sever the leg of an armoured walker.

Though star bolas are undeniably powerful weapons, their main disadvantage is that they can be hurled but once, so some Players choose to go into battle bearing long-bladed zephyrglaives instead. These weapons are wielded with consummate skill, carving arcs through the air as they lop heads from shoulders or bisect torsos in fans of blood.

In Eldar mythology, the Skyweaver was the youngest and most capricious of the Cosmic Serpent's brood. Depicted as a gestalt being composed of hundreds of small flying serpents, the Skyweaver spoke always in riddles, and was forever hurried and distracted by his myriad desires.

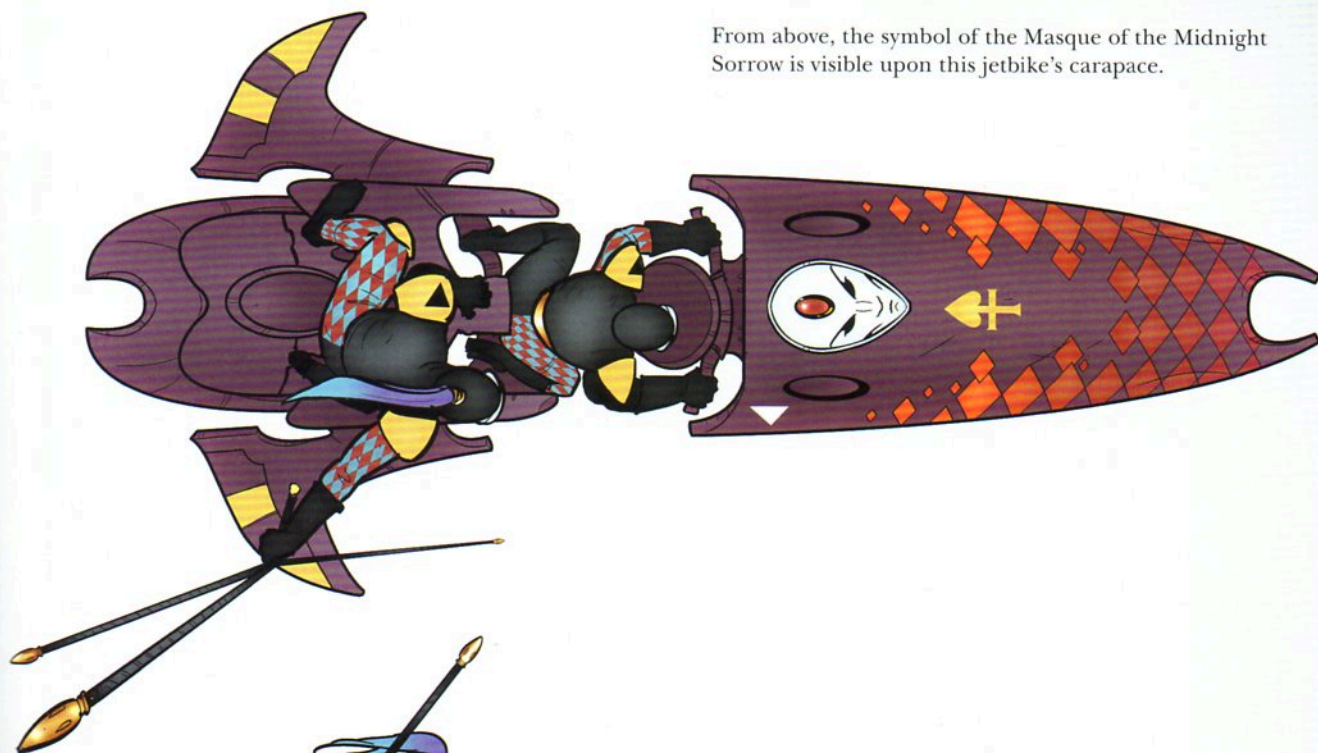
As a boon to the Laughing God, the Skyweaver is said to have scattered himself across the heavens, each facet telling a subtly different tale of Cegorach's deeds. Thus did the Skyweaver spread confusion amongst the Laughing God's foes, striking down many with its fiery bite when their backs were turned.

Traditionally, a masque incorporates two bands of Skyweavers, their aerobatic prowess serving to add a breathtaking edge of speed and danger to the Harlequins' performances. However, there are those masques, such as the Masque of Soaring Spite and the Masque of the Leering Moon, who prefer to field great swarms of Skyweavers, their deployment a ritual acknowledgement of the multifarious nature of the serpent that the jetbikes are named for. During conflicts such as the Gorlian Scourging or the Bladed Curtain's Fall, these tactics have proved incredibly effective, the enemy outflanked and overrun by hosts of light grav-craft performing the Dance of the Cosmic Serpent's Brood.

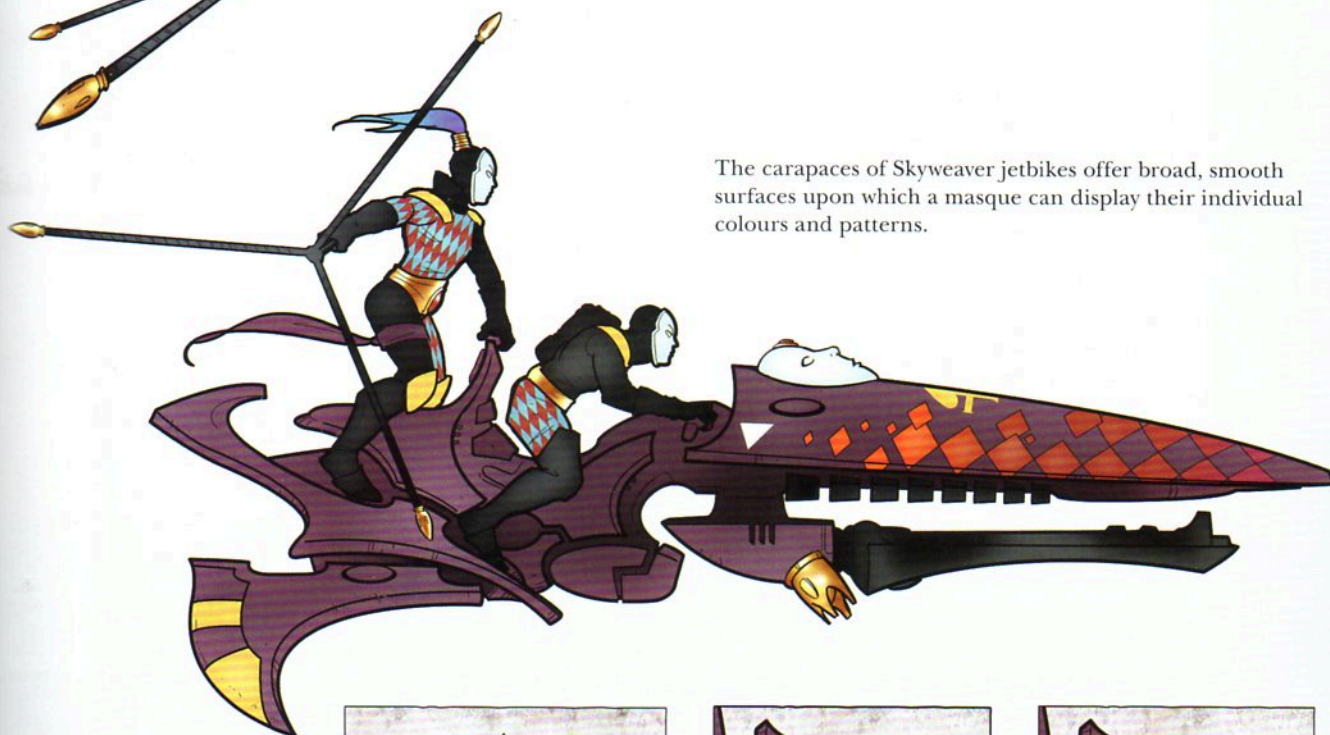




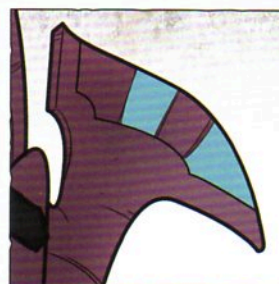
From above, the symbol of the Masque of the Midnight Sorrow is visible upon this jetbike's carapace.



The carapaces of Skyweaver jetbikes offer broad, smooth surfaces upon which a masque can display their individual colours and patterns.



The Skyweaver rune, which also doubles as a signifier for wilfully spread confusion and havoc.



Squadrons of Skyweavers are identified by different coloured patterns upon their fins.



SHADOWSEERS



Shadowseers use manipulation of the mind as their foremost weapon. In battle, they turn their victims' senses against them, blinding eyes, driving brave men mad, or gouging fatal psychosomatic wounds. At the same time, they shield their allies from harm, wreathing them in veils of illusion until the moment comes to strike. Enigmatic masters of trickery and misdirection, the Shadowseers' prodigious psychic abilities are a powerful tool in the ongoing war against the servants of Chaos.

In the Harlequins' performances, the Shadowseers play the role of Fate. They act as narrators, speaking in monologue, song or rhyme while their fellow Players whirl and spin around them. It is the Shadowseers' subtle psychic abilities, coupled with the hallucinogenic *creidann* grenade launchers they wear upon their backs, that provide diverse illusions for their shows. Blasts of multicoloured light, glowing swirls of blinding mist and white-hot illusory flame – all are conjured forth with consummate showmanship.

Shadowseers are skilled in reading the skeins of the future. However, their second sight is differently honed to that of Farseers; they are concerned less with the literal manipulation of events, but rather the fulfilment of the mythic roles that others unknowingly assume. Concealing their identities with stage names, Shadowseers act as envoys to their craftworld or Commorrite kin, their faceless masks revealing nothing of their thoughts or intentions.



A Shadowseer's garb incorporates a version of their masque's colours and rune, while occasionally displaying the device of whichever Troupe they most often fight alongside.



The Shadowseer rune is a simplified version of that borne by other Eldar psykers. Its lack of framing lines represents the power of unconstrained illusion.

The *creidann* grenade launcher hurls canisters of hallucinogenic gas through the air according to pre-programmed fire patterns.



Most Harlequin masks project whatever appearance the wearer wishes, yet a Shadowseer's mask shows only a twisted reflection of those who stare into its depths.



DEATH JESTERS

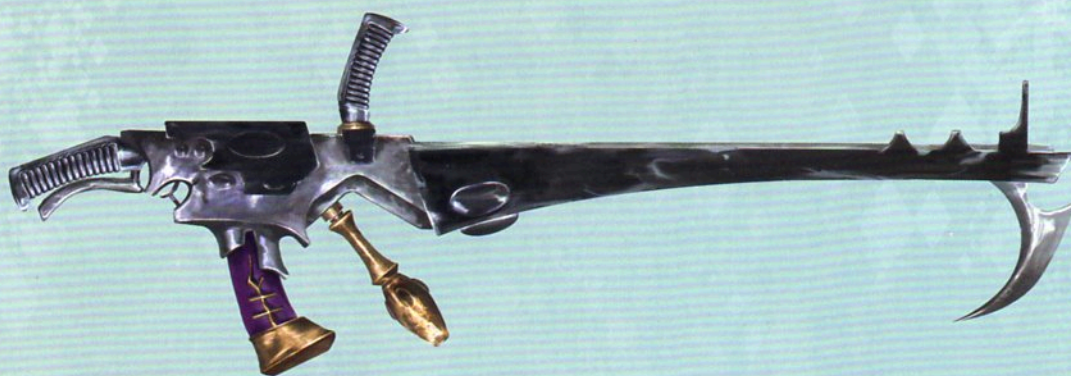
The arrival of a Death Jester upon the battlefield is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart in sprays of blood and scalded flesh as they combust horrifically from within. Such an entrance is apt indeed, for the sinister Death Jesters play the role of Death in the Harlequins' performances. Without exception, Death Jesters possess a grisly sense of humour that leads them to seek new and inventive ways to terrorise, torment and eventually kill their victims. They can sometimes be heard chuckling or humming softly in the midst of battle, and will occasionally pause to sketch a deep bow or offer mocking applause to foes whose horrible fates have especially entertained them.

Killing the foe is not enough for a Death Jester. To make war worthwhile, they must intersperse death with ironic humour. Slaying an officer at the crescendo of a rallying speech, panicking enemy sappers so they flee into their own minefield, or wounding a heavy weapon trooper so that their shot flies wide and destroys the very objective they were defending; these are the kinds of cruel deed in which Death Jesters find their amusement. Indeed, there are few in the galaxy as talented or imaginative when it comes to writing the tragic comedy of war.

Amid the masques, Death Jesters move as they will, garbed in armour said to incorporate the bones of their predecessors. They are regarded with wary amusement by their fellows, for they are as morbid and unpredictable as they are gifted. Yet their dedication to the Laughing God is beyond question, and in the heat of battle the covering fire of the Death Jesters saves the lives of their comrades time and time again.



The skull masks and grim motley of the Death Jesters incorporate their masque's colours and often the rune of their favoured Troupe, as well as the Death Jester rune.



Infinitely more cruel than a typical shuriken cannon, the shrieker cannons of the Death Jesters fire projectiles impregnated with virulent genetic toxins, which turn the luckless victim into a walking bomb. Their blood boils, organs rupture and flesh sears from within, before they explode with sickening violence.



The rune of the Death Jester has long been synonymous with ill fortune and unexpected bereavement.



SOLITAIRES



Solitaires are incredible warriors, able to move faster than the naked eye can follow. Their impossible acrobatics are such that no blade can strike them, nor bolt or blast find its mark upon their flesh. In battle they are utterly lethal, their scything kicks and hammerblow punches coming so fast that most foes are dead before they even realise the fight has begun. Indeed, each individual Solitaire is the equal of a host of lesser warriors.

Solitaires are the strangest of all Harlequins. They conceal themselves amongst craftworld or Commorrite society, hiding their true nature as they wander from place to place. Only occasionally will these dread figures reveal the monster that lurks beneath the facade, joining a masque for a performance or battle before drifting on once more. At such times they speak and are spoken to only in ritual form, and are feared by most Eldar as an ill omen. This mien of horror stems from the fact that, alone among the Harlequins, the Solitaire plays the role of Slaanesh. As a result, the Solitaire's role commands ultimate fear and respect. It also makes him the most dangerous of all Harlequins, for a Solitaire treads the Path of Damnation, his essence doomed to be devoured by She Who Thirsts. Knowledge of his soul's forfeit means a Solitaire will ensure the cost to his foes is dear indeed before he meets his end.

Despite the dark fate that awaits them, it is said that Solitaires are touched by the Laughing God – that they have his insight into the Fall, and even the nature of the universe. Many Eldar believe that to speak to a Solitaire is to invite a grisly demise, and that should an individual accidentally address or touch one of these lonely beings, they would be better to take their own lives there and then.



As befits their solitary nature and mysterious origins, many Solitaires make only a token display of their adopted masque's colours, though all will bear the Solitaire rune.



The rune of the Solitaire is a dread omen, often left seared into the flesh of his victims' foreheads to sow superstitious fear among the enemy ranks.

The Harlequin's caress encases the user's hand in a phase field that allows him to reach through his foe's armour and pluck out their heart as easily as though he were running his fingers through thin air.



The Solitaire's mask is cruel and unsettling, reflecting the exaggerated androgynous features of Slaanesh in all their daemonic grandeur.



THE MIDNIGHT SORROW

Where reality tears asunder and the horrors of the Warp spill forth, there can be found the Masque of the Midnight Sorrow. Their warriors whirl through the blazing hellfires of daemonic breaches and ritual circles, dispensing bladed death to the servants of the Ruinous Powers. Masters of forbidden lore who strike upon the toll of the midnight bell, Harlequins of this masque are foremost in the Laughing God's war against the Dark Gods.

All Harlequins battle the servants of Chaos, yet for the Masque of the Midnight Sorrow this war has become a destructive obsession where no price is too steep for victory. This masque stalks the webway tunnels around the Eye of Terror, striking fearlessly at Chaotic strongholds wherever they can be found. It was the Midnight Sorrow that broke open the Ninefold Vault upon Dementiax and slaughtered its daemonic overlords, and they who defeated Lucius the Eternal's Coils of Perfection upon the Bridge of Blighted Bliss. It was their Shadowseers who forged the Alliance of Bloody Tears during the Bitterblood Wars. Comprising the Midnight Sorrow, the Kabal of the Flayed Skull, and a warhost from Craftworld Yme-Loc, this uneasy alliance purged the renegade fortress world of Filth Pit despite horrific Eldar losses.

The monomaniacal focus of the Midnight Sorrow has a cost them not only in lives, but in minds and souls. So intent upon their daemonic foe are these Harlequins that all else fades into obscurity for them. Their battles and performances focus, without exception, upon the dangers of Chaos, and in recent centuries they have abandoned all other dances in favour of ever more vivid depictions of the Fall. As this mania has overtaken them, so the Players of the Midnight Sorrow have become trapped within their roles. All Harlequins sacrifice a portion of their personality to the character they play, but most retain at least a spark of the being who came before, even if only in the interpretation they bring to their role. Not so the Midnight Sorrow. These grim figures rarely speak, except in ritual form, and care for nothing but the final defeat of Slaanesh.



The symbol of the Masque of the Midnight Sorrow – a spear driven into the inverse heart of Twilight. This design reflects the masque's desire to strike when daylight is slain, before darkness reigns once more.





THE VEILED PATH

Tricksters, manipulators and riddle-smiths, the Veiled Path are capricious even by the standards of Harlequins. Even the Players of the other masques see the Veiled Path as dangerously untrustworthy, for they have been the architects of countless atrocities. Yet none can deny the list of victories this masque's duplicity has won them.

The Veiled Path's machinations extend throughout the realms of the Eldar. It was they, for example, who sent one of their number – under the assumed name of Sylandri Veilwalker – to manoeuvre Prince Yriel into taking up the Spear of Twilight. It was the Veiled Path who indirectly set Lady Malys upon the road to her strange encounter in the webway and the arcane bond with Cegorach that resulted. To what end these confluences – and countless others – have been arranged, none can say, except the masque's own seers.

This masque's battles and performances are hallucinogenic tangles of double-meaning and bewildering mirage. It is not unknown for spectators or allies to vanish without trace, never to be seen again. The Veiled Path have betrayed pacts and promises without number, and have stolen away many precious relics and heroic leaders. Yet far from being repentant of their deeds, the Veiled Path seem to take a malicious glee in every promise they break and crisis they cause. How much of this is an act and how much genuine malice it is hard to tell, yet some whisper that the Players' grinning masks conceal an ocean of hidden tears. If this is true, then the burden of guilt that the Veiled Path hide must be a dreadful weight indeed.



The Veiled Path's rune is the inverse enigma – a signifier of riddles within riddles and plots within plots. It is associated not only with trickery, but with back-stabbing and an ill-omened demise.





FROZEN STARS

Playful and sinister in equal measure, the Masque of Frozen Stars is well known for its Players' irrepressible sense of humour. Standing secret vigil over the maiden worlds of the Eastern Fringe, these Harlequins possess a genuine hope for the future of their race. They believe that there is a path to be trod through the horrors of the Rhana Dandra that leads to a bright fortune beyond. Following destinies gleaned by their Shadowseers from a tangle of potential futures, the masque seeks to restore the balance of fate through the destruction of their many enemies. Across maiden worlds scattered along the edges of the Eastern Fringe, they wage a war against the slow rot of Chaos, the arrogant might of the Imperium and the reckless expansionism of the Tau Empire.

However, the Masque of Frozen Stars care only for the resurgence of the Eldar, and no one else. They view the galaxy's other races as vermin, there only to serve as the butt of its shockingly violent pranks and jests. Humanity, the Tau and countless minor alien empires have all suffered under the sudden attacks of this masque. Often believing the motley-clad warriors were coming to their aid, more than one race has discovered that the enemy of their enemy is by no means their friend. Over the millennia, this masque's Players have overloaded the reactors of hive cities, plunged mighty spacecraft unshielded into the Warp, and even depopulated whole worlds, all in the name of the Laughing God's malicious amusement.



The rune of this masque is that of divergent chance, depicting the pathways of fate propped up on a foundation of certainty and determination.





WAYFARERS OF THE LABYRINTH



The diamond rune of the Soaring Spite signifies a sense of oneness, binding the Harlequins to the mythic beasts upon whom their performances are based.

THE SOARING SPITE

This masque bases its entire existence upon the tales of the Cosmic Serpent's brood. It performs and fights in an almost exclusively airborne fashion, soaring into battle like the Weaver Serpents of the mythic tales. The Soaring Spite is frequently seen in the company of the Saim-Hann Eldar, with whom its Players share a spiritual bond. Its performances are also wildly popular within the toroid arenas of the Commorrite Wych Cults. Here, the masque's Skyweavers swoop and soar, shedding very real blood as they engage in ritual dances and duels with the best challengers the Wych Cults have to offer.



The rune of unveiled mystery is worn by this masque as an ironic comment, symbolising the deadly threat their kin have chosen to forget.

THE DREAMING SHADOW

Beneath the glare of dying stars, the Masque of the Dreaming Shadow performs its sombre dance of war. It is the ancestral duty of this masque to prevent the awakening of an ancient foe, to slay whoever it takes to prevent the rebirth of the Necron Empire. The Players of the Dreaming Shadow are bound together by their morbid demeanour, and by a simmering resentment of the other masques. This sentiment, however, is deliberately exaggerated – part act and part truth, deriving from the fact that the war against the Necrons distracts from Cegorach's true battle with She Who Thirsts. For their part, most other Harlequins hold the Dreaming Shadow's selflessness in high esteem, though some are scornful of this masque's inherent bitterness toward them, dismissing their war against the Necrons as nothing but a sad sideshow.

THE DANCE WITHOUT END

The Masque of the Dance Without End falls upon its foes like an avalanche, appearing as if from thin air with guns already blazing. Full of passion and verve, the Players of this masque are renowned for their performances of the Spiral of Mirth and Madness. This is the cycle of dances, plays and monologues that recount the deeds of Cegorach himself – a specialism that is said to bring these Harlequins closer to their deity. Indeed, so deep is their connection to the Laughing God that it is rumoured the webway itself flexes and shifts at this masque's behest. Certainly, the Dance Without End seem always to attack from the most unexpected quarter, vanishing on the breeze should matters go awry.



The Dance Without End wear the rune of myriad paths, symbolising both Cegorach's knowledge of the webway and the endless nature of his war.



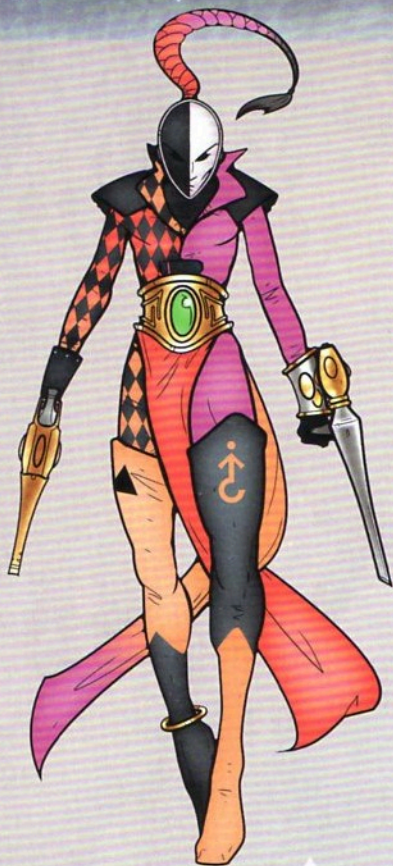
THE SILENT SHROUD

This masque acts in absolute silence, its Players speaking not a word. Their movements are but the softest sigh of silk upon the air. Even their weapons are muffled through technology and illusion, the hiss of gunfire and the clash of blades echoing dimly as through piercing the veil from another realm. Needless to say, this disorients and unsettles the masque's foes, only adding to the sensory confusion of the Harlequins' assault. Everything this masque does is veiled in secrecy and stealth, and it often appears from nowhere to stage impromptu performances without need for stage or accompaniment. Whether this be amid the bladed spires of Commoragh, or the blood and horror of the battlefield, it matters not to the Silent Shroud.



The Silent Shroud wear the rune of the thorn-strangled stave – a mythic weapon used by Kurnous, the hunting god of ancient Eldar myth, to strike down his prey without making a sound.





The Masque of the Twisted Path wear the rune of stolen grace, symbolising the souls taken by the Laughing God from his enemies and fashioned into weapons for his followers.

THE TWISTED PATH

This masque has a chilling reputation for luring unsuspecting victims into the webway to vanish without a trace. During their performances, audience members will be led onto the stage to take part in the play, only to disappear as the Harlequins' twirling dance reaches its climax. In battle, they steal away friend and foe alike, never to be seen again by their commanders or kin. Where these vanished souls are taken remains a mystery, though rumours abound that it is part of some grand scheme of the Laughing God. Some tales even tell of the masque entering battle alongside humans, Tau or even Orks, fighting in unsettling concert with these unlikely allies, their uniforms and vehicles marked in some subtle way with the rune and colours of the Twisted Path.



The rune of the lamented dead is integral to the mindset of the Masque of the Shattered Mirage – contained within its graceful lines and bladed curves is the ultimate demise of all things.

THE SHATTERED MIRAGE

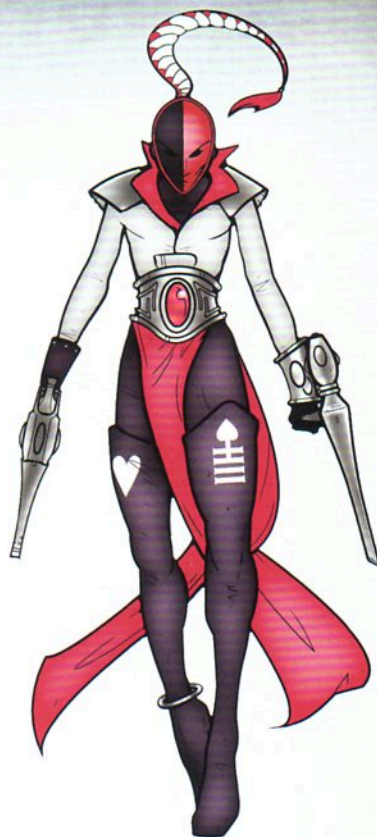
There are those among the Eldar who have accepted the doom of their race. Far from welcoming oblivion, these lost souls rage against the slow destruction of their people, choosing to take the galaxy with them when they go. The Masque of the Shattered Mirage are ghosts of the webway, the embodiment of the Laughing God's maudlin mirth in the face of his race's demise. Both their kin and their enemies fear this masque's Players. Their performances are dark and terrible to behold, conveying only fatalistic despair to their audiences. In battle, they fight with a reckless abandon that is horrific to bear witness to, and even in death they take dozens of the foe screaming with them to the grave. To fight the Shattered Mirage is to fight a foe with no fear of death, intent only on the destruction of their enemies no matter the cost.

THE REAPER'S MIRTH

All Harlequins are masters of ironic murder, though some are undeniably more talented than others. The Masque of the Reaper's Mirth takes the Laughing God's bloody humour to an extreme. Every battlefield is a gory canvas upon which they can paint their masterpieces of death. It is not enough to simply kill their enemies – they must be made examples of in the most extravagant manner. The Palace of Crystal Bones, Hall of Echoed Screams and Fountain of Crimson Tears are all works of the Reaper's Mirth. Because of their penchant for inventive cruelty, the masque attracts a higher proportion of Death Jesters. These macabre warriors take sardonic pleasure in fighting alongside the Players of the Reaper's Mirth as they enact their performances of genocide and horrific destruction.



The rune worn by the Reaper's Mirth is an ancient symbol that represents both the first bleeding of a weapon and the last breath of an enemy.

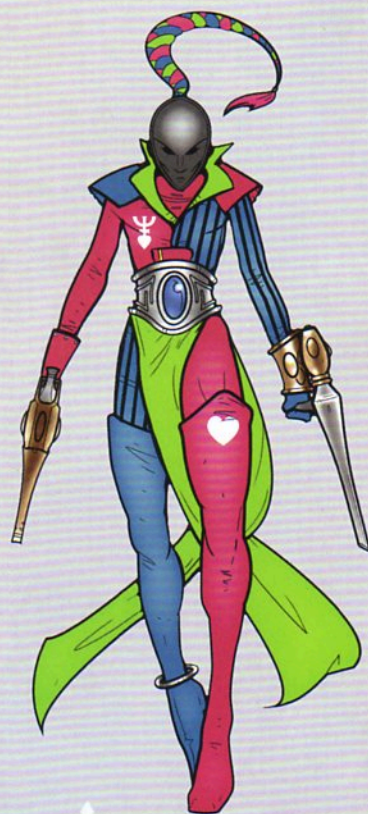


THE WEEPING DAWN

The Masque of the Weeping Dawn are artful assassins of fate, choosing their targets with meticulous care. Guided by the whispered words of their Shadowseers, the masque weave a bloody path across the stars, seeking out the greatest enemies of the Eldar. Chaos tyrants, Space Marine commanders, Tau Ethereals and Ork warlords are all among those who have fallen under the flashing blades of the Weeping Dawn. Trespass upon a maiden world, collaboration with the Dark Gods – whether wittingly or not – or even the killing of a single Eldar: all are acts that might draw the attentions of this vengeful masque. All that is known for sure of the Weeping Dawn is that, once they have chosen a target, they do not rest until its life has been extinguished and its soul offered up to the Laughing God.



The Masque of the Weeping Dawn wear the rune of the pierced heart, an ancient Eldar device that encapsulates both the killing blow and the unveiling of truth in all its myriad forms.



WEAPONS OF THE LETHAL ART

Harlequin weapons fire is invariably lurid and spectacular in its effect, drawing upon the ancient technologies of the Eldar to achieve impressively lethal results. Searing beams of polychromatic light, howling storms of shuriken blades, and billowing clouds of shimmering, hallucinogenic gas herald the Harlequins' explosive arrival onto the stage of war.



The prismatic cannon uses multiple laser arrays set around a fashioned shard of psychocrystal to project a searing beam of energy into the foe. The weapon's apertures can be adjusted in order to focus or broaden its destructive might at will.



The shuriken cannon fires monomolecular bladed discs at an astonishing rate, each projectile near invisible to the naked eye but hard enough to scythe through flesh and metal with ease. The Harlequins use these punishing weapons to support their shock assaults, wailing streams of fire ripping through the foe as the Players dash forward.



Harlequin power swords are always named after famed weapons from Eldar myth. Many bear titles taken from the blades forged by Vaul to appease Khaine and secure the release of his prisoners, Kurnous and Isha. Also popular are the various blades of the House of Eldanesh, one of Khaine's many godly weapons, or the many stolen swords of the Laughing God himself.



Arguably the most iconic weapon that the masques carry to war, the Harlequin's kiss is horrifically lethal. A sharpened tube attached to the forearm, the kiss can be punched through an enemy's armour and flesh. High-tensile monofilament wire contained within the weapon then uncoils, reducing the target's insides to a gory soup within the space of a single heartbeat.



Fusion pistols cause the molecules of the target to hyper-vibrate, generating so much heat that their targets burst into flames before suddenly liquefying, and then evaporating into nothingness. Though incredibly short-ranged, the sheer destructive potential of these weapons ensures that they see common usage amongst the masques of the Harlequins.



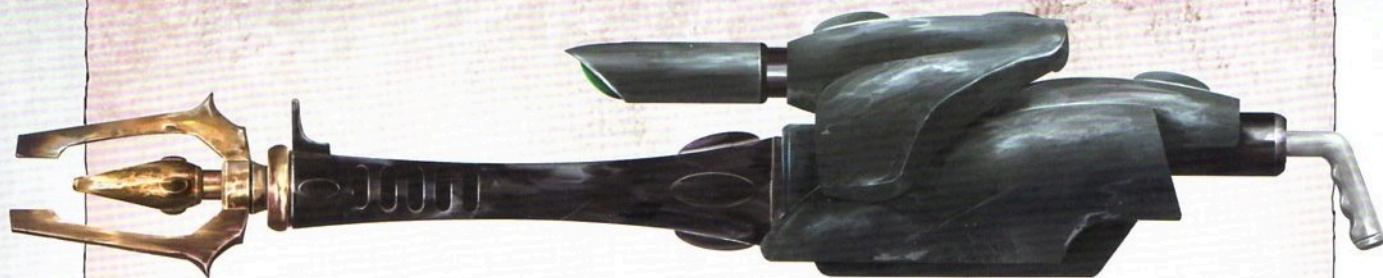
The flip-belt is a wonder of Eldar technology, a portable anti-grav generator keyed to trigger upon the mental command of its wearer. So incredibly lightweight are flip-belts that they do nothing to hamper their wearer's natural agility. Instead, they heighten it to the point that Harlequins can leap clean over all but the most towering obstacles, springing and bounding through rubble and wreckage with supernatural ease.



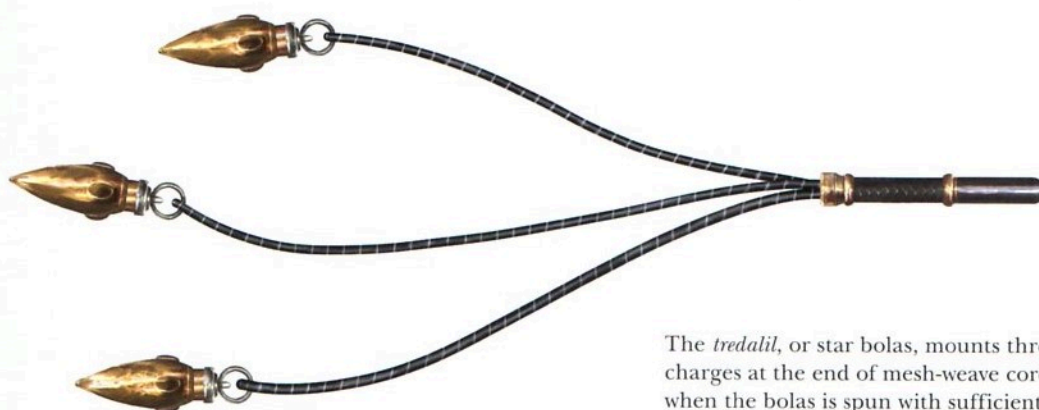
Each zephyrglaive is perfectly weighted, individually balanced to its wielder and enfolded in a molecular dissonance field. This renders it a lethal weapon of high-velocity aerial murder.



Traditionally, every Shadowseer carries a miststave – a weapon that channels their mental force to crush armour plates and shatter bones. Against living victims, even a glancing blow from such a staff scrambles their perceptions, clouding the mind with contradictory illusions and reducing sight to a slow-motion blur.



Crackling blasts of electromagnetic energy leap from the forked projector-vanes of the haywire cannon with every shot. Capable of scrambling even the most robust electrical systems, a single hit from such a weapon can leave enemy tanks and aircraft powerless and at the mercy of the Harlequins' wrath.



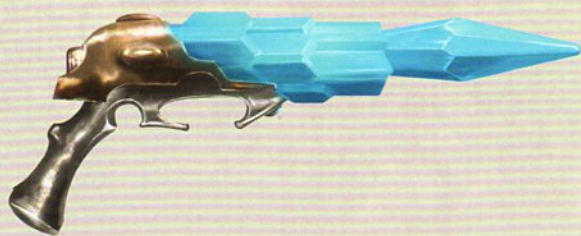
The *tredalil*, or star bolas, mounts three weighted plasma charges at the end of mesh-weave cords. These charges arm when the bolas is spun with sufficient vigour. The weapon is designed to be hurled in a scything arc, tangling about its target before its plasma charges explode with the fury of a dying sun.



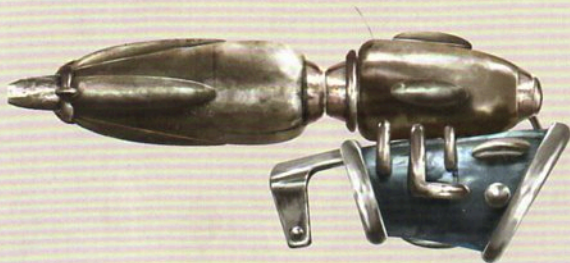
Mounted upon the hulls of Harlequin vehicles, mirage launchers are one-shot holo-grenade pods. When triggered, they emit an explosion of blinding colours, masking the vehicle from sight for precious seconds.



Shuriken pistols are light, compact sidearms much favoured by Harlequins. The slender, graceful lines of these weapons mislead many foes, who discover their lethal stopping power only as a flurry of razor-edged shuriken rip through their flesh. The reliability and featherweight construction of the shuriken pistol means that most Harlequins bear them into battle, the Players' acrobatic combat style perfectly complemented by the firearm they wield.



Neuro disruptors are elegant psychocrystalline weapons that fire beams of energy capable of burning away nervous tissue in an agonising instant. Armour offers no protection from these weapons, for it is simply bypassed altogether. Indeed, foes hit by a neuro disruptor show no outward sign of injury, excepting their sudden, violent convulsions as they tumble to the floor.



The Harlequin's embrace is a wrist-mounted weapon which boasts similar technology to that found in the death spinners carried by Warp Spider Aspect Warriors. They are triggered a second before the wearer charges into close combat, and project a cloud of monofilament wire that quickly contracts around the foe, slicing them to bloody chunks in mere seconds.

The world turned to thunder and fire as the human artillery struck. Torn earth fountained skyward, whizzing shrapnel filling the air. Through it all sprinted the Sun Prince, the Players of the Light keeping pace to either side. The devastation was immense, the sensory bombardment crippling, yet still the Sun Prince hurled himself onward, for to pause was to die. Around him, the domino fields of his troupemates flashed and flared, reducing them to flowing streams of light in the Sun Prince's peripheral vision.

Still the explosions shook the ground, and to his right, the Harlequin heard a brief scream as one of his troupemates was caught by a lucky shot. Perhaps the Blazing Swordsman or the Brute of Commorragh? It mattered not; they were gone. Besides, at any moment the humans would have their illusion of superiority shattered. The saedath of Vaul's Deceit required a decoy, and the Sun Prince's Troupe were it. But he knew what would come next, and relished it.

Exactly on cue, the Sun Prince saw his masque's Voidweavers scream down over the ridge. Shrouded in tattered, kaleidoscopic light, the gunships shot over the Imperial artillery tanks with all guns blazing. The first of the crude human vehicles took a direct hit from a haywire cannon, its hull suddenly lit up by dancing electromagnetic energy. Sparks showered from the tank's metal hide, followed swiftly by a violent explosion that lifted the vehicle and flipped it onto its back. The Sun Prince saw the tank's long cannon barrel buckle as it crashed back down, before a second, larger explosion obliterated the machine and its crew entirely. The other two artillery tanks suffered similarly, their hulls ripped open by prismatic blasts and their crewmen shredded by shuriken fire. The Voidweavers shrieked on, leaving nothing but blazing wreckage in their wake.

The Light Troupe were still sprinting at full pelt across the killing ground toward the Imperial trenches. Volleys of lasfire slashed around them, but their holofields – coupled with the humans' shock at the sudden destruction of their artillery – saw most shots fly wide. The Sun Prince grinned behind his mask as he saw the humans' eyes widen in fear. The next moment he sprang high into the air, a last flurry of lasfire chasing his fractured after-image before he landed in the humans' midst.

The first foe died without realising his danger, the Sun Prince's blade plunging through his eye socket and bursting from the back of his skull. The second man stabbed with his bayonet, but the Sun Prince stepped gracefully aside. As he did so, the Crimson Widow lunged, her Harlequin's kiss slamming through the human's chest and ending his life in a flurry of blood and screams. Shuriken fire hissed and neuro disruptors flickered as the Harlequins made short work of their foes, the fight weaving a symphony of slaughter in the Sun Prince's mind.

Moments later, the high-pitched shriek of anti-grav engines added their own accompaniment, and Starweavers raced overhead. The rest of the Masque, thought the Sun Prince, emerging from the webway now that battle was joined. His Troupe and their Voidweaver support had presented the false blade, and now, even as the sluggish human army moved to respond, the remainder of the masque would fall upon them and slay them where they stood. Glancing up the trench line, past the torn corpses of the foe, the Sun Prince saw a flight of Skyweavers sweep over the human lines, the low moan of their treadatils filling the air. Explosions blossomed, and another band of Imperial soldiers who had been rushing to repel the Light Troupe were torn to bloody tatters. All around him, the Sun Prince could hear the slaughter rising to a crescendo and, with a spiteful laugh, he sprang forth once more to join the fight.







MILLENNIA OF MYSTERY

Since the Fall, the Harlequins have pursued their trickster god's veiled agenda. Though their own records are hidden deep within the Black Library, the deeds of the Laughing God's servants are laced throughout the histories of their kin. The masques' appearances are the stuff of legends, and have become ever more frequent as the end of the 41st Millennium approaches.

C.M31 THE FALL

The civilisation of the ancient Eldar is annihilated by the catastrophic birth of Slaanesh.

666.M33 THE FIRST SOLITAIRE

The Dance Without End give the first ever performance of the Fall. Their audience are horrified, not least by the disturbing figure of the galaxy's first Solitaire as she brazenly bestrides the stage.

C.M32 CEGORACH'S SUMMONS

In the wake of the Fall, the surviving worshippers of the Laughing God disappear into the webway without a word of explanation.

641.M33 THE WAR BEGINS

After centuries of isolation, Cegorach's followers return in spectacular fashion. The Masque of the Midnight Sorrow burst from the webway at Llayen Nuadh to fall upon a horde of Slaaneshi Daemons. Their intervention rescues the embattled warhost of Ulthwé, and with their strengths combined the Eldar hurl their daemonic foes back into the Warp. This is but the first of many such grand entrances, the masques announcing their return to war with great showmanship.

**454.M40
RHILDHOL'S SALVATION**

The Chaos warband of Lord Fulgulus attacks the Exodite world of Rhildhol. Yet his attempts to desecrate the world bring him to ruin. The Masque of Soaring Spite, aided by the Wych Cult of Strife, falls upon the Nurgle worshippers at the peak of their ritual and slaughters them wholesale.

**113.M41
THE DAEMONS' DANCE**

A Solitaire duels Skulltaker before the Gate of Souls, mirroring the hatred between Khorne and Slaanesh. At the duel's height, the Solitaire drops his guard and is slain, the psychic echo of his self-sacrifice resonating through the Warp to banish a horde of Slaaneshi Daemons about to breach the gate.

**984.M35
IN CONFLICT'S WAKE**

Asdrubael Vect seizes power in Commorragh. Few know of his dealings with the Masque of the Veiled Path at this time, or of the dreadful pact he seals with them upon ascending to his throne.

778.M40 FALL OF PARDASSOS

The Dreaming Shadow infiltrate the chronostatic tomb-fortress of Nemesor Torlak on Pardassos. By sabotaging the tomb complex's temporal matrices, the Harlequins trigger a singularity cascade that exterminates most of the Necrons before they can awaken. Incensed, Torlak leads his Lychguard to hunt down the intruders, but is caught in an ambush by the Masque's Death Jesters and gunned down without mercy.

**358.M40
THE WAR OF MIRRORS**

The Silent Shroud face Waaagh! Gutrippa on Sheng's World. Impossibly outnumbered, the Harlequins use the planet's many webway portals to run circles around their Ork foes. Only a handful of Harlequins survive the six-month conflict, but they sow such confusion that the Waaagh! furiously tears itself apart.

**056.M41
GIANT SLAYERS**

Knights of House Terryn claim the maiden world of Velos for the Imperium. In response, the Frozen Stars deploy swarms of Voidweavers in the saedath known as the Giants' Lament. Though the cost is high, the invaders are finally wiped out.

**988.M40
THE CULL**

Imperial forces attempt to plunder forbidden archeotech on the dying world of Karadox. The Midnight Sorrow strike without warning, orchestrating a blistering campaign of hit-and-run attacks. Eventually the terrified humans flee, abandoning their tainted prize without ever learning the horrors it would have unleashed.

**215.M41
THE LAST LAUGH**

The Veiled Path make a surprising offer of aid to defend the Imperial naval base at Roth against pirates. However, as battle is joined, they turn upon their erstwhile human allies, ending this seemingly unprovoked attack by venting the surviving defenders into space.

**899.M41
THE FIRST SIGN**

As the Thousand Sons Sorcerer Ahriman learns the first of several truths that will lead him to an attack upon the Black Library, the first clasp of light around Cegorach's crystal tome flickers and disappears.

**990.M41
A MYSTERIOUS VICTOR**

A Great Harlequin wins the Commorrite Dance of the Blinding Blade, fighting with impossible speed and skill. Whispers abound that this shadowy figure, who vanishes soon after his victory, was none other than Cegorach himself.

**995.M41
CEGORACH'S WAR**

Across the galaxy, Harlequins go to war in unprecedented numbers.

**785.M41
THE MAEDRAX
ENCORE**

The Masque of the Dreaming Shadow begin a decade-long campaign against the tomb worlds of Maedrax, fighting to stem the rising Necron tide after craftworld Ulthwé's failure to do so.

**987.M41
A DANGEROUS DEBT**

Led by a conclave of Shadowseers, the Midnight Sorrow aid Inquisitor Sophia Vilimas in defeating the Alpha Legion on Safehaven. A massive daemonic incursion is prevented, yet in the battle's wake the seers inform Vilimas that she now owes them a debt – one they will soon collect.

**992.M41
A PROMISE KEPT**

While battling Tyranids on Deshil, Ultramarines Strike Force Apollon find their senses clouded by visions. The swarm is driven back by spectral figures, even as the Astartes slump into unconsciousness. Upon awakening, they are horrified to find themselves strapped to the surgical tables of the Haemonculi. Of their captors there is no sign, but the Haemonculi croon delightedly of a debt settled in blood.

**948.M41
CURIOSITY'S COST**

Tau explorers board the empty husk of Craftworld She'enshar. However, just days after their arrival, the Tau are driven off by Harlequins of the Frozen Stars, who surge from the craftworld's webway portals to violently evict the interlopers.

**991.M41 THE
BLACK PRELUDE**

**992.M41
TWILIGHT FALLS**

In the midst of Craftworld Iyanden's most desperate battle for survival, Prince Yriel takes up the cursed Spear of Twilight. He is compelled to seize his destiny in this way by a Shadowseer of the Masque of the Veiled Path. The enigmatic seer vanishes soon after, Iyanden's fate assured and the role of the Veilwalker played to its conclusion.

**993.M41
FAOLCHÚ'S WRATH**

Several masques combine their forces into a grand masque in order to topple the Echospire on the shrine world of Baedros. In the process, they earn the undying enmity of the Space Wolves, whose honour is besmirched by this bloody disaster.

**994.M41
THE SEVEN SORROWS**

**996.M41
A DARK HARVEST**

In several bloody battles, the Midnight Sorrow trap sixty-six Heralds of Slaanesh within runic stones. The purpose of this sinister harvest remains unclear...

**998.M41
THE SEEKER
DENIED**

A coalition of masques battle to stop Ahriman entering the Black Library, with aid from Craftworlds Ulthwé and Lugganath.

**997.M41
BLOODIED SHARDS**

Amid the crystalline deserts of Jai'Hallaer, the Masque of the Veiled Path meet a vast Khornate warband in battle. Using illusion and guile, the outnumbered Harlequins lead their rage-blind foes into the Shattered Rift, before crushing them in a razor-edged landslide.

**999.M41
THE DEATH OF DÛRIEL**

The maiden world of Dûriel, conquered long ago by the Imperium, faces invasion by splinters of Hive Fleets Leviathan and Kraken. To prevent the swarms combining their strength, a band of Harlequins brokers an alliance between Craftworlds Biel-Tan and Iyanden, along with the Dark Eldar of Commorragh. The ensuing war is fought on a truly apocalyptic scale.

**999.M41
THE CURTAIN
RISES**

The galaxy burns, the fires of war lighting a bloody stage. The veil thins: a curtain soon to be ripped aside. According to the Laughing God's will, the Harlequins take their places to act out their last, greatest performance – or die in the attempt.







WARRIORS OF THE LAUGHING GOD

Harlequin masques each wear their own distinctive colours, heavy with ritual meaning and ancient nuance.

Overlaid upon these are marked series of runes, indicating masque, role, and, in some cases, character within the Harlequins' elaborate saedath. This section shows examples of those vivid schemes and markings.







Solitaires often wear dark, brooding colours, as befits their sinister role.



Frozen Stars Player of the Twilight





Frozen Stars Troupe Master of the Light



Shadowseer of the Frozen Stars, accompanying a Troupe of the Dark





Voidweaver of the Masque of the Veiled Path, armed with shuriken cannons and a haywire cannon





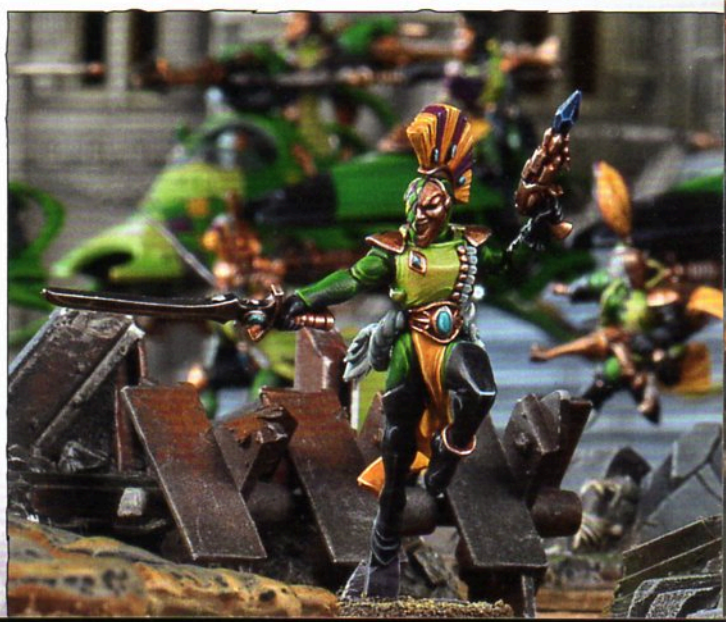
This Solitaire has graced the Veiled Path with his ominous presence.



Shadowseers of the Veiled Path are devious even by the standards of their cunning kind.



This Death Jester has lent his considerable firepower to a Troupe of the Light.





Solitaire bearing the colours of the Dreaming Shadow



Shadowseer of the Dreaming Shadow





The alternating yellow and white segments upon the stabilising vanes of this Dreaming Shadow Skyweaver indicate which squadron it belongs to.





The Masque of the Midnight Sorrow, arrayed for the terrible, beautiful performance of war.



Death Jester of the Midnight Sorrow



The neuro disruptor is a fitting weapon for a Shadowseer.



Many Death Jesters join Troupes of the Dark in battle.



Midnight Sorrow Troupe Master of the Light





Players of the Masque of the Midnight Sorrow



Solitaires often find common cause with the Midnight Sorrow.







FORCES OF THE HARLEQUINS

The following section details background and rules information that describe the forces used by the Harlequins – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Harlequin miniatures into an army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

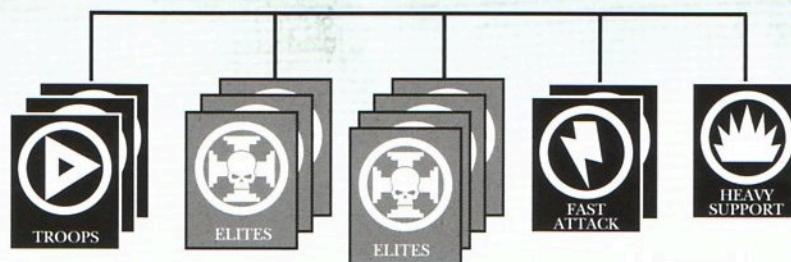
When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the Harlequin models in your collection. If you are using the Battle-forged method, you will instead need to organise the Harlequin models in your collection into Detachments such as the Masque Detachment shown below. This is a fun process in its own right.

Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.



HARLEQUIN MASQUE



Compulsory
3 Troops
2 Fast Attack
1 Heavy Support

Optional
7 Elites

RESTRICTIONS:

All units in this Detachment must have the Harlequins Faction.

COMMAND BENEFITS:

Emissary of Cegorach: If you have selected a Troupe Master from this Detachment as your Warlord, you can re-roll the result when rolling on one of the Warlord Traits tables in *Codex: Harlequins*.

Rising Crescendo: From the start of the second turn, all units in this Detachment that have the Fleet special rule can Run and Charge in the same turn.

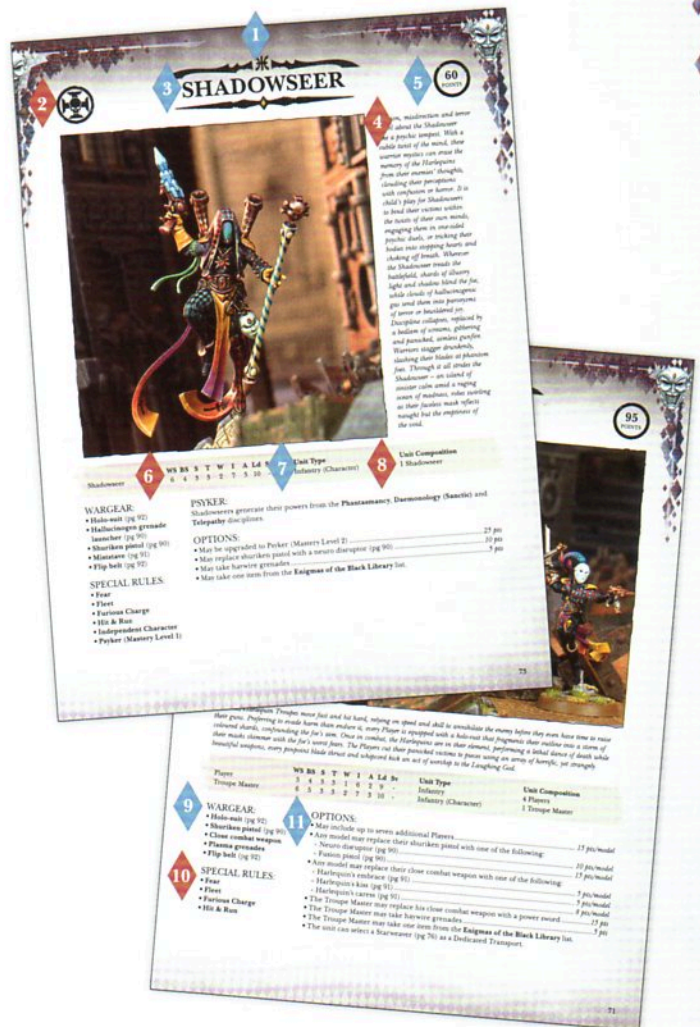
DATASHEETS

Each unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1 **Faction:** The unit's Faction will be shown here by a symbol. All of the units described in this book have the Harlequins Faction.
- 2 **Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: Troops, Elites, Fast Attack and Heavy Support. The symbols for these battlefield roles are defined in Warhammer 40,000: The Rules.
- 3 **Unit Name:** Here you will find the name of the unit.
- 4 **Unit Description:** This section provides a description of the unit, detailing their particular strengths along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 **Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 **Unit Profile:** This section will show the profile of any models the unit can include.
- 7 **Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry, Beasts or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8 **Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.
- 9 **Wargear:** This section details the weapons and wargear the models in the unit are armed with, many of which are described in more detail in the Weapons of the Masques section of this book. The cost for all the unit's basic equipment is included in its points cost.
- 10 **Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix section of this book (pg 88) or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.

HARLEQUINS WARGEAR LIST

This list details the points values of Enigmas of the Black Library, which may be taken by Harlequin characters. Many of the Army List Entries on the datasheets that follow include an option (in bold text) to select an item from this list. Only one of each Enigma of the Black Library may be chosen per army.

Enigmas of the Black Librarypg 93

A model may take one of the following:

- Crescendo ¹ 5 pts
- Cegorach's Rose ² 15 pts
- The Mask of Secrets ³ 15 pts
- The Laughing God's Eye 20 pts
- The Starmist Raiment 25 pts
- The Storied Sword ⁴ 25 pts

¹ Troupe Masters and Shadowseers only. Replaces one of the model's ranged weapons.

² Troupe Masters and Solitaires only. Replaces one of the Troupe Master's Melee Weapons. Replaces the Solitaire's Harlequin's Kiss.

³ Shadowseers only.

⁴ Troupe Masters only. Replaces one of the model's Melee weapons.





TROUPE

95
POINTS



In battle, Harlequin Troupes move fast and hit hard, relying on speed and skill to annihilate the enemy before they even have time to raise their guns. Preferring to evade harm than endure it, every Player is equipped with a holo-suit that fragments their outline into a storm of coloured shards, confounding the foe's aim. Once in combat, the Harlequins are in their element, performing a lethal dance of death while their masks shimmer with the foe's worst fears. The Players cut their panicked victims to pieces using an array of horrific, yet strangely beautiful weapons, every pinpoint blade thrust and whipcord kick an act of worship to the Laughing God.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Player	5	4	3	3	1	6	2	9	-	Infantry	4 Players
Troupe Master	6	5	3	3	2	7	3	10	-	Infantry (Character)	1 Troupe Master

WARGEAR:

- Holo-suit (pg 92)
- Shuriken pistol (pg 90)
- Close combat weapon
- Plasma grenades
- Flip belt (pg 92)

SPECIAL RULES:

- Fear
- Fleet
- Furious Charge
- Hit & Run

OPTIONS:

- May include up to seven additional Players 15 pts/model
- Any model may replace their shuriken pistol with one of the following:
 - Neuro disruptor (pg 90) 10 pts/model
 - Fusion pistol (pg 90) 15 pts/model
- Any model may replace their close combat weapon with one of the following:
 - Harlequin's embrace (pg 91) 5 pts/model
 - Harlequin's kiss (pg 91) 5 pts/model
 - Harlequin's caress (pg 91) 8 pts/model
- The Troupe Master may replace his close combat weapon with a power sword 15 pts
- The Troupe Master may take haywire grenades 5 pts
- The Troupe Master may take one item from the **Enigmas of the Black Library** list.
- The unit can select a Starweaver (pg 76) as a Dedicated Transport.



The Death Jester advances upon the foe with a measured, menacing gait. There is no mercy in his heart, for he embraces the role of Death in its entirety. His grotesque skull-helm leers with sick amusement, its blank stare bearing a promise of the carnage to come. In his hands he effortlessly carries an outsize shuriken cannon, and as the foe comes into range the weapon is swept down and primed. Greatcoat billowing, bells jingling with obscene cheer, the Death Jester lets fly, the hissing report of his weapon counterpointed by the screams of his dying foes. Each round is impregnated with virulent biotoxins that cause the victim's metabolism to detonate spectacularly. The slightest wound promises a swift and horrific death, transforming the victim into a living bomb of jagged bone and boiling gore. Through it all the Death Jester looks on with avid amusement, keenly watching for any way in which to make his victims' deaths more darkly comedic. It is a credit to his twisted ingenuity that he will normally succeed.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Death Jester	5	5	3	3	2	7	3	10	-	Infantry (Character)	1 Death Jester

WARGEAR:

- Holo-suit (pg 92)
- Shrieker cannon (pg 90)
- Flip belt (pg 92)

SPECIAL RULES:

- Fear
- Fleet
- Furious Charge
- Hit & Run
- Independent Character
- Precision Shots

Death Is Not Enough: An enemy unit that suffers one or more casualties from a Death Jester's shrieker cannon during the Shooting phase must take a Morale check at the end of that phase with a -2 modifier to its Leadership, just as if it had suffered 25% casualties. If this test is failed, the Death Jester's controlling player chooses the direction that the enemy unit Falls Back this phase (if the unit continues to Fall Back in subsequent turns, it does so towards its own table edge as normal).

OPTIONS:

- May take haywire grenades 5 pts
- May take one item from the **Enigmas of the Black Library** list.



SHADOWSEER

60
POINTS



Illusion, misdirection and terror whirl about the Shadowseer like a psychic tempest. With a subtle twist of the mind, these warrior mystics can erase the memory of the Harlequins from their enemies' thoughts, clouding their perceptions with confusion or horror. It is child's play for Shadowseers to bind their victims within the twists of their own minds, engaging them in one-sided psychic duels, or tricking their bodies into stopping hearts and choking off breath. Wherever the Shadowseer treads the battlefield, shards of illusory light and shadow blind the foe, while clouds of hallucinogenic gas send them into paroxysms of terror or bewildered joy. Discipline collapses, replaced by a bedlam of screams, gibbering and panicked, aimless gunfire. Warriors stagger drunkenly, slashing their blades at phantom foes. Through it all strides the Shadowseer – an island of sinister calm amid a raging ocean of madness, robes swirling as their faceless mask reflects naught but the emptiness of the void.

Shadowseer

WS BS S T W I A Ld Sv
6 4 3 3 2 7 3 10 -

Unit Type
Infantry (Character)

Unit Composition
1 Shadowseer

WARGEAR:

- Holo-suit (pg 92)
- Hallucinogen grenade launcher (pg 90)
- Shuriken pistol (pg 90)
- Miststave (pg 91)
- Flip belt (pg 92)

SPECIAL RULES:

- Fear
- Fleet
- Furious Charge
- Hit & Run
- Independent Character
- Psyker (Mastery Level 1)

PSYKER:

Shadowseers generate their powers from the **Phantasmancy**, **Daemonology (Sanctic)** and **Telepathy** disciplines.

OPTIONS:

- May be upgraded to Psyker (Mastery Level 2) 25 pts
- May replace shuriken pistol with a neuro disruptor (pg 90) 10 pts
- May take haywire grenades 5 pts
- May take one item from the **Enigmas of the Black Library** list.



The first the foe knows of the Solitaire's onset is a shimmering blur of light and colour streaking through their ranks. Then the killing begins. Soldiers fall, eyes widening as heads are severed, throats opened, and hearts pierced. Blood falls like monsoon rain in the wake of a killer too fast to be seen. Only when he pauses for a moment amid the slaughter do his victims get a glimpse of their executioner – a domino field swirling around his lithe form, his grotesquely masked head tilted at a curious angle as he regards those he hunts. This is the Solitaire, and as he leaps into motion once more, his victims' deaths are but seconds away. None, even amongst the Harlequins, know the limits of the Solitaires' abilities. Tales exist of these supernatural killers running up sheer fortress walls, spilling from the shadows inside locked bunkers, even slowing time itself. How much is hyperbole and how much the truth, few can say for certain. To those who stand in the Solitaire's path it matters little, for their deaths are assured either way.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Solitaire	9	9	3	3	3	10	6	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- Holo-suit (pg 92)
- Harlequin's caress (pg 91)
- Harlequin's kiss (pg 91)
- Flip belt (pg 92)

SPECIAL RULES:

- Deep Strike
- Eternal Warrior
- Fear
- Fearless
- Fleet
- Furious Charge
- Hit & Run
- Precision Strikes

Blitz: Once per game, at the start of any of the controlling player's Movement phases, the Solitaire can move in the following manner instead of moving normally. Roll a number of D6 equal to the current turn number; the result is the number in inches that the Solitaire can move. When moving in this manner, the Solitaire can move over all other models and terrain as if they were open ground, but it cannot end its move on top of other models or impassable terrain. In the Assault phase of the turn in which the Solitaire moves in this manner, its Attacks characteristic is increased to 10.

Impossible Form: A Solitaire has a 3+ invulnerable save.

The Path of Damnation: A Solitaire can never be joined by another character. If a Solitaire is your army's Warlord, he never has a Warlord Trait.

Prismatic Blur: A Solitaire may move up to 12" in the Movement phase.

OPTIONS:

- May take haywire grenades.....5 pts
- May take one item from the **Enigmas of the Black Library** list.



SKYWEAVERS

100
POINTS



Heavily armed and incredibly fast, squads of Skyweavers outmanoeuvre their foes before cutting them to pieces with concentrated firepower. Their ripping streams of shuriken fire and crackling bolts of electromagnetic energy slaughter foot troops and reduce enemy tanks to sparking wrecks with equal ease. When they deign to close with the foe, Skyweavers are equally lethal, their players hurling star bolas or lashing out with zephyrglaives. The enemy can do little in return, for the jetbikes move faster than the eye can follow. Furthermore, they are wreathed in holographic fields and psychodisruptive mirages that confound sensors and tug at the sanity of those who dare to fight back.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Skyweaver	5	4	3	4	2	6	3	9	4+	Eldar Jetbike	2 Skyweavers

WARGEAR:

- Holo-suit (pg 92)
- Star bolas (pg 90)
- Mirage launchers (pg 92)
- Skyweaver jetbike (pg 92)

OPTIONS:

- May include up to four additional Skyweavers 50 pts/model
- Any model may replace their star bolas with a zephyrglaive (pg 91) 10 pts/model
- Any model may replace their skyweaver jetbike's shuriken cannon with a haywire cannon (pg 90) 5 pts/model

SPECIAL RULES:

- Fear
- Furious Charge
- Hit & Run



STARWEAVER

70
POINTS



Starweavers streak across the battlefield as a storm of shattered light, relying upon a mixture of velocity and misdirection to confound the enemy's aim. Echoing the sky chariots of the ancient Eldar, these swift attack vehicles have a transport platform at their rear capable of bearing a Troupe of Harlequins into battle. Such is the skill of the Harlequins that they can leap over the sides of the Starweaver directly into battle, or vault back onto its platform in a heartbeat should they be needed elsewhere. Even once their passengers have joined the melee, Starweavers remain potent attack craft, spinning and jinking as they pour a storm of firepower into the bewildered foe.

[Armour]

BS	F	S	R	HP
4	10	10	10	2

Starweaver

Unit Type

Vehicle (Skimmer, Fast,
Open-topped, Transport)

Unit Composition

1 Starweaver

WARGEAR:

- Two shuriken cannons (pg 90)
- Holo-fields (pg 92)
- Mirage launchers (pg 92)

TRANSPORT:

- Transport Capacity: 6 models.

SPECIAL RULES:

- Fear





VOIDWEAVER

75
POINTS



Sleek and sinister, Voidweavers swoop into battle with balletic grace. Boasting a veritable arsenal of heavy weaponry, these gunships leave flaming devastation in their wake. Their every salvo sees enemies punched off their feet in sprays of blood as storms of shuriken scream through the air. Armoured vehicles that catch the attention of the craft's gunner are vaporised in conflagrations of prismatic light, or suffer sudden catastrophic systems failure under a barrage of haywire energy. Even those enemies who avoid the violent fury of the Voidweaver's attack run are not safe, for its aft cannon lays down a withering hail of fire to butcher those left cowering in its wake.

[Armour]

BS	F	S	R	HP
4	10	10	10	2

Voidweaver

Unit Type

Vehicle (Skimmer, Fast,
Open-topped)

Unit Composition

1 Voidweaver

WARGEAR:

- Haywire cannon (pg 90)
- Two shuriken cannons (pg 90)
- Holo-fields (pg 92)
- Mirage launchers (pg 92)

SPECIAL RULES:

- Fear

Aft Weapon: Whenever a Voidweaver shoots, the shuriken cannon mounted on its aft can shoot at a different target to the Voidweaver's other weapons. The shuriken cannon mounted on the Voidweaver's aft can only target units that are in the Voidweaver's rear armour facing.

OPTIONS:

- May include up to two additional Voidweavers 75 pts/model
- Any model may replace its haywire cannon with a prismatic cannon (pg 90)..... 5 pts/model

CEGORACH'S REVENGE



The Tale of the Fall is the most bloody, violent and tragic story known to the Eldar race. Small wonder then that its attendant saedath, Cegorach's Revenge, is a vicious strategy that favours headlong slaughter over subtlety or cunning. Speed and skill are wielded as weapons, incredible athleticism and lightning-fast attack craft propelling them swiftly into the midst of the foe. There they kill with blinding pace, eluding the clumsy swings of their enemies in a storm of tempestuous violence.

Through it all, the buzzing whine of engines and the wail of shuriken fire is a constant accompaniment as the masque's heavy jetbikes swoop and strafe. Skyweavers swarm through the air in sleek, predatory shoals, moving down infantry with shuriken fire or blasting apart their victims with volleys of explosive bolas. Starweavers streak through incoming enemy fire like arrows shot from some mighty bow, bearing the Harlequins into battle, while Voidweaver squadrons haunt their flanks, blasting apart any foolish enough to stand against the servants of Cegorach.

Amidst the perfectly orchestrated chaos stride the dramatis personae of this bloody piece. Death Jesters perch atop vantage points, playing their shrieker cannon fire across the foe with macabre glee. Shadowseers move unseen amongst the madness, twisting the minds of those around them and sowing insanity and terror in their wake. At the heart of it all is the Solitaire, following the steps of his own deadly dance and reaping the foe as Slaanesh once reaped the souls of the ancient Eldar.

There are countless mythological saedath known to the Harlequins of the Laughing God, from the Hundred Swords of Vault to the Torments of the Fiery Pit, but none are as vicious or direct as this. Into Cegorach's Revenge the Harlequins pour all the sorrow and anger of their people – their collective memories of the Fall and loathing of She Who Thirsts. It is a strategy of death and retribution, and as darkness threatens to engulf the galaxy it is one that the Harlequins find themselves employing ever more frequently.

'WORDS CAN NEVER EXPRESS THE TRUE HORRORS THAT OUR PEOPLE HAVE SUFFERED, THE BLOODY SCOURGE THAT WE BROUGHT DOWN UPON OURSELVES. INSTEAD, DEAR FOES, LET US SHOW YOU WITH DEEDS.'

- The proclamation of woe, delivered by the sorrowsinger prior to the commencement of 'The Fall of the Eldar'



FORMATION:

- 3 Troupes (pg 71)
- 3 Death Jesters (pg 72)
- 3 Shadowseers (pg 73)
- 1 Solitaire (pg 74)
- 2 units of Skyweavers (pg 75)
- 1 unit of Voidweavers (pg 77)

RESTRICTIONS:

None.

SPECIAL RULES:

Consummate Performance: You can re-roll invulnerable saves of a 1 for all models in this Formation.

Emissary of Cegorach: If you have selected a Troupe Master from this Formation as your Warlord, you can re-roll the result when rolling on one of the Warlord Traits tables in *Codex: Harlequins*.

Rising Crescendo: From the start of the second turn, all units in this Formation that have the Fleet special rule can Run and Charge in the same turn.



THE SERPENT'S BROOD



Shrieking through the skies, the Serpent's Brood falls upon the foe like a thunderbolt. Monomolecular shuriken fill the air as the formation tears overhead, strafing the foe with vicious joy. Wheeling and spinning in graceful arcs amid the rising smoke, the skimmers then descend upon the shell-shocked survivors.

As they do so, Troupes of Harlequins spring nimbly from their Starweavers. However, rather than allow their feet to touch the ground, they begin the steps of the skystride. Displaying incredible agility and skill, the Harlequins flip, kick, bound and pirouette, every violent impact used as a stepping stone to launch the Harlequins onward through the air. In this way, the players spring across the heads of the enemy, snapping necks, lopping off heads and staving in skulls without ever touching the ground. The whole performance takes but moments, before the Harlequins leap back aboard their Starweavers and scream away into the distance with victorious whoops.

The skystride is considered as much a contest of showmanship as it is a method of doing battle, with special honour paid to those that make the most spectacular kills. Harlequins who fail to stay aloft face vicious mockery from their peers, or may even be left behind to face the bloody retribution of the foe.

The ritual steps of this dance echo the deeds of the Weaver Serpents within the mythic tales of Cegorach, while the anti-grav attack craft each play the roles of their legendary namesakes. The Skyweavers hurtle madly back and forth, every lopped head or slain leader representing the chaos caused by the duplicitous Skyweaver's lies. The Voidweavers swoop imperiously across the battlefield, systematically picking off targets much as the Voidweaver of myth methodically eliminated Cegorach's greatest foes. Finally, it is the Starweavers, with Harlequins riding upon their backs like Cegorach upon the Starweaver, that strike the killing blow before making good their escape.

'BY TURNS NOBLE, CALCULATED AND CAPRICIOUS, LEGEND TELLS THAT EACH CHILD OF THE COSMIC SERPENT POSSESSED GREAT POWER IN ITS OWN WAY. YET ONLY WHEN THEY FOUGHT AS ONE, UNITED, WERE THE SERPENT'S BROOD ABLE TO CHANGE THE PATH OF FATE ITSELF...'

- Excerpt from the Monologue of Woven Stars



FORMATION:

- 3 Troupes (pg 71)
- 2 units of Skyweavers (pg 75)
- 3 Starweavers (pg 76)
- 1 unit of Voidweavers (pg 77)

RESTRICTIONS:

All of this Formation's Troupes must each take one of the Formation's Starweavers as a Dedicated Transport.

SPECIAL RULES:

Emissary of Cegorach: If you have selected a Troupe Master from this Formation as your Warlord, you can re-roll the result when rolling on one of the Warlord Traits tables in *Codex: Harlequins*.

The Skystride: A Troupe from this Formation can use its Hit & Run special rule to embark upon an unoccupied Starweaver from this Formation. As long as the distance rolled for the Hit & Run move, in inches, is sufficient to allow all models in the unit, including any characters that have joined it, to move to within 2" of an unoccupied Starweaver from this Formation, then the unit can immediately embark. Furthermore, if all models in the unit can Consolidate to within 2" of an unoccupied Starweaver from this Formation, then the unit can immediately embark.

CAST OF PLAYERS



Sprinting ahead of even the swiftest Aspect Warrior or Wych, the Cast of Players hurls itself at the foe with wild abandon. Strange weapons spit crippling energy or scything shuriken, razor sharp blades slash bloody arcs through the foe, and hallucinogens billow around these nimble, half-seen figures. Such small bands of Harlequins are the most commonly encountered by other Eldar, often performing plays and songs for their hosts one day only to unify them for war the next. Equally, it is bands such as these who most often appear on the eve of some great battle, guided by their Shadowseers to where they can best aid their craftworld or Commorrite kin. At such times, the Harlequins prove an inspiring sight, driving their allies to great efforts through their own sinister heroics.

FORMATION:

- 1 Troupe (pg 71)
- 1 Death Jester (pg 72)
- 1 Shadowseer (pg 73)

RESTRICTIONS:

All models in this Formation must be deployed as a single unit. The Formation's Shadowseer and Death Jester cannot leave the Formation's Troupe.

SPECIAL RULES:

- **Crusader**

Heralds of the Laughing God: Any models with the Eldar or Dark Eldar Faction (friend or foe) within 6" of one or more models from this Formation have the Crusader special rule.

CEGORACH'S JEST



When a specific and vital task must be completed, a Troupe Master orchestrates a performance of Cegorach's Jest. Dashing across the battlefield in a headlong sprint, the Harlequin players rely upon the grav-craft skimming overhead to cover their advance with a barrage of firepower. Foes are targeted with merciless precision and wiped out one by one, as nothing is permitted to endanger the players' quest. In this way, the members of such a band echo the tale of Cegorach's Jest, when the Laughing God decided to humble Kurnous by snapping off one of the hunter-god's antlers. Though the serpentine Starweaver was too noble to condone such malicious japey, the Voidweaver and Skyweaver gleefully aided Cegorach, staving off Kurnous' hounds while the Laughing God wrenched his prize from the slumbering god's brow.

FORMATION:

- 1 Troupe (pg 71)
- 1 unit of Skyweavers (pg 75)
- 1 unit of Voidweavers (pg 77)

RESTRICTIONS:

None.

SPECIAL RULES:

Rising Crescendo: From the start of the second turn, all units in this Formation that have the Fleet special rule can Run and Charge in the same turn.



THE HEROES' PATH



Slipping from the webway with exaggerated stealth, the players of the Heroes' Path creep behind enemy lines before they attack. The first the foe knows of the danger is a sudden explosion of violence, shrieker rounds filling the air while visions of madness spread like wildfire and warriors fall like bloody leaves. This sudden assault mimics the combined fury of Ulthanash and Eldanesh within the lair of the Prince of Ygghs. The Death Jester is grim Ulthanash, the Shadowseer fate-touched Eldanesh, while the Solitaire represents the monstrous pride that led the competing heroes on their dangerous quest – an aspect of Slaanesh herself. Ritual significance aside, the sudden appearance of three such potent warriors in the midst of the enemy army can swing the course of even the most desperate battle.

FORMATION:

- 1 Death Jester (pg 72)
- 1 Shadowseer (pg 73)
- 1 Solitaire (pg 74)

RESTRICTIONS:

None.

SPECIAL RULES:

- Infiltrate
- Shrouded
- Stealth

A Solitary Path: Models in this Formation cannot join other units, nor can they be joined by other characters.



FAOLCHÚ'S BLADE



The gunships of Faolchú's Blade swoop down upon the enemy with their weapons blazing. Between the Voidweavers, flights of Skyweavers spiral madly into battle, tearing bloody furrows through the enemy lines. Named after the consort of the Great Falcon of Eldar myth, this performance represents the brave flight made to bear the sword Anaris to Eldanesh, that he might wield it against mighty Khaine. Here, the Voidweavers are Faolchú's powerful wings, the Skyweavers her vicious talons, and their combined firepower the Vaul-forged blade itself. Just as Faolchú brought strength and support to Eldanesh, so these attack-craft bring their support to their allies, tearing apart the foe with blazing volleys of heavy firepower and point-blank hit and run offensives.

FORMATION:

- 2 units of Skyweavers (pg 75)
- 1 unit of Voidweavers (pg 77)

RESTRICTIONS:

None.

SPECIAL RULES:

The Wings of Faolchú: If you decide to Jink with a unit in this Formation, you can re-roll failed cover saves for that unit.





APPENDIX

This section of the book details many of the rules for using an army of Harlequins in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

HARLEQUINS SPECIAL RULES

Special rules that are unique to particular units or Formations are presented on their datasheets. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

WARLORD TRAITS

If your Warlord is a Death Jester or Shadowseer, you can either roll a D6 on one of the Warlord Traits tables in *Warhammer 40,000: The Rules*, or roll a D3 on either the Light, Twilight or Dark Warlord Traits table to the right.

If your Warlord is a Troupe Master, you can either roll on a D6 on one of the Warlord Traits tables in *Warhammer 40,000: The Rules*, or roll a D6 on either the Light, Twilight or Dark Warlord Traits table to the right.



LEVELS OF ALLIANCE

Models with the Harlequins Faction have the following levels of alliance with other units from different Factions in the same army:

Battle Brothers: Dark Eldar, Eldar.

Allies of Convenience: Armies of the Imperium, Tau Empire.

Desperate Allies: Orks.

Come the Apocalypse: Chaos Daemons, Chaos Space Marines, Necrons, Tyranids.

LIGHT WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Luck of the Laughing God:** *To be possessed of supernatural fortune is a sure sign of Cegorach's favour.* Your Warlord re-rolls all To Hit rolls of a 1 (shooting and close combat) and all saving throws of a 1.
- 2 Fractal Storm:** *In battle, this Warlord performs rapid movements that maximise the effect of his holo-suit to better evade his enemy's blows.* Your Warlord has a 4+ invulnerable save.
- 3 A Foot in the Future:** *The Warlord and his followers flow like starlight across the field of battle, time itself seeming to part before their otherworldly grace.* Your Warlord and his unit can add 1" to the distance that they can move whenever they move – this means they can move up to 7" in the Movement phase, and can move 1" further whenever they Run, Charge, Fall Back, Regroup, Hit & Run, Consolidate, Sweeping Advance etc.
- 4 The Hero's Call:** *The Warlord personifies the heroes of myth, and his call to arms is swift and undeniable.* You can add 4 to any roll to Seize the Initiative.
- 5 Webway Walker:** *This Warlord has travelled the hidden corners of the webway and knows secret paths by which he may surprise his unwary foe.* Before deployment, select up to D3 units in your Warlord's Detachment. Each unit has one of the following special rules: Deep Strike, Infiltrate or Scout. Each unit may select a different special rule.
- 6 A Trick of the Light:** *The Warlord fools his foes, wrong-footing them before battle has even begun.* Immediately after all forces have deployed and all Scout redeployments have been made, you may remove this Warlord and/or up to D3 other friendly units with the Harlequins Faction within 12" of this Warlord from the table. Each unit that is removed in this way can either be immediately deployed again using the normal deployment rules, or placed in Reserve.

TWILIGHT WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 **Luck of the Laughing God:** *To be possessed of supernatural fortune is a sure sign of Cegorach's favour.* Your Warlord re-rolls all To Hit rolls of a 1 (shooting and close combat) and all saving throws of a 1.
- 2 **Fractal Storm:** *In battle, this Warlord performs rapid movements that maximise the effect of his holo-suit to better evade his enemy's blows.* Your Warlord has a 4+ invulnerable save.
- 3 **A Foot in the Future:** *The Warlord and his followers flow like starlight across the field of battle, time itself seeming to part before their otherworldly grace.* Your Warlord and his unit can add 1" to the distance that they can move whenever they move – this means they can move up to 7" in the Movement phase, and can move 1" further whenever they Run, Charge, Fall Back, Regroup, Hit & Run, Consolidate, Sweeping Advance etc.
- 4 **Narrator of Wars:** *The Warlord has orchestrated the battle to an ancient script, and the fighting will only end when all actors have played their part.* If the mission uses Variable Game Length, you may add 2 to or subtract 2 from any D6 roll that determines if the game ends or continues.
- 5 **The Steps of Mortal Transition:** *The Warlord has mastered the art of the Steps of Mortal Transition – an exquisite and deadly piece that ends with the decapitation of his foe.* Any To Wound roll of a 6 inflicted by your Warlord in close combat (or any To Wound roll of 5+ when making a Kiss of Death attack) has the Instant Death special rule.
- 6 **Dance of Infinite Mirrors:** *The Warlord is a master illusionist, leaving his foes chasing phantoms as he and his Troupe reappear on the other side of the battlefield.* Once per game, your Warlord and his unit can make a mirror leap instead of moving in the Movement phase. A unit making a mirror leap moves up to 24". When moving in this manner, your Warlord and his unit can move over all other models and terrain as if they were open ground, but they cannot end their move on top of other models or impassable terrain. A unit cannot charge in the same turn that it makes a mirror leap.

DARK WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 **Luck of the Laughing God:** *To be possessed of supernatural fortune is a sure sign of Cegorach's favour.* Your Warlord re-rolls all To Hit rolls of a 1 (shooting and close combat) and all saving throws of a 1.
- 2 **Fractal Storm:** *In battle, this Warlord performs rapid movements that maximise the effect of his holo-suit to better evade his enemy's blows.* Your Warlord has a 4+ invulnerable save.
- 3 **A Foot in the Future:** *The Warlord and his followers flow like starlight across the field of battle, time itself seeming to part before their otherworldly grace.* Your Warlord and his unit can add 1" to the distance that they can move whenever they move – this means they can move up to 7" in the Movement phase, and can move 1" further whenever they Run, Charge, Fall Back, Regroup, Hit & Run, Consolidate, Sweeping Advance etc.
- 4 **Dance of Nightmares Made Flesh:** *The Warlord knows the secret terrors of his audience.* Enemy units in base contact with your Warlord or his unit must roll an additional D6 (normally 3D6) when taking Fear tests or Morale checks.
- 5 **Twisted Encore:** *The Warlord leads his Troupe in one final performance before the battle's end.* At the end of the game, before determining the winner of the battle, you may move your Warlord and his unit once as if it were the Movement phase, then either Run or Shoot as if it were the Shooting phase, and then, if you wish, charge and fight a single round of close combat as if it were the Assault phase (your opponent can fire Overwatch and fight back as normal). If your Warlord is locked in close combat at the end of the game, he and his unit can only choose to fight one additional round of close combat. If embarked on a transport, the Warlord's unit may disembark, but their transport cannot move or shoot. After your Warlord and his unit have performed these extra actions, the game ends.
- 6 **The Final Joke:** *This Warlord clashes blades with a laugh in his throat, knowing that should he fall in battle his foe will have sealed their own doom.* If your Warlord is removed as a casualty whilst fighting a challenge, both players roll-off immediately – if you win, or the result is a draw, your Warlord's opponent is also removed as a casualty.

WEAPONS OF THE MASQUES

This section of *Codex: Harlequins* lists the weapons and equipment used by the warriors and vehicles of the Harlequins, along with the rules for using them in your games of Warhammer 40,000.

RANGED WEAPONS

FUSION PISTOL

Fusion pistols vapourise their targets into nothingness.

Range	S	AP	Type
6"	8	1	Pistol, Melta

HALLUCINOGEN GRENADE LAUNCHER

These launchers swathe the foe in hallucinogenic gas.

Range	S	AP	Type
18"	1	-	Assault 1, Blast, Hallucinogenic

Hallucinogenic: At the end of the Shooting phase, a unit that has suffered one or more hits from a weapon with this special rule in that phase must make a Pinning test. If the test is failed, then in addition to being Pinned the unit suffers a single Wound with no armour or cover saves allowed. This Wound is Randomly Allocated.

HAYWIRE CANNON

This cannon cripples armoured targets with electromagnetic blasts.

Range	S	AP	Type
24"	4	4	Heavy 1, Blast, Haywire

NEURO DISRUPTOR

Neuro disruptors burn out their victims' nervous systems.

Range	S	AP	Type
12"	1	2	Pistol, Fleshbane

PRISMATIC CANNON

These weapons fire high-powered, variable beam lasers.

	Range	S	AP	Type
Dispersed	24"	3	4	Heavy 1, Large Blast
Focussed	24"	5	3	Heavy 1, Blast
Lance	24"	7	2	Heavy 1, Lance

STAR BOLAS

Star bolas spin through the air before exploding furiously.

A Skyweaver can fire its star bolas in addition to its jetbike's weapon.

Range	S	AP	Type
12"	6	2	Assault 1, Blast, One Use Only

SHURIKEN WEAPONS

Shuriken weapons fire lethally sharpened discs at high velocities, cutting their targets to pieces.

	Range	S	AP	Type
Shrieker cannon				
Shrieker	24"	1	5	Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned (2+)
Shuriken	24"	6	5	Assault 3, Bladestorm
Shuriken pistol	12"	4	5	Pistol, Bladestorm
Shuriken cannon	24"	6	5	Assault 3, Bladestorm

Bio-explosive: If a non-vehicle model is slain as a result of an attack with this special rule, centre the small blast marker over that model before removing the model as a casualty. Units suffer a number of Strength 5 AP4 hits equal to the number of models from that unit that are under the marker. These hits have the Ignores Cover special rule.

Bladestorm: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness, and is resolved at AP2.



MELEE WEAPONS

Profiles for the following weapons are listed on the profiles page in the Appendix. Their full rules can be found in *Warhammer 40,000: The Rules*:

Close combat weapon
Power sword

HARLEQUIN'S CARESS

This device sheathes the wearer's hand in a deadly power field.

Range	S	AP	Type
-	User	-	Melee, Caress of Death

Caress of Death: Each To Hit roll of a 6 made by a weapon with this special rule causes a single automatic Wound, regardless of the target's Toughness, and is resolved at AP2. Against vehicles, each To Hit roll of a 6 causes a single automatic glancing hit.

HARLEQUIN'S EMBRACE

This weapon shreds its victims with a web of monofilament wires.

Range	S	AP	Type
-	User	-	Melee, Embrace of Death

Embrace of Death: A model equipped with a Harlequin's Embrace has the Hammer of Wrath special rule, but makes D3 Hammer of Wrath Attacks that hit automatically and are resolved at Strength 6.

HARLEQUIN'S KISS

Plunged into the victim's body, this weapon reduces their innards to meat slurry in moments.

Range	S	AP	Type
-	User	-	Melee, Kiss of Death

Kiss of Death: When a model equipped with a Harlequin's Kiss makes its close combat attacks, one of its Attacks will be a Kiss of Death Attack (roll this Attack separately). A Kiss of Death Attack is always resolved at Strength 6 AP2. If a 6 is rolled To Wound with a Kiss of Death Attack, that attack has the Instant Death special rule.

MISTSTAVE

The miststave focusses psychic power and leaves its victims stunned and bewildered.

Range	S	AP	Type
-	+2	-	Melee, Concussive, Fleshbane

ZEPHYRGLAIVE

This blade is a perfectly balanced power weapon with great reach.

Range	S	AP	Type
-	+1/User*	2/3*	Melee

* Zephyrglaives have two profiles for both Strength and AP. The first is used only on a turn in which a model charges, the second is used at all other times.



ESOTERICA OF WAR

Profiles for the following grenades are listed on the Profiles page in the Appendix. Their full rules can be found in *Warhammer 40,000: The Rules*.

Plasma grenades
Haywire grenades

FLIP BELT

These devices enhance the Harlequins' agility to incredible levels.

A model with a flip belt is not slowed by difficult terrain and does not suffer the penalty to its Initiative for charging through difficult terrain. In addition, a character with a flip belt always passes Look Out, Sir rolls on a 2+.

SKYWEAVER JETBIKE

The jetbikes used by the Harlequins are swift, graceful mounts that enable their riders to soar across the battlefield.

A model riding a Skyweaver jetbike has a 4+ Armour Save and a shuriken cannon. Their unit type also changes to Eldar Jetbike.

MIRAGE LAUNCHERS

These pods launch holo-grenades that veil Harlequin vehicles from sight, surrounding them in a confusion of light and colour.

Once per game, instead of using its Jink special rule, a unit entirely composed of models with mirage launchers can trigger them when they are selected as the target of a shooting attack. If the unit triggers its mirage launchers, all models in the unit gain a 4+ invulnerable save against shooting attacks until the start of their next Movement phase.

HARLEQUIN VEHICLE EQUIPMENT

HOLO-FIELDS

Harnessing kinetic energy to distort the vehicle's silhouette, holo-fields prevent the foe from targeting vulnerable areas.

A vehicle with holo-fields has a 5+ invulnerable save unless it is Immobilised.

MIRAGE LAUNCHERS

See Esoterica of War, above.

ARMOUR

HOLO-SUIT

Harlequins in battle transform into dazzling blurs, their outlines exploding into blizzards of light that leave the foe's aim confounded and their thoughts bewildered. The holo-suit, or dathedi – meaning 'between colours' – is responsible for this transformation. The device incorporates a programmable holo-field that breaks down the wearer's profile into a fractal lightstorm as they move; the faster they travel, the more pronounced the effect. So it is that a charging Harlequin appears as nothing more than an indistinct, prismatic storm that is nigh-on impossible to hit, allowing them to simply avoid blows that would otherwise lay them low.

A holo-suit grants the wearer a 5+ invulnerable save.



ENIGMAS OF THE BLACK LIBRARY

These artefacts are items of incredible rarity, ancient treasures that are carefully maintained and stored within the Black Library. Only one of each of the following relics may be chosen per army.

THE STORIED SWORD

An exquisite and perfectly weighted weapon, the Storied Sword has a starmetal blade and a tooled wraithbone grip. Inscribed upon the sword in minute script is the entire tale of the Fall of the Eldar, as narrated by the Shadowseers. As the wielder of this weapon fights, they find their mind filling with images of that terrible time, impossible psychic snapshots of the greatest tragedy ever to befall their race. Driven into a killing fury by the horrors they have seen, the wielder fights all the harder, determined to prevent any such terrible events from transpiring ever again.

Range	S	AP	Type
-	+1	3	Melee, Master-crafted

CRESCENDO

This masterwork shuriken pistol was first bestowed upon a Troupe Master of the Veiled Path. Supposedly, it was given as a gift by a wanderer of the webway, who members of that masque claim was none other than the Laughing God himself. While many doubt the word of the Veiled Path in this, there can be no denying that Crescendo is a beautifully crafted and uniquely potent firearm. When the pistol's trigger is pulled, micro-distortion engines engage within its housing. The effect is to step Crescendo's wielder slightly ahead of time, accelerating weapon and wielder alike and allowing an impossible volley of firepower to be unleashed. Thus Crescendo lives up to its name, filling the air with a rising howl as it scythes down waves of the foe.

Range	S	AP	Type
12"	4	5	Pistol, Bladestorm, Quickfire

Bladestorm: When a weapon with this special rule rolls a 6 To Wound, the target is wounded automatically and the Wound is resolved at AP2.

Quickfire: A model firing this weapon can fire a number of times equal to its Attacks characteristic. All of these shots must be made at the same target unit.

THE MASK OF SECRETS

Many Eldar believe the Mask of Secrets to be no more than a dark fable, and perhaps it would be better if this were so. Yet it is very real, kept within a shadowed vault deep within the Black Library. All who look upon this mask see distorted reflections of their own faults and failings, the slightest doubt or regret twisted into a horrific swarm of phantasms that scream and wail as they claw at the psyche of the victim. Those who wear the Mask of Secrets fear nothing while the mask remains upon their face, yet it is said that in the long run they must pay a terrible price for this temporary boon.

A model with the Mask of Secrets has the Fearless special rule. In addition, enemy models within 12" of the bearer suffer -2 to their Leadership.

CEGORACH'S ROSE

Representing the barbed gift given in jest by the Laughing God to the crone Morai-Heg, Cegorach's Rose contains thorned monofilaments of shadow silk. Existing in the penumbra between realspace and the labyrinth dimension, these shadow silk strands bypass even the thickest armour as though it did not exist. Once within the body of the victim, the rose's threads uncoil, a blossom of molecule-thin blades unfurling at the end of each. Thus, the foe is slain instantly as a thicket of bloody, bladed roses bursts forth within their chest.

Range	S	AP	Type
-	User	-	Melee, Master-crafted, Shred, Kiss of Death

Kiss of Death: When a model equipped with Cegorach's Rose makes its close combat attacks, one of its Attacks will be a Kiss of Death Attack (roll this Attack separately). A Kiss of Death Attack is always resolved at Strength 6 AP2. If a 6 is rolled To Wound with a Kiss of Death Attack, that attack has the Instant Death special rule.

STARMIST RAIMENT

At first glance, there is little to distinguish the Starmist Raiment from a typical holo-suit, save that it is woven through with gossamer-thin strands of what looks like liquid silver. Yet when the wearer moves, they are engulfed in a shimmering cloud of refracted starlight that blinds and confuses the foe. This effect is magnified when the wearer moves quickly, the blurred glow swelling to become a blazing corona almost impossible to see through. So does the wearer mimic Aelos, the heavenly star flung by Cegorach himself, that smote Vaul's treacherous assistant Ghaevyll and blinded him for his deceptions.

If a model with the Starmist Raiment Runs in its Shooting phase, it has a 3+ invulnerable save until the start of its next Shooting phase.

THE LAUGHING GOD'S EYE

A pendant of rune-carved wraithbone, this potent artefact is said to draw the watchful eye of Cegorach himself. Psychic powers flicker and die in the pendant's presence, for the Laughing God will not suffer his children to be beset by the tendrils of the Warp. This aura of abnegation extends not only to the pendant's wearer, but billows like a concealing cloak to shield nearby allies. So does Cegorach watch over his followers, guarding them from the predations of She Who Thirsts.

All friendly units within 12" of a model with the Laughing God's Eye have the Adamantium Will special rule.

PHANTASMANCY DISCIPLINE

Shadowseers are the masters of illusion and misdirection. Such is their power and intellect, they can reach into the minds of mortals and twist their perceptions at a whim. This may involve shrouding the presence of the Harlequins from the victims' mind, or trapping the foe in purgatorial thought-mazes of their own worst fears. Whatever the precise nature of the manipulation, it will invariably be subtle, sinister, and dangerously cruel.

PRIMARIS POWER

VEIL OF TEARS WARP CHARGE 1

Sketching a gesture in the air, the Shadowseer snatches the image of the Harlequins from the minds of their foes, and plucks it out, hiding them from sight.

Veil of Tears is a **blessing** that targets the Shadowseer and his unit. Whilst the power is in effect, an enemy unit wishing to target the Shadowseer or his unit must roll 2D6x2. If the Shadowseer or his unit are not within this distance in inches, the enemy unit may not fire this turn.

1. DANCE OF SHADOWS..... WARP CHARGE 1

The Shadowseer uses his powers of illusion to exaggerate the play of light and shadow around his allies. The effect swiftly intensifies, shrouding the unit in a whirling vortex of gloom, shot through with blinding pulses of light.

Dance of Shadows is a **blessing** that targets a single friendly unit within 18". Whilst the power is in effect, all models in the target unit have the Stealth and Shrouded special rules.

2. PEAL OF DISCORD WARP CHARGE 1

Drawing in a slow breath of Warp energy, the Shadowseer throws back his head and sings out a perfect note, interwoven with a horrific banshee scream. Soaring and plunging, the wave of sound rolls outward, a crashing discordia that shatters bones, bursts brains, and leaves the few survivors bleeding and befuddled.

Peal of Discord is a **nova** power with the following profile:

Range	S	AP	Type
9"	4	-	Assault 2D6, Concussive

3. SHARDS OF LIGHT..... WARP CHARGE 1

The Shadowseer reaches out and plucks blades of light from thin air. Though nothing but illusion, this trick is so realistic that it fools the senses utterly, the blades inflicting horrific psychosomatic wounds as they whistle through the air to blind and impale.

Shards of Light is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	3	-	Assault 3D6, Blind

4. FOG OF DREAMS..... WARP CHARGE 2

Soft and subtle, the Shadowseer sends his consciousness forth like a creeping mist. Moment by moment, his thoughts seep into those of the foe, veiling their sight and baffling their senses. Soon enough they see only a whirling bank of lambent silver mist. The sounds of battle echo weirdly through this icy murk, and shadows prowl beyond the edge of sight. The enemy are left deaf, blind, and all but helpless as the Shadowseer's comrades descend upon them.

Fog of Dreams is a **malediction** with a range of 24". Whilst the power is in effect, the target unit can only fire Snap Shots and, when rolling To Hit in close combat, will only hit on To Hit rolls of a 6.

5. LAUGH OF SORROWS..... WARP CHARGE 2

The Shadowseer sends barbed strands of pure malice whipping out to plunge into the minds of the enemy. With his victims snared, the Shadowseer begins to twitch and jerk his fingers, each gesture drawing forth unnatural mirth within the victims' psyches. Within moments, the unwilling puppets are howling and shrieking with laughter, convulsing so hard that bones snap and organs burst. As the horrified hilarity reaches a crescendo, the Shadowseer tears out his psychic barbs, plunging the survivors into such heart-stopping misery that many die there and then.

Laugh of Sorrows is a **witchfire** power with a range of 24". The target must take two separate Leadership tests; the target unit will suffer one Wound for each point the first Leadership test was failed by, and one Wound for each point the second Leadership test was passed by. Armour and cover saves cannot be taken against Wounds caused by *Laugh of Sorrows*.

6. MIRROR OF MINDS..... WARP CHARGE 2

The Shadowseer singles out a foe and appears to them as an apparition lodged in their subconscious. Reality falls away before the helpless victim, replaced by a warped mirrormaze of the Shadowseer's making. Though only seconds pass in the real world, within the victim's mind they must strive against the Shadowseer's will for days, months, even years in their efforts to escape. Many never do. Their souls erode until nothing remains but a ghost, wandering mad and alone within the prison of their own mind.

Mirror of Minds is a **focussed witchfire** power with a range of 24". The target model and the Shadowseer both roll a D6 and add their respective Leadership values to the result. If the scores are drawn, or if the Shadowseer's score is higher, the target suffers a single Wound with no armour or cover saves allowed. Repeat this process until either the target model is slain or the target model rolls a higher score than the Shadowseer.

TACTICAL OBJECTIVES

Codex: Harlequins describes six Tactical Objectives to use in your games that are exclusive to Harlequins players and reflect the enigmatic nature of the Laughing God's warriors in battle.

If your Warlord has the Harlequins Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Harlequins player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Harlequins player instead generates the corresponding Harlequins Tactical Objective, as shown in the table (right). Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

11	The Dance of Death
12	Strike and Evade
13	Trickery and Deception
14	The Joy of Lament
15	Take the Stage
16	Principal Performance

11 THE DANCE OF DEATH

TYPE: HARLEQUINS

The time has come to perform the dance of death – unsheathe your blades and leave the corpses of your foes in your wake.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your turn.

12 STRIKE AND EVADE

TYPE: HARLEQUINS

Strike the foe but do not linger, for there are countless more tales yet to tell.

Score 1 Victory Point at the end of your turn if at least one friendly unit successfully left a close combat it was locked in due to its Hit & Run special rule during your turn. If 3 or more friendly units did this, score D3 Victory Points instead.

13 TRICKERY AND DECEPTION

TYPE: HARLEQUINS

Delight in deceiving your foe, sowing confusion and doubt whilst hiding your own goals in plain sight.

When this objective is generated, both players each secretly nominate an Objective Marker. Score 1 Victory Point at the end of your turn if you control either of these Objective Markers. If, at the end of your turn, you control both of them, or if you control one that was nominated by both players, score D3 Victory Points instead.

14 THE JOY OF LAMENT

TYPE: HARLEQUINS

Laughter can turn to sorrow in the blink of an eye...

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Morale, Pinning or Fear test during your turn.

15 TAKE THE STAGE

TYPE: HARLEQUINS

The battlefield is a living stage, ever changing, and your players must take their places at a moment's notice.

Score 1 Victory Point at the end of your turn if you control the Objective Marker whose number corresponds to the current turn number. For example, if this Tactical Objective is Active in turn 3, you score 1 Victory Point if you control Objective Marker 3. This Tactical Objective cannot be achieved during the seventh or subsequent turns.

16 PRINCIPAL PERFORMANCE

TYPE: HARLEQUINS

At the heart of every great performance is a leading hero, destined to face a great villain. Only fate knows whether such a confrontation will end in triumph or tragedy.

Score 1 Victory Point at the end of the game if your Warlord is alive. Score D3 Victory Points at the end of the game instead if your Warlord is still alive and your opponent's Warlord has been destroyed (score D3+3 Victory Points instead if the enemy's Warlord was destroyed by your Warlord in a challenge).

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of Harlequins Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

PROFILES

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Player	5	4	3	3	1	6	2	9	-	In	71
Troupe Master	6	5	3	3	2	7	3	10	-	In (ch)	71

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Death Jester	5	5	3	3	2	7	3	10	-	In (ch)	72
Shadowseer	6	4	3	3	2	7	3	10	-	In (ch)	73
Solitaire	9	9	3	3	3	10	6	10	-	In (ch)	74

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Skyweaver	5	4	3	4	2	6	3	9	4+	Ejb	75

VEHICLES

	[Armour]								HP	Unit Type	Pg
	WS	BS	S	F	S	R	I	A			
Starweaver	-	4	-	10	10	10	-	-	2	S, F, O, T	76
Voidweaver	-	4	-	10	10	10	-	-	2	S, F, O	77

UNIT TYPES

Character = (ch), Eldar Jetbike = Ejb, Fast = F, Infantry = In, Open-topped = O, Skimmer = S, Transport = T

RANGED WEAPONS

Weapon	Range	S	AP	Type
Fusion pistol	6"	8	1	Pistol, Melta
Hallucinogen grenade launcher	18"	1	-	Assault 1, Blast, Hallucinogenic
Haywire cannon	24"	4	4	Heavy 1, Blast, Haywire
Haywire grenade	8"	2	-	Assault 1, Haywire
Neuro disruptor	12"	1	2	Pistol, Fleshbane
Plasma grenade	8"	4	4	Assault 1, Blast
Prismatic cannon				
- Dispersed	24"	3	4	Heavy 1, Large Blast
- Focussed	24"	5	3	Heavy 1, Blast
- Lance	24"	7	2	Heavy 1, Lance
Shrieker cannon				
- Shrieker	24"	1	5	Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned (2+)
- Shuriken	24"	6	5	Assault 3, Bladestorm
Shuriken cannon	24"	6	5	Assault 3, Bladestorm
Shuriken pistol	12"	4	5	Pistol, Bladestorm
Star bolas	12"	6	2	Assault 1, Blast, One Use Only

MELEE WEAPONS

Weapon	Range	S	AP	Type
Close combat weapon	-	User	-	Melee
Harlequin's caress	-	User	-	Melee, Caress of Death
Harlequin's embrace	-	User	-	Melee, Embrace of Death
Harlequin's kiss	-	User	-	Melee, Kiss of Death
Haywire grenade	-	2	-	Haywire
Miststave	-	+2	-	Melee, Concussive, Fleshbane
Plasma grenade	-	4	4	-
Power sword	-	User	3	Melee
Zephyrglaive	-	+1/User2/3		Melee







WARHAMMER 40,000



A LETHAL SPECTACLE

For the Harlequins of the Eldar, there is no distinction between art and war. They combine a psychedelic flair with the pinpoint skill of the master duellist, every slicing shuriken or stabbing blade another stitch in the tapestries of carnage they weave. The acrobatic leaps and mocking bows of the Harlequin Troupes are punctuated with bloody and inventive kills, for the warrior-dancers of the Laughing God are deadly grace made flesh, and have always revelled in the dark splendour of battle. However, some whisper that under all the mirth and extravagance lies an ageless struggle against the Chaos Gods, and that through them, the hopes of their dying race may yet come to pass.

Inside you will find:

GHOSTS OF THE WEBWAY: The secrets of the enigmatic Harlequins and the hidden ways in which they carve their myths into history.

WARRIORS OF THE LAUGHING GOD: A showcase of the range of Harlequins Citadel Miniatures, detailing the colours and iconography used by these scintillating warriors on their holo-suits, vehicles and wargear.

FORCES OF THE HARLEQUINS: A comprehensive army list that allows you to turn your Harlequins collection into a spectacular fighting force on the Warhammer 40,000 battlefield.

APPENDIX: A description of, and rules for, the vibrant armies of the Harlequins and the macabre wargear they bring to battle.

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You will need a copy of Warhammer 40,000: The Rules in order to use the contents of this book



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