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HARLEQUINS PAINTING GUIDE



WARRIORS OF THE LAUGHING GOD™







WARRIORS OF THE LAUGHING GOD

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THE MIDNIGHT SORROW

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THE TOLL OF MIDNIGHT

Where the Masque of the Midnight Sorrow strikes, destruction follows. Driven by Cegorach's hatred of Chaos, their dance of death echoes the ancient enmity between the Eldar and the daemoniac powers that would feast on their souls. They play the parts of heroes, martyrs and fanatics – their lives a price paid willingly for victory.

The followers of the Dark Gods have learnt to fear the Masque of the Midnight Sorrow, whose hatred of Chaos knows no depths. From the tangled paths of the webway around the Eye of Terror, the masque strikes without warning or remorse. There is no price in blood that the Midnight Sorrow will not pay to see the Dark Gods and their servants brought low. Many Eldar Autarchs and Dark Eldar Archons have learned to be wary of the blue and crimson motley of the Midnight Sorrow – for where its Harlequins appear, the armies of the Dark Gods are never far away.

During the Bitterblood Wars, the Masque of the Midnight Sorrow brokered the alliance that purged the renegade fortress world of Filth Pit of its pestilent denizens. Playing the role of the Threefold Stranger, a Shadowseer of the masque visited both Vraesque Malidrach, Archon of the Flayed Skull, and Kai Anastrena, Autarch of the Yme-Loc Windhosts. To Lord Vraesque, the Shadowseer presented the face of the Stranger's Promise, revealing to the Archon how the warbands of Filth Pit would rise to scour his raiding grounds and threaten his power. To Anastrena he revealed the face of the Stranger's Need, and in the depths of the pit the Shadowseer showed her the piles of captive spirit stones, ghostly faces within wailing for release. Thus did the Shadowseer stir his allies to action. When the Eldar descended upon Filth Pit, some were driven by greed, others by compassion and vengeance, but all with a common goal.

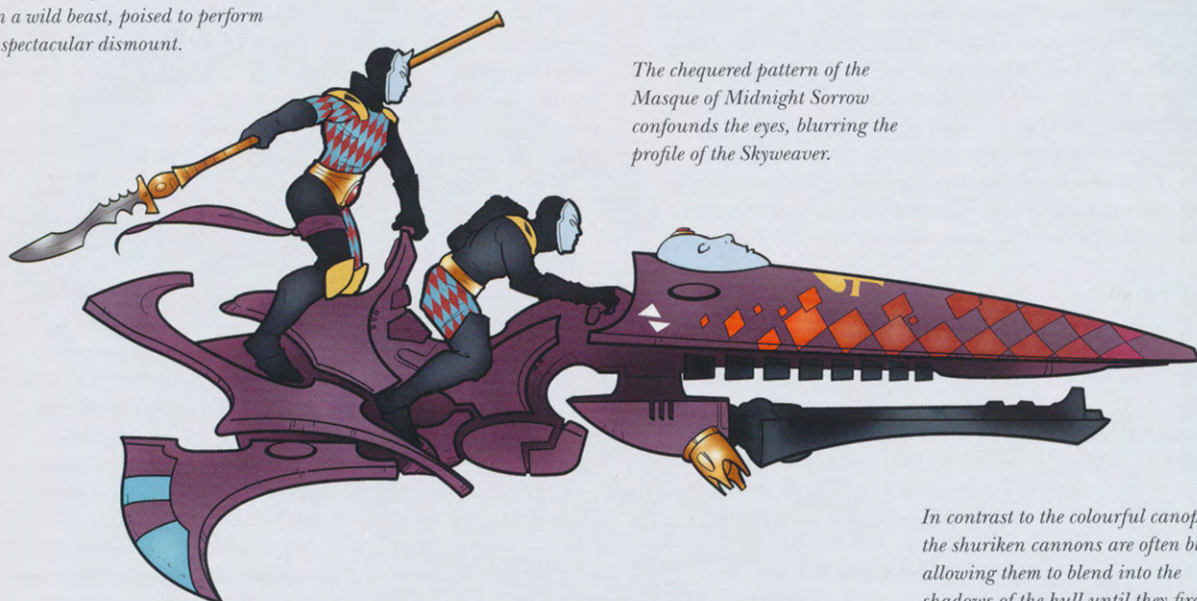
The price of the Bitterblood Wars was higher than either Vraesque or Anastrena would have willingly paid, but the visions shown to them by the Shadowseer compelled them to continue. Dark Eldar Raiders and Falcon grav-tanks raced out over the mucus-weed plains while the shimmering Troupes of the masque sprinted and danced out ahead of their Craftworld and Commorrite kin. Fighting their way through forests of rusting razor wire, the Eldar pushed back teeming armies of debased Nurgle cultists and throngs of dripping, dribbling Plaguebearers.

When at last the Eldar stood before the gates of the Nurgle fortress only a handful of warriors remained, with both Anastrena and Vraesque eager to be the first to claim their victory. Once again, the masque beckoned them onward. Within, they beheld a massive pestilent horror that squatted over the pit on a web of rotting flesh like a vast diseased spider. As one, the alliance attacked. Under the guidance of the Shadowseer, the Harlequins held back, fighting off the minions of the Daemon while the Autarch and Archon raced out onto the web to slay the beast. Weakened and distracted, the Daemon did not notice the Harlequins as they vaulted around its web, their blades severing its strands. With a roar of ripping meat the web collapsed, taking the Daemons and dozens of Eldar down into the rotting darkness below. Covered in filth and blood the surviving Eldar clawed their way out of the pit, reaching the lip just in time to see the Shadowseer take a bow before vanishing from sight.



Many Harlequins within the Masque of the Midnight Sorrow wear the masque's rune somewhere upon their person. This is usually emblazoned upon a robe or cloak, but can just as easily be found upon any part of their costume. Other runes are often more subtle and enigmatic, their meanings harder for their enemies to divine.

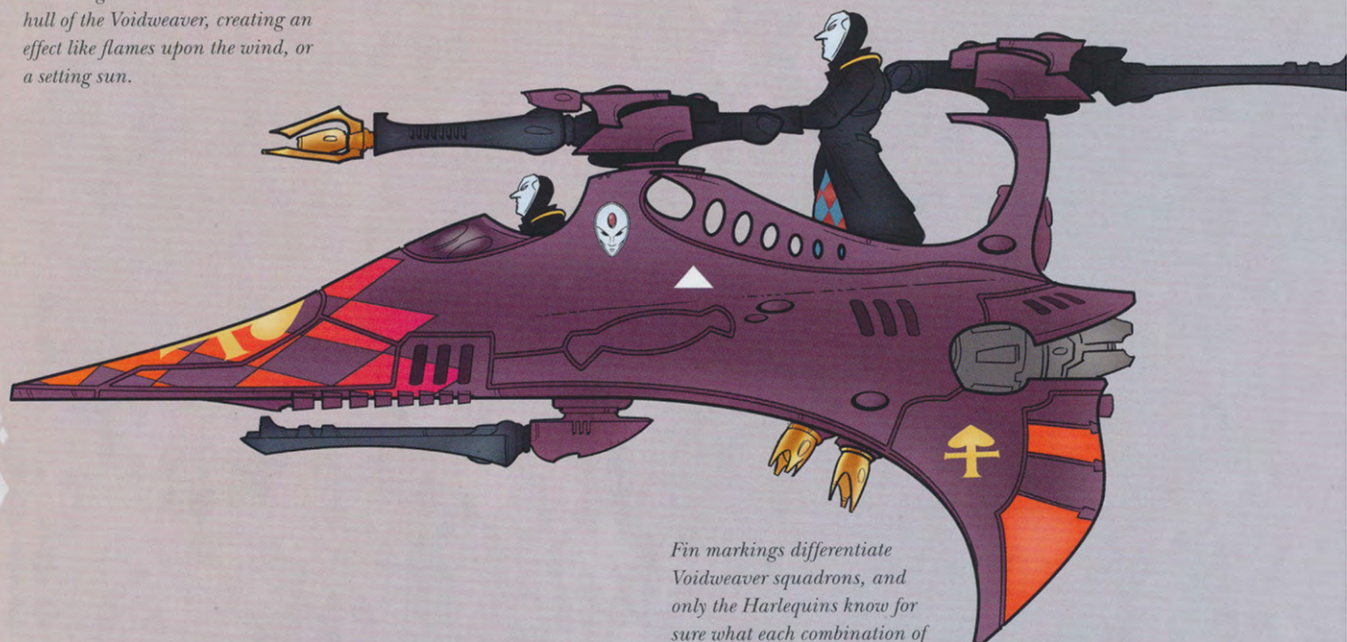
Harlequins stand tall on the Skyweaver jetbikes, their posture akin to that of a rider balancing on a wild beast, poised to perform a spectacular dismount.



The chequered pattern of the Masque of Midnight Sorrow confounds the eyes, blurring the profile of the Skyweaver.

In contrast to the colourful canopy, the shuriken cannons are often black, allowing them to blend into the shadows of the hull until they fire.

The chequered pattern fades from dark to light as it moves down the hull of the Voidweaver, creating an effect like flames upon the wind, or a setting sun.



Braced atop the Voidweaver, the Harlequin gunner has a perfect view of his foes and can swiftly bring his weapon to bear.

Fin markings differentiate Voidweaver squadrons, and only the Harlequins know for sure what each combination of colours and shades means.

MIDNIGHT SOLITAIRE

The path of the Solitaire holds both fear and awe for the warriors of the Laughing God. When the Harlequins put on their haunting performances of the Fall, it is the Solitaire who assumes the role of She Who Thirsts. It is a terrifying irony then that his soul, unprotected by Cegorach, will ultimately be devoured by the very character he plays. The Solitaire has a special, if tragic, part to play within the Laughing God's plan, and his presence is considered an ill omen. However, the Solitaire is a creature like no other – light, time and space bend around his deadly movements, while his form flows like water before the eyes of his foes.

Over the millennia, many Solitaires have fought in the company of the Masque of the Midnight Sorrow. However, whether those warriors were unique or merely another guise of the same being remains unknown. Such is the enigmatic nature of the Solitaire that they exist beyond even the understanding of their Harlequin kin; they are lone wanderers, likened to ghosts or spectres of supernatural grace. Sometimes, the Players of a Troupe will only become aware of the Solitaire's presence when he springs forth from within their midst, taking his place in their performance as flawlessly as if he had always been there. As it is upon the stage, so it is upon the battlefield, where an enemy might suddenly erupt into crimson rain or fall apart like a broken puzzle, leaving a Solitaire standing in their place.

Solitaires have been known to join the Midnight Sorrow as it stalks the twisted, dying strands of the webway around the Eye of Terror. The sickening stain of Chaos draws some Solitaires to its foul light in search of debased foes to suffer their dark plots and performances. These warriors are known to the masque as the Midnight Solitaires, for they stand close to the end of all things. Like the masque, these lone warriors have chosen to play a prominent part in the destruction of the multitudinous armies of the Dark Gods.

The Masque of the Midnight Sorrow will frequently burst from the webway onto a Chaos-tainted world in an explosion of glittering blades, just as a Midnight Solitaire melts into realspace from the shadows. In his traditional guise as She Who Thirsts, he will join one of the seemingly countless *saedath* which tell of the horrors wrought by Slaanesh upon the Eldar race, be it the Rise of the Darkling Prince, the Last Echoes of Ygggh, or Verses from the Fall. At once, the masque's Players will react to the Solitaire's ominous appearance, instinctively assuming their roles in the dark tale to be played out upon the battlefield. Without missing a beat, the dance continues, only this time accompanied by the heightened screams of the enemy and blur of light too fast for the eye to follow. Then, as swiftly as he arrived, the Midnight Solitaire will vanish, leaving only the moans of the dying and the unrecognisable remains of his victims behind.

Lord Kraegax tore out his enemy's spine in a spray of blood, prising it free of its owner to the sound of ripping meat. Licking coppery wetness from his lips with a forked tongue, the Black Legionnaire hurled aside the ragged thing that had once been a man and looked out across the ruins of Hive Vidros. Everywhere the ground was littered with the mangled corpses of human soldiers and the burning remains of their pathetic defences – the Warmaster would be pleased.

Something flickered in the corner of Kraegax's vision, and he whirled around with a speed that belied his massive size. Catching a glimpse of crimson and blue, the Chaos Space Marine sent a burst of combi-bolter fire hammering into the shadows. Nothing. Peering into the darkness Kraegax searched for his quarry, growling an order to his retinue. The hulking warriors closed in around their lord, heavy guns levelled into the smouldering ruins. Bursts of fire rang out as first one, then another Black Legionnaire fired at the half-seen shape – yet even their superhuman reflexes were not fast enough to hit it.

Suddenly, a burst of multi-coloured light erupted from the ruined hab like prismatic lightning. With a guttural command Kraegax ordered them to fire. As one, a dozen bolters roared to life. The ground around the apparition exploded into showers of dust and stone shards. Kraegax watched in rage, as, like smoke caught upon the wind, his foe tumbled through the thundering streams of fire unharmed.

Closing the distance between ruins and Black Legionnaires in a matter of seconds, the figure landed with impossible grace in front of Vorgek, one of Kraegax's Chosen. Vorgek was a battle-scarred veteran of the Long War, with the blood of countless foes upon his clawed hands. But before this strange foe he was as a novice fresh from training. Even as Vorgek raised his bolter the figure batted it aside just enough to slip under the massive Chaos Space Marine's reach and plant a delicate finger upon Vorgek's neck. Kraegax saw the tiniest glint of something fire out from the figure's wrist and slip through Vorgek's flesh. Blood erupted from every joint of the Chosen's power armour and Vorgek collapsed.

Screaming a challenge, Kraegax charged toward the figure, only to be enveloped by a blur of light and sound. Ripping, popping and gurgling filled his ears as he felt bitter, warm blood splash across his face. Blinking away the cloying darkness before his eyes, Kraegax screamed out again for his cowardly foe to stand and face him. Then the Chaos Lord heard another sound. Applause.

Kraegax looked up to see the Solitaire standing beside the tangled remains of his Chosen, each one a leaking suit of power armour awash with their own blood. In a show of outrageous condescension, the Solitaire was clapping slowly, goading Kraegax into a fury. With a growl of anger, Kraegax went to raise his combi-bolter and end the arrogant xenos. Only as he did so, his arm tore free of his body and a crimson web spread out across his chest. Kraegax's last sight, before he literally fell apart, was the Solitaire taking his bow.

Daemonic Mask

The Solitaire plays the role of She Who Thirsts – the dark god's cruel nature is reflected in his horned, daemonic mask.

Harlequin's Kiss

The Harlequin's Kiss can puncture a foe's armour, flesh and bone with ease, instantly transforming the unlucky victim's organs to a steaming broth of gore.

Flip Belt

The flip belt enhances the natural grace and agility of the Solitaire. This device allows him to make a mockery of gravity, tumbling through the air and evading foes.

Motley of the Midnight Sorrow

Solitaires usually adopt a token amount of the heraldry of the masque they fight alongside, although their elusive and solitary nature usually prevents them from fully assuming the garb of a Troupe.

Many Faceted Holo-cloak

Appearance is a mutable thing to a Solitaire, and he is able to change his colour, form or features in the blink of an eye.





HERALDS OF THE THREEFOLD STRANGER

The ranks of the Harlequin masques have more in common with the casts of the mythic plays and performances of the Eldar than they do with the military organisation of a standing army. The Masque of the Midnight Sorrow exemplifies this trait, its Troupes moulding their assaults and strategies around the myriad legends of the Laughing God. Here, a single Shadowseer adopts the persona of the Threefold Stranger, representing the duplicitous nature of Cegorach and his many faces. Upon the stage the Shadowseer presents a variety of archetypes, from the humble supplicant to the unknown murderer. These are reflected in battle by the trickery of the Shadowseer, as he confounds his foes with psychic misdirection and manipulation.

While the Shadowseer portrays the dark and treacherous soul of the Threefold Stranger, the Death Jesters represent his wicked sense of humour. Alongside the swift Harlequin Troupes, these brooding figures provide the masque with substantial firepower. While the Shadowseer strikes at the heart of the foe, the Death Jesters either lay down a storm

of shuriken fire or single out individual foes to slay with biotoxic rounds, causing horrible carnage as enemies explode in showers of meat and bone among their comrades. One Death Jester will often accompany the Shadowseer into the midst of the enemy, where they can lend support to his assault, while another races around the edge of the battle picking targets to gun down with horrifically accurate fire. This represents the dichotomy of the Laughing God's boundless humour – the jest unseen and the jest revealed.

Part of the force, but ever alone, is the Solitaire. This enigmatic figure is a formidable warrior, easily the equal of the greatest fighters of other races. As part of the Tale of the Threefold Stranger, the Solitaire represents the oppressive shadow of She Who Thirsts. On the field of war, the Solitaire chooses his opponents based upon the ebb and flow of battle. Sometimes, if the Shadowseer is in peril, the Solitaire will come to his aid – though it is a favour rarely returned, for the Shadowseer fears even to acknowledge his saviour. Despite his considerable fighting prowess, the Solitaire is considered to be an ominous portent by other Harlequins.



WEAVER'S BLADE

This collection exemplifies the mobility and speed of the Harlequins with its mix of Starweaver, Skyweaver and Voidweaver grav-craft. Following the ancient traditions of the masque, each of these has a role to play, their symbolism as important as their fearsome firepower and blinding swiftness. The Starweaver transports the Shadowseer and his squad of Harlequins into battle, allowing him to be in the perfect place to unleash his illusions upon the enemy.

Meanwhile, the squadrons of Skyweavers and Voidweavers provide pinpoint fire support, their weapons equally effective against infantry and vehicles thanks to the inclusion of their machine-slaying haywire cannons. These lightning-fast craft give the Masque of the Midnight Sorrow unparalleled speed and manoeuvrability, allowing its lightly armoured warriors to fall upon their foes from almost any quarter. As their opponents' struggle to bring up troops to counter the assault, the Harlequins disengage before they can be overwhelmed, darting away to renew their attack from another, more advantageous angle.

A: Death's Companions

E: The Blades of Fate

B: The Serpent's Breath

F: *Spectre of Silence*

C: The Blades of Fate

G: Company of the
Threefold Stranger

D: Sons of Shadow
and Sorrow

H: Solitaire



MASTER PLAYERS

Like the rest of their kin, the Troupe Masters of the Midnight Sorrow go to war with their faces hidden behind leering masks. They lead their brothers and sisters into combat, leaping over rubble, while wielding power blades and shuriken pistols with effortless skill.

The Players that follow the Troupe Master into battle mirror his garb and iconography. In the Masque of the Midnight Sorrow, the bright blues, reds and yellows stand out starkly against black coats and body-suits to create a dazzling riot of colour upon a darkness that echoes the masque's ruthless intent.

The authority of the Troupe Masters within a saedath is rooted in tradition – even the Shadowseers and Death Jesters acquiesce to their leadership, as each of these specialists has their own distinct part to play in battle.





INRIAM'S SPECTRE

This Death Jester joins the Company of the Threefold Stranger, accompanying the Shadowseer and his entourage of Players into the heart of the battle, picking off outlying foes with his long-range shrieker cannon as he goes.

Clad almost completely in black, this model exemplifies the dark and vicious humour of the Laughing God. Touches of colour, such as the vibrant yellow knee pad, demonstrate the Death Jester's connection to the rest of the masque, but his overall appearance differs greatly from that of his brightly-clad fellows.

In a suitably macabre twist, the Death Jester's armour is fashioned from the bones of his predecessor. This is most visible in his polished-skull mask, ribcage chest plate, and gilt finger bones that dangle morbidly from the tips of his shoulder cape.





KILDARN'S SHADE

The second Death Jester in this collection lays down supporting fire as the Shadowseer darts into combat, taking out priority enemy targets before they can pose a threat to the Harlequins.

Choosing a slightly different garb to his fellow Death Jester, this member of the Dark Brothers of the Tangled Path complements his black-and-white clothing with a shoulder cape the colour of freshly spilt blood. Splashes of colour such as these tie the model to the rest of the collection and create an eye-catching effect.

Wielded like a great scythe, the Death Jester's shrieker cannon stands tall above the battle. The long-barrelled gun's tarnished blade glints with menace as the grim-faced Harlequin swiftly and efficiently picks off his targets before they even realise they are in his sights.





DEATH'S COMPANIONS

Though the Masque of the Midnight Sorrow wear motley shades like others of their kind, they favour darker and more menacing tones to offset their brighter colours. Black cloaks and body-suits, blood-red crimson and ribbons of yellow combine to create an overall sense of a jarring, macabre spectacle. The contrasting neutral white of their masks reinforces this persona, their ethereal radiance a symbol among the Eldar for the departed dead. In the gloom of battle, these masks are often all a foe sees, evoking a sea of ghostly faces.

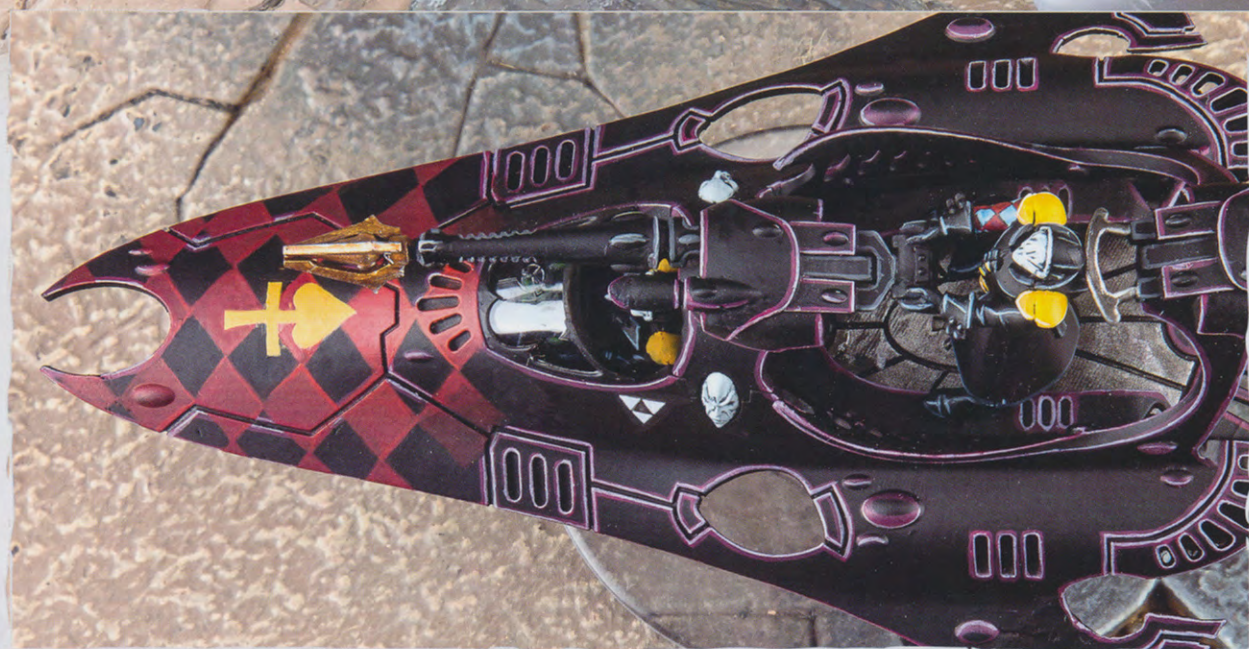


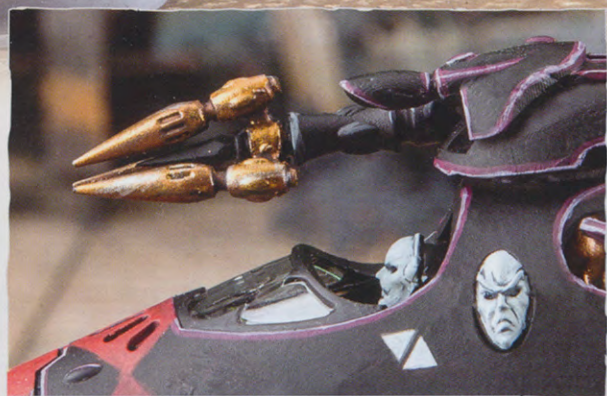
MIDNIGHT SOLITAIRE

Solitaires do not join masques in the manner of other Harlequins, but take a unique and unknowable path. However, even though they remain forever removed from their kin, they honour the ancient traditions and customs of the Laughing God.

These enigmatic warriors will usually assume the colours of a masque they choose to fight alongside, although their shadowy hoods and greatcoats mark them out as distinct from the Players. The illusory properties of their *dathedi* holo-suits cause their forms to flow and flicker, leaving behind obfuscating trails of prismatic light.

There are some things, however, that even a Solitaire cannot conceal. The horned mask of Slaanesh peers coldly from under the hood's heavy brim, unmistakable and terrifying in equal measure.





THE SERPENT'S BREATH

Dark and silent as death, the Voidweavers of the Masque of the Midnight Sorrow dart across the sky, their hulls glinting dully under the cold light of alien stars. Under the expert control of its Harlequin pilot, the Voidweaver is an agile and dangerous assault craft, able to run rings around its foes. While the pilot soars and jinks through enemy fire, the gunner lays down brilliant blasts of radiant death, or machine-killing electromagnetic bursts. When streaking through the air at breakneck speed, the craft functions much like the Harlequins as they charge into battle, its shape distorting and shimmering. The chequered nose and fins enhance this effect, making it hard for enemies to see where the skimmer begins or ends. Meanwhile, the hull-mounted masks create the illusion of the pilot looking to his left and right as he flashes by.

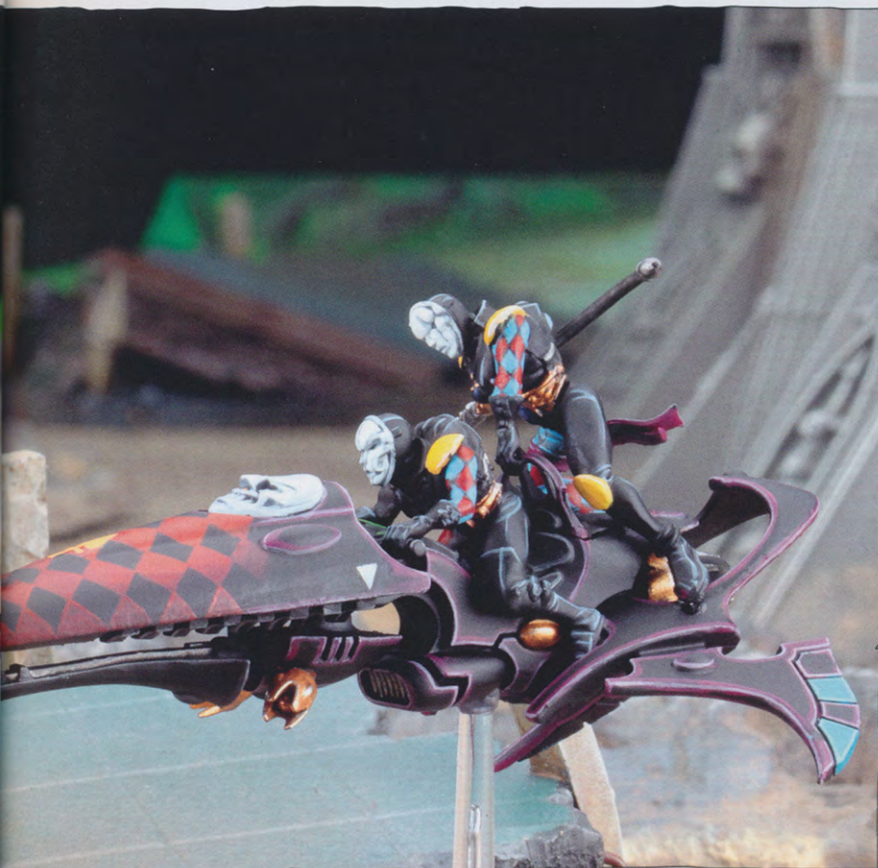
THE BLADES OF FATE

The Skyweaver squadrons in this collection have been divided into two units, each containing two Harlequin jetbikes. This grants the masque greater flexibility to harass and destroy its foes. Striking from opposing angles or vectors, the Skyweavers confound and confuse the prey as it finds itself assailed from all directions.

As is customary, both units of Skyweavers adopt the markings of the masque. Chequered patterns upon the prow and the colours of the tail fin panels indicate their allegiance to the Midnight Sorrow and its relentless pursuit of Chaos forces.

Perhaps the most unusual aspect of the Skyweavers is the rear-mounted passenger. Only the graceful, gravity-defying Harlequins would dare to fight in this way, laughing in the face of danger. Gripping onto an aft handhold, these dexterous warriors lean out of the saddle at high speeds, severing the limbs and heads of their victims with graceful sweeps of their zephyrglaives as the jetbike zooms by.



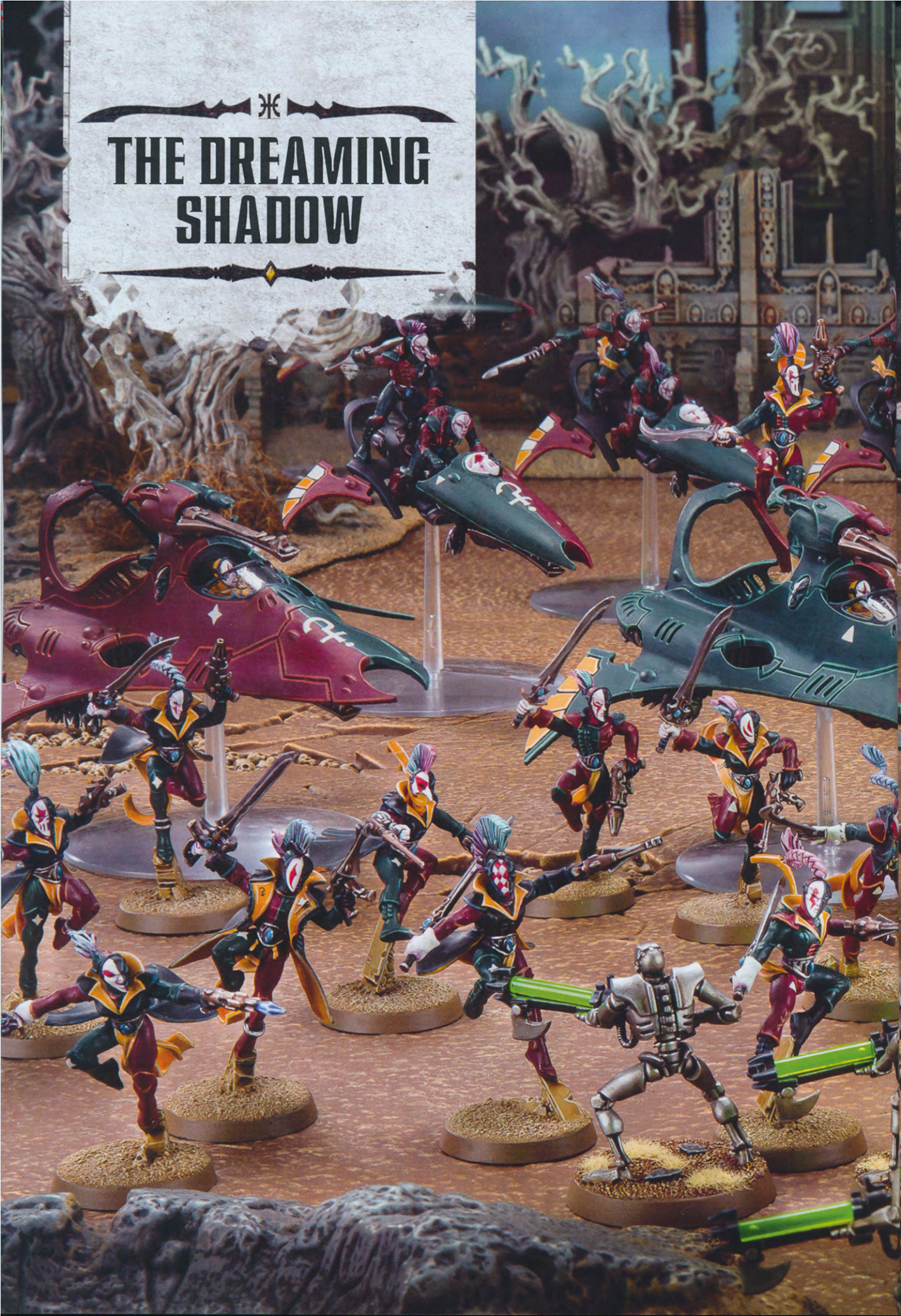


Skyweavers are an integral part of most Harlequin forces, and the Masque of the Midnight Sorrow is no exception. These grav-craft scream down from the heavens bringing ruin and fire to their foes. Like the jetbikes of other Eldar, Skyweavers are swift vehicles that combine awesome speed with formidable firepower.

An underslung shuriken cannon allows the pilot to scythe down infantry as the craft speeds by, and can be replaced with a haywire cannon identifiable by its distinctive vaned muzzle. The latter makes Skyweavers a dire threat to even the heaviest enemy armour, and countless Defilers, Forgefiends and other engines of Chaos have been laid low by these sky-borne assailants.

Mounted near the jetbike's underside grille are the mirage launchers. Should the rider need to swiftly evade his foes, these grenade pods can fire hololithic explosives that, upon detonation, distort the skimmer's outline with scintillating light, causing its hull to appear as a blinding, fractal comet hurtling through the sky.

THE DREAMING SHADOW





A DREAM OF DEATH

Amongst the ruins of dead civilisations, the Masque of the Dreaming Shadow seeks out the Eldar's greatest foe from before the Fall – the Necrons. As the dynasties stir, it is the Dreaming Shadow's role to eradicate this dire threat to the galaxy; to destroy the deathless legions and their tomb worlds before they can awaken to reclaim their empire of old.

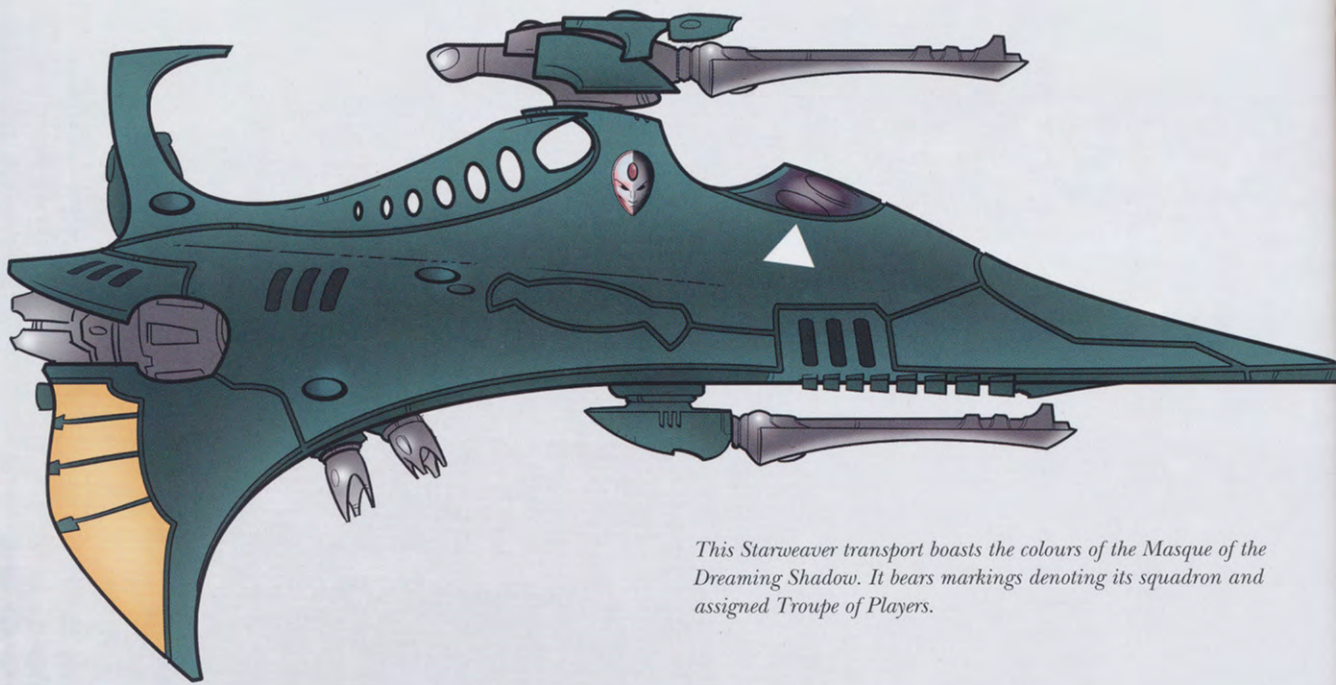
There is a grim resolve and morbid grace that shrouds the Harlequins of the Dreaming Shadow like a veil of malevolent intent. All who cross the masque's path feel it like ice upon their skin. This dark aura, however, belies their selfless purpose: to counter the resurgence of the Necron dynasties at the expense of the Harlequins' greater war with Slaanesh. Few Eldar perceive the magnitude of the threat posed by these ancient foes, and most devotees of Cegorach consider the battle against other races secondary to the spread of Chaos. So it is that the Dreaming Shadow dance alone along the skeins of fate, weaving paths among ancient prophecies in their war against the awakening Necron Empire.

Guided by the enigmatic predictions of their Shadowseers and the secret lore of the Black Library, the Dreaming Shadow go to extreme lengths to locate slumbering Necron tomb worlds. If the stasis crypts are inactive or damaged, the masque will launch lightning assaults to ensure that its inhabitants never wake. However, if the Necrons therein are stirring, then subtler methods might be employed: the sealing of underground entrances, engineering of natural disasters or even the total severance of the planet from realspace by esoteric means. Often it will be the unwitting or

unwary that feel the sting of the Dreaming Shadow's lament. Foolish imperial governors, Explorator fleets or rampaging Ork hordes might find themselves suddenly assailed by the masque's Troupes, simply because they unknowingly set foot upon a tomb world. To the Dreaming Shadow, ignorance is no defence, and if the blood of the living must be spilled to quiet the restless dead, then so be it.

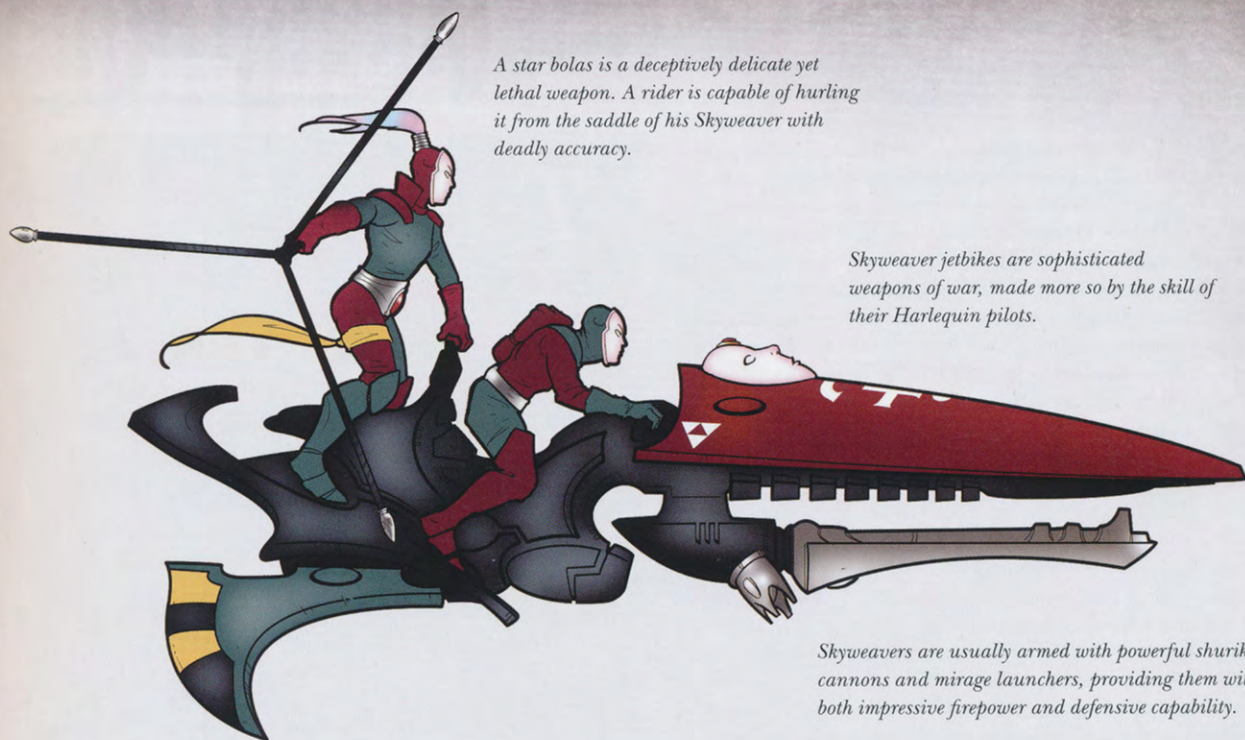
In the wake of their wild and sudden attacks, remote fortresses, frontier colonies and research stations are left eerily silent – those who come after find no trace of their kin and no evidence of what killed them. This is the Dreaming Shadow's design, for with their dark art they give birth to legends and curses that keep prying eyes from ancient worlds and ensure the tombs below remain undisturbed.

The masque frequently forms alliances with Craftworld Alaitoc, for both are at the forefront of the Eldar's war against the Necrons. Alaitoc warhosts will often follow the Dreaming Shadow through shattered spars of the webway, where the Harlequins guide them towards their quarry like wisps through a dark forest, allowing them to launch devastating ambushes upon their age-old foe.



This Starweaver transport boasts the colours of the Masque of the Dreaming Shadow. It bears markings denoting its squadron and assigned Troupe of Players.

A star bolas is a deceptively delicate yet lethal weapon. A rider is capable of hurling it from the saddle of his Skyweaver with deadly accuracy.



Skyweaver jetbikes are sophisticated weapons of war, made more so by the skill of their Harlequin pilots.

Skyweavers are usually armed with powerful shuriken cannons and mirage launchers, providing them with both impressive firepower and defensive capability.

Shadowseers of the Dreaming Shadow are clad in their masque's colours, but their faces remain blank mirrors that reflect the worst fears of their foes.



Miststaves and neuro disruptors are apt tools for Shadowseers – weapons that target the mind of the foe and leave him naught but a soul-destroyed wreck.



This Player of the Dreaming Shadow bears the Troupe rune of the Dark upon her knee.

THE KILLING JEST

Cruel and jovial in equal measure, the Death Jester is another of the Laughing God's deadly pranks at his enemies' expense. The personification of Death in the performances of the Harlequin Troupes, on the battlefield he represents the cruel twist of fate, the ill chance and the ironic demise. With morbid humour the Death Jester dispatches his foes, a silent smirk upon his face as his enemies stumble into his shrieker cannon's sights. Other Harlequins often keep their distance from the Death Jester, both out of respect for his bloody and beautiful craft, but also because few among the masques are as unpredictable or as spectacularly dangerous as this grim comedic artist.

Death Jesters of the Masque of the Dreaming Shadow find endless sources of mirth in their war against the Necrons. The tragic irony of the Eldar's vanquished foe returning to haunt the galaxy is not lost upon them. By studying the secrets of the Book of Mournful Night, Death Jesters of the Dreaming Shadow have devised all manner of inventive ways in which to disable, disassemble and destroy Necrons. The Death Jesters of the Masque of the Dreaming Shadow understand the weaknesses of the Necrons almost better than they do themselves. The dark joy these deadly warriors gain from fighting their nemeses is tempered only by their pursuit of ever more artistic and effective methods of despatching this ancient menace.

One of the Eldar myths frequently retold by the Dreaming Shadow is the Dominion of Time, in which the Death Jester plays the role of the Killing Jest. This performance recounts the tale of an ancient and arrogant race who thought to cheat entropy's inevitable march by forming a terrible pact in exchange for immortality. The Killing Jest represents the fatal irony of this bargain, as the price of life eternal proved to be death itself. When the Masque of the Dreaming Shadow descends upon a tomb world, it is often the Dominion of Time's accompanying saedath that acts as their battle plan.

Perhaps the cruellest pranks and performances of the masque's Death Jesters are against those who would unwittingly awaken the Necrons from their aeons-long slumber. Unsuspecting garrisons, be they stalwart soldiers of the Imperium, bloody-minded Orks or even twisted servants of Chaos, will suddenly find themselves caught up in the Harlequins' assault from the webway. Showing no pity for his victims, the Death Jester finds endless amusement in their confusion as the masque tears them apart, offering no explanation for the sudden slaughter.

Moving purposefully across the battlefield, the Death Jester seeks out the enemy commander, so as to 'offer him Time's Bargain'. Always out of reach of his foe, the Jester deliberately prolongs his target's demise. With precise blasts of shuriken fire one crippling wound is dealt after another, each volley an allegorical piece of the deal being struck. Only when his foe is upon the verge of death is the pact sealed. With a dramatic flourish, the Jester sends a killing shot into his target's head before claiming it as a grisly trophy. As one, the masque redoubles the fury of its assault and – as in the tale of old – the Dominion of Time claims its due in death.

The heavy bolter spat out casings as Guardsman Jargo swept its blazing muzzle back and forth across the advancing Necrons. Where mass-reactive rounds struck home, the metallic soldiers jerked and staggered. Even so, the Necrons continued to close in. Then, the thumping roar of Jargo's heavy bolter turned to rapid clicks as its ammunition ran dry. He cast a quick glance at his loader, Urgot, only to see a smoking corpse. Grimly, he snatched up his lasgun and prepared to fight on. From out of the throng of alien warriors a towering figure emerged, clutching a massive scythe of blazing light. Jargo knew his end was near.

A shadow soared overhead. Jargo looked up to see a dozen colourful shapes leaping through the air like autumn leaves in a storm. His hand slackened upon his weapon's grip as he watched one shape break off from the others, his bewildered mind registering a skull-faced warrior in a high-collared greatcoat. The towering Necron Lord strode toward the newcomer, swinging its crackling weapon in broad arcs.

With inhuman grace, the figure dropped and rolled out of the way, tumbling beyond the Necron's reach. The combatants now loomed over Jargo, the masked fighter leading the alien lord closer to the Guardsman as its lithe-limbed kin held back the press of Necron soldiery. In a blur, the warrior leapt clear of his opponent and the hapless infantryman, firing a single screaming round from his weapon into Jargo's chest. As toxic fire burned through Jargo's innards, he looked up into the cold eyes of the Necron Lord. Then, with a horrified expression writ across his rapidly swelling features, Jargo exploded.



Skull Mask

In contrast to the myriad aspects of other Harlequin masks, that of the Death Jester is ever fixed in the rictus grin of the reaper, harvester of all life.

Cegorach's Shroud

The Death Jester's tasselled greatcoat distinguishes him from the rest of the masque, though it still incorporates the same distorting holo-field as the suits of other Harlequins.

Death's Legacy

The ribcage armour of the Death Jester is made from the bones of his predecessor – a grim heirloom passed down across the centuries from one Death Jester to the next.

Mark of the Shadow

Hidden among the dark folds of the Death Jester's attire are many icons of allegiance to the Laughing God, as well as the symbol of the Masque of the Dreaming Shadow.

Shrieker Cannon

The shrieker cannon is the favoured weapon of the Death Jester. Its toxic rounds turn its victims into walking bombs that cause devastation to anything nearby.





A: The Dreamer's
Demise

B: Face of the Dreamer

C: *Void of Rhyme and
Reason*

D: Hunter's Mask

E: Time's Lament

F: Solitaire

G: The Last Laugh



TIME'S DOMINION

One ancient myth that holds great significance for Harlequins of the Masque of the Dreaming Shadow is the Dominion of Time. In both the stage performance and its accompanying saedath, the masque revolves around the force's Death Jesters. In this collection – the Killing Jest – the core protagonists of the Dominion of Time are represented by the Starweavers and their Troupes, each accompanied by one of these grim warriors. While the Skyweavers dart around the edges of the battle tearing at the flanks of the enemy army, the Death Jesters slice out its heart.

More formidable than the jetbikes of either their Craftworld or Commorrite kin, Harlequin Skyweavers carry two riders, with the pilot and passenger working in concert to slay the foe. The rider straddling the rear of the craft – the Great Falcon – is armed either with a whirling star bolas or a long-hafted zephyrglaive, allowing him to strike down enemies with blinding speed as the jetbike races past. As part of the Dominion of Time, the Skyweavers represent the teeth of the Entropic Wyrmlings, gnawing away at the material universe



like waves washing sand into the sea. In battle they serve a similar role, claiming the lives of the enemy's rank and file so that the Death Jesters can hunt down enemy commanders and priority targets without distraction.

It is not the way of the Harlequins to engage in battles of attrition; if outmatched, they will ghost away to attack anew from a different quarter. However, even the masques have need of prodigious firepower should they face an abundance of enemy armour or heavy infantry. For this task the Voidweaver is ideally suited, armed with devastating and eldritch weaponry capable of searing through ceramite plating or burning out a vehicle's critical systems with a single well-placed blast. Within this collection, the Voidweaver acts as a centrepiece for the lighter vehicles and infantry, adding a focal point to the force without sacrificing any of the speed or manoeuvrability of its units. In battle, the Voidweaver is a menacing addition to the army, and its myriad armaments can be tailored to deal with a wide variety of foes, granting the masque an impressive mobile gun platform.

DEAD GODS

Shadowseers are masters of many roles within the Harlequin masques, their unique powers and wargear giving them a variety of means with which to dispatch their foes. As part of the Masque of the Dreaming Shadow's Dominion of Time, they play the role of the dead gods with whom the doomed race makes its ill-fated bargain. The stories give these deities many names, from the Void Titans to the Yngir of Eldar myth. In this collection the Shadowseers lend their formidable skills to the Death Jesters and the Troupes, weaving illusion and bewilderment among the foe so that the Harlequins can easily pick them off.

The Solitaire has his own role to play in the Dreaming Shadow's battlefield performance. As always, he stands apart from the rest of his brothers, darting through the press of warriors to land flawless blows upon his enemies and cutting down anything that crosses his path. In the role of Slaanesh, his presence is always a dark and unsettling one, even for his fellow Harlequins. The Solitaire acts as a constant reminder of the shadow the Dark God casts over all Eldar.



THE LAST LAUGH

The Death Jesters that fight in the Masque of the Dreaming Shadow have become adept at destroying the ancient alien threat of the Necrons. Armed with deadly shrieker cannons, the Death Jester is as close to a heavy support soldier as the Harlequins possess. However, unlike the comparatively lumbering Devastators of the Space Marines or the massive, crewed weapon platforms of the Astra Militarum, Death Jesters combine deadly firepower with terrifying speed and efficiency.

The rich red and green hues of the Dreaming Shadow are tempered by the Death Jester's traditional preference for black, which enhances his macabre appearance. Meanwhile, his two-toned black and white mask, grimacing out from the dramatic high collar of his coat to terrorize his luckless victims, marks him out on the battlefield as a particularly menacing character.





AGENTS OF DECEIT

There are few among the Eldar who are as knowledgeable of the Necron threat as the seers of the Dreaming Shadow. As such, they have learned how to tailor their illusions and psychic phantasms to best confound and destroy the denizens of the tomb worlds. Necron nobles who face the Shadowseers of this masque in battle are often bombarded with visions of forgotten terrors from ancient days, as the Shadowseers infiltrate their engrammic pathways to discover and magnify their greatest fears.

In this collection, the Shadowseers clad themselves in copious ribbons and shrouds of sunset yellow that whirl about them as they leap and bound across the battlefield. They mark their holo-suits with the cryptic sigils of the Harlequins and emblems of the masque, such as the rune of unveiled mystery favoured by the warriors of the Dreaming Shadow.



FACE OF THE DREAMER

Clad in the deep red, green and yellow motley of the Masque, the Players of the Dreaming Shadow are blurs of rich colour when they charge into battle. Everything about their appearance conveys their grace and swiftness. Billowing greatcoats and flowing sashes evoke a sense of motion, while topknots, braids and mohawk tails stream out behind them as they charge into battle. Each Player is posed as if they are leaping into combat, giving the whole collection a powerful sense of direction.

The Harlequins' flip belts enhance their dynamic appearance, exaggerating their lithe forms and acting as a visual anchor-point to their flowing robes. Unlike their craftworld kin, the Harlequins wear no spirit stones, and the symbols upon their costumes are usually tributes to Cegorach. Many of these inverted or warped Eldar runes are unique to the masques, each one distinguishing the Troupes from other Eldar.

One of the most striking features of the Players of the Dreaming Shadow is the lighter half of their masks. Crimson slashes or checks set against white, they contrast sharply with the deep shades of their garb, drawing the eye to their grinning, leering or sombre expressions. Far from random, each mask design is carefully chosen and precisely crafted. The placement of colour and the forms of patterns or flourishes indicate the role the Harlequin is playing. To their enemies, these are often little more than blurs of shadow and light as they fight desperately for their lives. To the Harlequins they are sacred representations of the personas they have adopted, whether on stage or on the battlefield.





TIME'S LAMENT

Swift of foot and purpose, unmounted Harlequins move across the battlefield with impressive speed and precision. Those riding on Starweavers are even faster, the vehicle's peerless mobility carrying its passengers through all manner of environments. Each of the Harlequin Troupes in this collection is delivered swiftly into battle by one of these sleek grav-craft. Close to the ground, and unimpeded by bulky hatches or ramps, the Players can leap into or out of the transport as easily as stepping out of the webway.

The mobility that the Starweaver brings to a Harlequin force suits the Masque of the Dreaming Shadow well. In their hunt for the undisturbed crypts of the Necrons, the masque treads a path across the countless uncharted frontier worlds of the galaxy. These can be twisted, broken places, covered in petrified alien woods or drowning in corrosive chemical oceans. Across these inhospitable landscapes the Starweavers glide like their serpentine namesakes, the Harlequins clinging to their hulls, keen eyes scanning the horizon for their foes. Supported by the enigmatic skills of the Shadowseers and the pinpoint accuracy of the Death Jesters' shrieker cannon fire, the Starweavers deliver their passengers deep into the ranks of the enemy army.

The opposing red and green halves of the Starweavers' hulls mirror the colours of the Players, clearly identifying the vehicles as belonging to the masque. The masque's sigil, the rune of unveiled mystery, is marked upon the vehicle's canopy and represents the dark irony of the Necron threat – ever present, yet all but forgotten or dismissed by most Eldar.





THE HUNTER'S MASK

Twinned to the Dreamer's Demise is the Skyweaver squad known as the Hunter's Mask. While the first wing of Skyweavers represents time's predation upon the slumbering evil of the galaxy, the Hunter's Mask embody the force's aggressive and unrelenting pursuit of their hidden foe.

Tumbling through the air, these warriors often make a great show of seeking out their foes, corralling them into fire zones for their kin or running them off into dense and tangled terrain where they can be easily picked off. Such tactics are drawn from the Masque of the Dreaming Shadow's carefully guarded lore on combating the Necron threat.

There are few feats of arms as impressive to behold as a Skyweaver's slaying a ground-bound target. As the jetbike swoops low at impossible speed, the passenger's zephyrglaive flashes out to impale or dismember its victim. In a shower of blood, ichor or sparking energy discharge, the deed is done, just as the Skyweaver streaks away in a blur of colour.

The Hunter's Mask is named not just for its predatory role in the masque's war against the Necrons, but also for the death markings painted on the masks of the Skyweavers' riders. These vertical slashes have numerous meanings to the Harlequins, dependent upon who bears them. Within the Hunter's Mask they represent the wounds suffered by Faolchú, the Great Falcon of Eldar myth. To the masque's enemies, however, they merely resemble the splashes of gore torn from the bodies of those who stand in the path of these warriors, and serve as a grim warning of the Harlequins' lethal skill.





THE DREAMER'S DEMISE

Just as the incessant forces of entropy tear at the universe as time sweeps across it, so too do the Skyweavers sweep their foes before them in an inevitable storm of shuriken fire and flashing zephyrglaives. The Dreamer's Demise is a crucial element of the Dominion of Time, acted out by the Masque of the Dreaming Shadow to represent the swift hand of fate upon those who yet slumber. In war, the Skyweavers take on a more tangible role, flashing down from the firmament to reap a steady toll of dead and dying from their enemy.

The rune of unveiled mystery is prominent upon the hulls of the masque's Skyweavers, just as it is on the prows of the Starweavers. It is an ironic adaption of the Eldar rune for uncovered knowledge and enlightened questioning, representing the galaxy's ignorance of the extent of the Necron threat. It is this bleak humour that runs throughout the Masque of the Dreaming Shadow – a mocking, mournful reminder of their unsung valour and unrecorded sacrifices.

The juxtaposed colours that feature throughout the patterns displayed by the Masque of the Dreaming Shadow represent the fine line between light and shadow, life and death, that everyone must walk. The darker shades are emblematic of the Shadow within the masque's own name – the resurgent threat of the Necrons as they seek to eclipse the galaxy once more. In battle this makes for a striking-looking army, as its overall appearance varies depending on the direction from which it is viewed.





VOID OF RHYME AND REASON

Voidweavers make for excellent, highly mobile fire platforms. The Masque of the Dreaming Shadow uses these craft to strike hard and fast against their foes, often before their enemies even realise they are under attack. Darting in over rubble-choked battlefields, the *Void's* flashing guns can easily turn an enemy to bloody ribbons in the blink of

an eye. The haywire cannon is especially useful against the masque's ancestral foe. Its disruptive beam is anathema to tech-dependant adversaries like the Necrons, who rely on ponderous, heavily shielded war engines. The Voidweavers will strike these constructs in a blistering series of hit-and-run attacks, bringing them down by weight of fire.

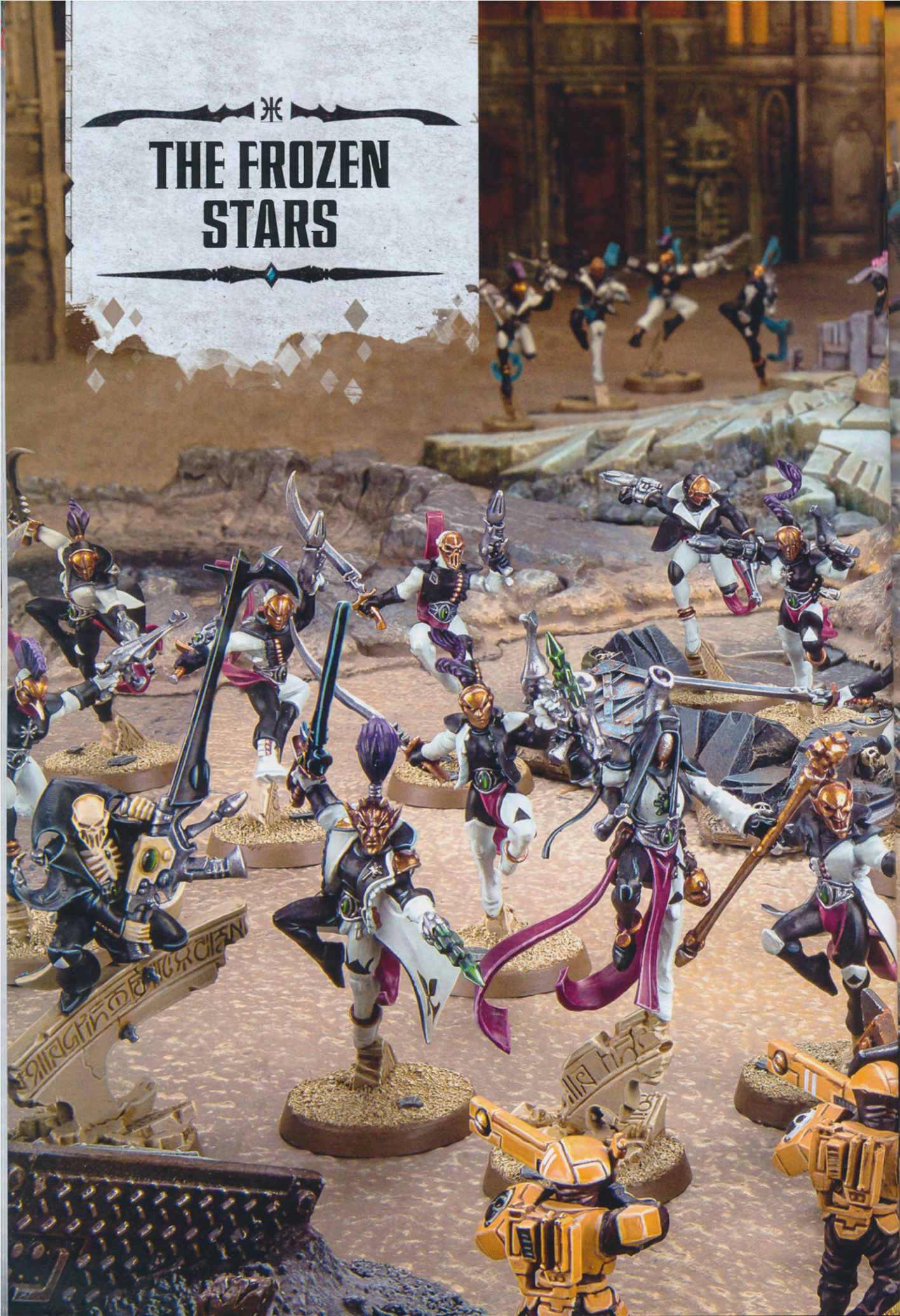


AN EVER-PRESENT SHADOW

A figure of awe and terror in equal measure, the Solitaire moves among the ranks of the Dreaming Shadow until the time to strike presents itself. Clad in the colours of the masque, this lone warrior could easily be mistaken for one of its Players, were it not for the palpable aura of dread that surrounds him. The golden yellow of his greatcoat is

at odds with the Solitaire's sinister role – a jarring contrast that echoes the disturbing sensation of wrongness said to gnaw at the sanity of those he passes by. The fractured spirit stone worn around his ankle is a reminder of the dreadful forfeit the Solitaire has made in assuming the persona of the Eldar's greatest foe.

THE FROZEN STARS





FROZEN IN TIME

Hope is a fleeting, fragile thing, made more so by the flames of war that consume the galaxy. Yet the Masque of Frozen Stars clings to its faintest glimmers, believing that they will have a hand in the ultimate resurrection of the Eldar Empire. Across the celestial wilds of the Eastern Fringe, their Troupes defend the many Eldar maiden worlds, for they firmly believe that these will be the cradle of the civilisation to come.

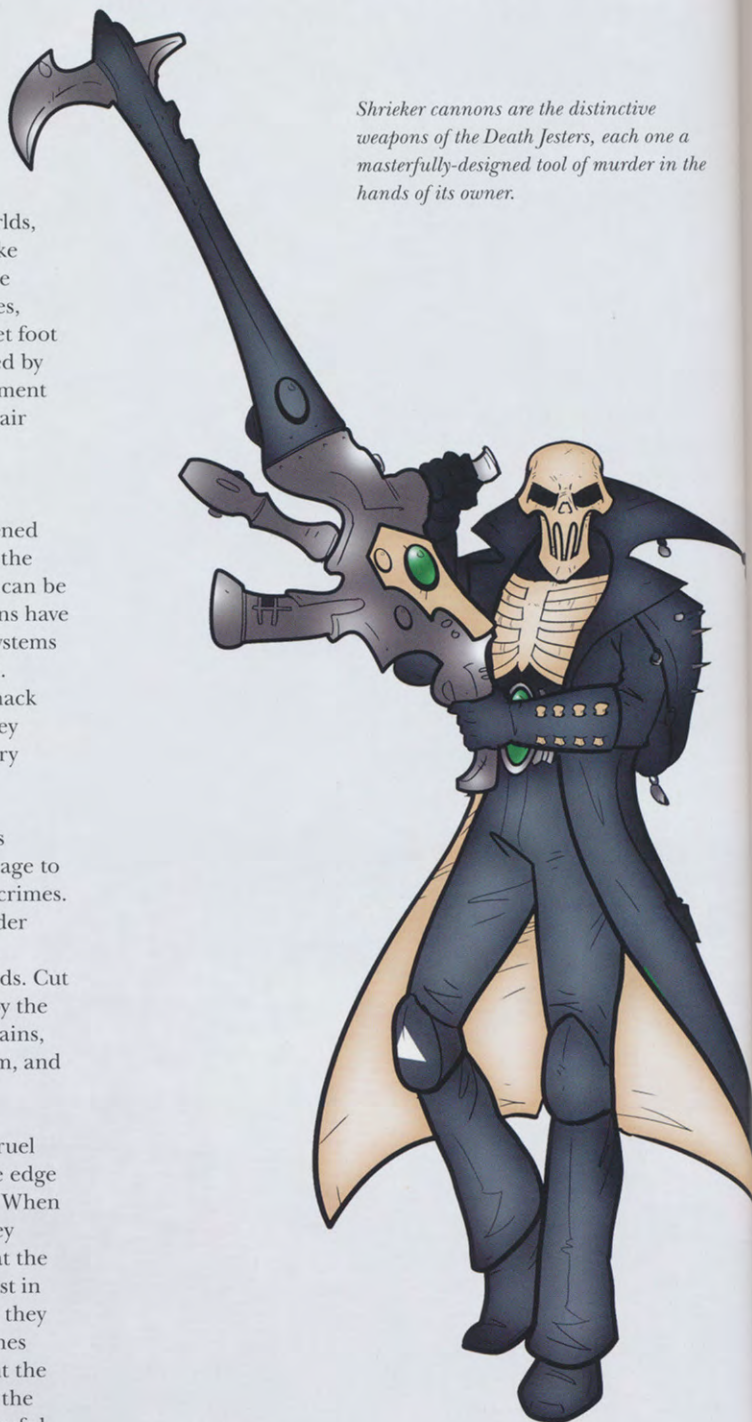
For the Masque of Frozen Stars, it is inevitable that the Eldar will once more dominate the galaxy. They work towards the ascendancy of their race so that it might once again spread out among the stars. They believe that from the fires of resurrection a new golden age will emerge, and the sparks that will ignite this glorious restoration are the maiden worlds, the perfect planets crafted in ancient times. Moving like silent shadows through the branches of the webway, the Frozen Stars have become the guardians of these places, exterminating any who dare trespass upon them. To set foot within the glades and vales of a maiden world protected by the Frozen Stars is a death sentence, and from the moment an invader takes their first breath of the planet's pure air their life is forfeit.

To the Masque of the Frozen Stars, all other races are vermin, whether they consider themselves the enlightened masters of solar civilisations or have existed as long as the Eldar themselves. If the Eldar race is to prosper, none can be permitted to impede their progress, and the Harlequins have no qualms about engineering the downfall of entire systems so that even a single maiden world might be preserved. However, the Frozen Stars are not base butchers that hack away the tainted meat of the galaxy. When they kill they do so with a dark joy and wicked sense of humour, every monstrous act both a lesson and a punishment.

With exacting precision the Players of the Frozen Stars choose the perfect time and place to do the most damage to their foes, killing them in a manner befitting of their crimes. The Harlequins will infiltrate an invading vessel, murder the crew and send the ship tumbling off into the void, stranding entire armies on the surface of maiden worlds. Cut off from aid, their enemies will be led a merry chase by the Harlequins through tangled forests and frozen mountains, until at last the world they sought to conquer kills them, and their bodies fall to feed its rich soil.

The planet Sibleos still stands as a testament to the cruel humour of the Masque of Frozen Stars. Resting on the edge of Tau space, it had survived for centuries untouched. When the first Tau scout drones breached its atmosphere they beheld an untouched world ripe for colonisation. What the Tau could not know was that they were merely the latest in a long line of trespassers, and the ground upon which they built their settlements was already seeded with the bones of those who had come before. In a single bloody night the Harlequins launched a dozen attacks against the Tau, the Frozen Stars bursting forth from the shadows like vengeful spirits. Carving a path through the Tau settlements, they left only a single Tau Shas'ui alive. Imprisoned in a cage made from his own battlesuit, the Harlequins projected his image into the void. Any Tau that came after would be subjected to his piteous warnings and see the fate that awaited them.

Shrieker cannons are the distinctive weapons of the Death Jesters, each one a masterfully-designed tool of murder in the hands of its owner.



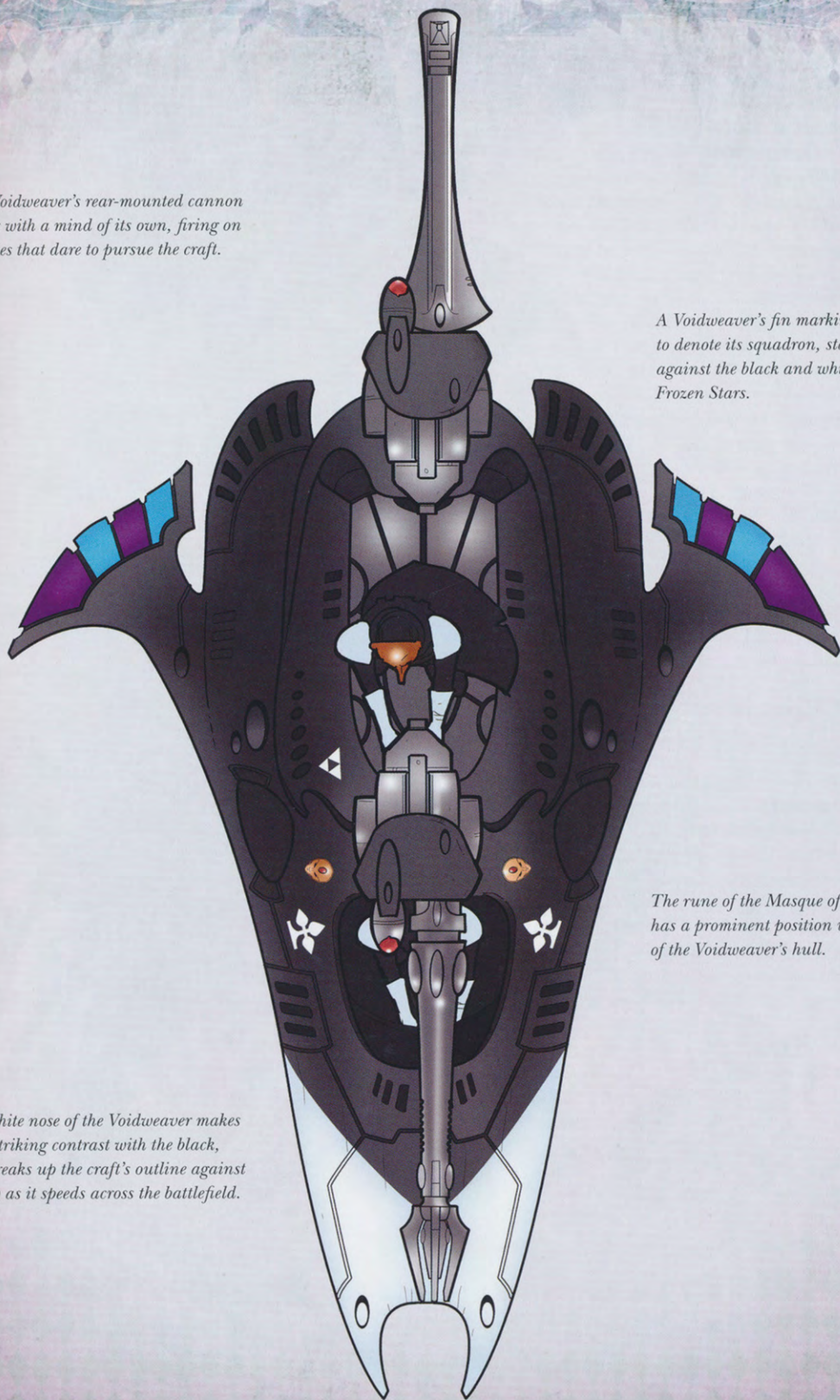
A Death Jester will slowly appropriate the colours of a masque, while retaining some of his own iconography.

The Voidweaver's rear-mounted cannon moves with a mind of its own, firing on enemies that dare to pursue the craft.

A Voidweaver's fin markings are used to denote its squadron, standing out against the black and white of the Frozen Stars.

The white nose of the Voidweaver makes for a striking contrast with the black, and breaks up the craft's outline against the sky as it speeds across the battlefield.

The rune of the Masque of Frozen Stars has a prominent position upon the side of the Voidweaver's hull.



Grotesque Mask

The grinning mask of the Troupe Master shifts through a number of expressions of sardonic amusement, even as its wearer tears apart his foes with precise blasts and weapon blows.

Harlequin's Kiss

An iconic weapon of the Harlequins, the kiss swiftly turns its victims' innards into a gory slurry.

Holo-Suit

Woven into the Harlequin's motley, the holo-suit flickers and shifts through billions of potential shades and shapes, distorting the wearer's outline in a burst of colour and disorienting any who might try to land a blow against them.

Fusion Pistol

Few things can survive a hit from a fusion pistol – its beam superheats the target until they literally evaporate in a cloud of bloody steam.

Troupe Master's Greatcoat

Harlequins have an undeniable flair for the dramatic, and their Troupe Masters are no different, leaping into battle with their long flowing greatcoats streaming behind them.



MASTERS OF FATE

He placed the mask over his face, its cold surface more real than his own. Peering out into the perpetual twilight of the webway, he could see his brothers and sisters, their masks a carnival of expressions – leering, smiling, smirking and laughing back at him. Like a flicker of light, the Troupe Master ran through the midst of their gathering, and without a word they took chase. Running faster and faster he sprinted beside his fellow Players, each one now readying blades, bolas and slim-barrelled pistols. Then the Skyweavers descended from the gloom above, and with an effortless motion a dozen charging figures vaulted into the air. Joining them, he landed in the saddle of the Skyweaver, unlimbered his wickedly curved glaive and tucked it under his arm. In front of him the pilot bent low over the jetbike, throwing her weight forward as it shrieked toward a glinting golden portal amid the shadows.

Amid a cacophony of howls, his Skyweaver screamed out into a lurid purple jungle, a dozen other mounted Harlequins at his side. With practised ease he flicked out his zephyrglaive as the host descended into a swarm of alien horrors. From below, talons, claws and fangs snapped at the Skyweaver as it darted past. Swinging his blade around his head he hacked off limbs, heads and claws with skilful economy, just a fraction of a second between each blow. Then, a four-armed creature leapt out of the fray, clawing its way up the nose of the jetbike. With effortless grace he swung down under the Skyweaver, coming under the beast with blade in hand. The creature reached out with taloned claws to tear him to pieces, but he was quicker, and in a blur of shimmering steel sent its corpse tumbling away to crunch on the ground below.



Every Harlequin takes a role within the masque, shedding his past like a discarded cloak so he might better serve the Laughing God. On the streets of Commorragh or within a Craftworld's wraithbone corridors, each Harlequin wears this unique persona, mirrored in his mask and choice of motley. Troupe Masters are even further removed from who they once were, all vestiges of their personality subsumed by dedication to their Troupe. The means by which a Troupe Master is chosen bears no relation to the rigid hierarchies of some military organisations. Only by unanimous consent will they ascend, and then often only for the duration of a single performance or battle. However, it is the nature of the Harlequins to give into compulsion and obsession, and so there is always a risk of a Troupe Master becoming consumed by his role, especially if his masque casts him in the part of leader and warlord repeatedly.

From these enigmatic and driven warriors are born the Great Harlequins – individuals who grow to personify the dedication of their kind to the Laughing God. Many such individuals come from masques given to constant battle or conflict, such as the Masque of Frozen Stars – the unspoken guardians of the Eastern Fringe's maiden worlds. Behind his mask, the Great Harlequin observes the war unfolding before him. Like the mythic cycles of the Eldar, each campaign is an epic act in a play that charts the rise and fall of the Harlequins' race. For the Frozen Stars, the Eastern Fringe is the stage upon which the Eldar's fortunes will be reclaimed, and its maiden worlds the prize.

Each warband and Troupe Master has a different part to play in this drama, and their roles depend on whether they walk the path of the Light, the Twilight or the Dark. Given to grand gestures and heroic action, Troupe Masters of the Light recreate the legendary deeds of old, giving life to tales of ancient Eldar heroes and gods made flesh once more. The Deadly Dance of the Twelve Players and the Twice-slain Solitaire are both well-known battles fought by the Light Troupe Masters. They tell of heroes risen anew and enemies overcome by the timeless grace and dominance of the Eldar.

By contrast, Troupe Masters of the Twilight have become supporting players to some of the Eldar's greatest wars in the Eastern Fringe, guiding their kin to worlds and foes so that they might orchestrate glorious victories. It was the followers of the Twilight Path that allied with the warhosts of Biel-Tan to sever a tendril of Hive Fleet Kraken as it descended on the maiden world of Ethero. Using secret paths in the webway, the Eldar fleet was able to cut away at the edges of the Tyranid invasion, while the Harlequins' Shadowseers created a mass illusion mimicking a prey world that lured a dozen hive ships into the heart of Ethero's star.

The deeds of the Dark Troupe Masters are more nefarious still, and their villainy on stage is reflected tenfold upon the battlefield. Drecroth's Last Gleaning and the Pit of Teeth are both examples of the deeds the Frozen Stars will commit to ensure the preservation of the Eldar, each tale charting the death of entire civilisations and the doom of worlds. No price is too high when it comes to the future of their race.



THE DEADLY MAIDEN

This collection depicts the Masque of Frozen Stars as it spills forth from the webway to defend a maiden world. Though small in size, and relatively lightly armed and armoured, the masque's speed and unequalled stealth allow it to strike down foes many times its number. This is especially true in the densely forested glades of a frontier planet or the narrow alleyways of a rubble-choked city. Light of foot and supported by swift-moving skimmers, the Harlequins move across the ground in a blur of prismatic light.

Fear and confusion are as much tools of the Harlequin masques as their monomolecular blades and shuriken weapons. The Shadowseers of the Frozen Stars play a vital role within the masque by spreading terror and uncertainty among their enemies. In the defence of a maiden world, their tactic is to make their foes feel as if the planet itself has turned against them, paranoia eventually driving them on to a bloody death. Using psychic trickery, the Shadowseers sow panic and discord among the invaders. Trees seem to loom over their enemies, while shadows grow thicker, and

everything that flies, slithers or crawls becomes another horror for their foes to face. When the Harlequins finally spring forth from the darkness their opponents are already paralysed with fear or shooting wildly into the night, making them easy prey for the agile warriors.

With deadly speed, the Starweaver and Voidweaver in this collection steal through the wilderness like rift-sharks closing upon their prey. These sleek craft provide the masque with rapid transport and a mobile weapons platform. In the untamed wilderness of a maiden world, skimmers give the Frozen Stars a distinct advantage over largely ground-locked foes like the Imperium and the Orks. As slab-sided battle tanks or ramshackle trucks slog through overgrown woods and sucking swamplands, the Harlequins glide gracefully over the landscape, picking off their foes from above.

Always in the midst of the Troupe are the Players, clad in the white and black domino livery of the masque. Their golden masks reflect the terror on the faces of their enemies as they cut them down for trespassing upon the Eldar's domain.



LAUGHTER IN THE SHADOWS

Death Jesters represent the oblivion that stalks all mortal creatures, and they exult in their role as killers. As defenders of the maiden worlds these grim warriors are the spectre of doom that haunts the dark woods and deep jungles, their pitiless laughter mocking their enemies even as they scythe them down with storms of shrieker cannon fire.

On the surface, Death Jesters fill a role similar to the heavy weapons troopers of other races, able to lay down impressive volleys to support their brothers. However, the part of the Death Jester is so much more than this. Their warped humour and capricious demeanour compel them to seek out the most horrific of kills – striking down officers as they inspire their men or firing bio-explosives into their foes so they murder their own troops in showers of bone fragments and bile. Worse perhaps than the means by which they slay their foes is the grisly examples they leave behind when they are done. Bones arranged in garish patterns, trees hung with gently swaying body parts and even corpses filled with caustic bio-bombs are all hallmarks of the Death Jesters.

A: The Maiden's Blade and Blood

B: *Reaver's Gift*

C: Riders of Stinging Stars

D: *Void Ghost*

E: *Fall of Stars*

F: *Solitaire*

G: *The Haunting Death*



A DEBT OF MURDER

Solitaires are often drawn to the Masque of Frozen Stars upon the eve of an assault against the invaders of a maiden world. This is sometimes known among the masque as the Laughing God's Debt or the Debt of Murder – an ancient covenant laid down between Cegorach and Isha.

His golden horned mask glinting under his purple and black coat, the Solitaire of the Masque of Frozen Stars strikes a sinister figure. That he is the embodiment of She Who Thirsts among the Troupes only adds to this mystique of murder. Enacting the Laughing God's Debt, the Solitaire kills quickly to gather souls for his god.

Here the Solitaire lunges forward, Harlequin's kiss raised to strike. A horrific weapon in the hands of a Player, it becomes truly terrifying when used by a Solitaire. Time after time the lone warrior will land perfect blows with this weapon, each time leaving a hollowed-out corpse in his wake.





DEATH AND SHADOW

Few manage to survive setting foot upon a maiden world that is under the protection of the Masque of Frozen Stars. However, those who do often babble terrified tales of death and shadow. In their role as protectors, the masque's Shadowseers and Death Jesters become vengeful phantoms, their weapons as much the subjects bone-chilling stories and dark myths as they are physical objects.

Like the spectres of the restless dead, these distinctive figures move among the blighted woods and tangled swamps of their adopted worlds, one a grinning mask of death, the other a blank golden face promising nightmares undreamt of. As part of this collection, these two miniatures make for impressive centrepieces. As leaders and specialists, their unique and powerful abilities enhance the army, while their appearance – so different to that of other Harlequins – draws the eye and enhances a collection already replete with character and movement.



THE FALL OF STARS

The striking contrast between black and white defines the Masque of Frozen Stars. Darting through the gloom of the webway or the shadowy woodlands of their precious maiden worlds, they become flickering shapes of light and darkness. Spot colours on their costumes – such as their burnished gold masks or deep purple braids and topknots, enhance the simplicity of their colour scheme.

The yellow and turquoise sashes and ribbons help to differentiate between the squads in the collection. For the Harlequins, these minor variations in costume are key to their roles in performances and in battle. This variance in colour gives the force an appealing tabletop presence, brightly accenting the striking monotonous of their body-suits.





VOID GHOST

Voidweavers are the deadly spectres of the Masque of Frozen Stars, stealing through the darkness to shred their foes in volleys of precise shuriken fire. Painted using the same colours as the squads of Harlequin Players, these streamlined vehicles also carry the masque's unique symbols and icons – such as the clover-like rune of divergent chance. This is an important icon for the Masque of Frozen Stars as it echoes their ambition to steer the Eldar race down the myriad pathways of fate towards glory once more.

Voidweavers have many of the same characteristics of other Eldar vehicles, and at a glance it is apparent that the craft share a common technological heritage. However, Harlequin skimmers differ from their counterparts in the form of unique hull adornments such as the mask reliefs that flank their hulls.

RIDERS OF STINGING STARS

Speed and surprise are key elements in the way the Harlequins wage war. When the Masque of Frozen Stars comes to the defence of a maiden world they are often outnumbered many times over by their foes, and to invite open battle would usually be suicidal. However, this is where units like the Skyweavers come into their own. Able to strike swiftly and with almost no warning, the masque's jetbike units can lay waste to entire enemy formations, falling back beyond the reach of counter-attack before the enemy can recover their wits.

This collection includes two squadrons of Skyweavers. Though these units are relatively small, they are equipped with weapons capable of slaying most foes while remaining swift enough to avoid incoming fire. Combined with a durability over and above the jetbikes of other Eldar, Skyweavers are a potent addition to any Harlequin force.

Skyweavers and their crew are fantastically detailed models, incorporating all of the aspects of the Harlequin's regalia. Painted a starkly contrasting black and white pattern, the Masque of Frozen Stars' Skyweavers are like living shadows as they scream across the ruins of cities and smoking battlefields. Their black hulls also offer the perfect opportunity to add Eldar and Harlequin runes – even small symbols stand out and draw the eye. Alongside the masque's prominent rune of divergent chance, others, such as triangular pilot badges and squadron markings, adorn the chassis of the jetbikes.

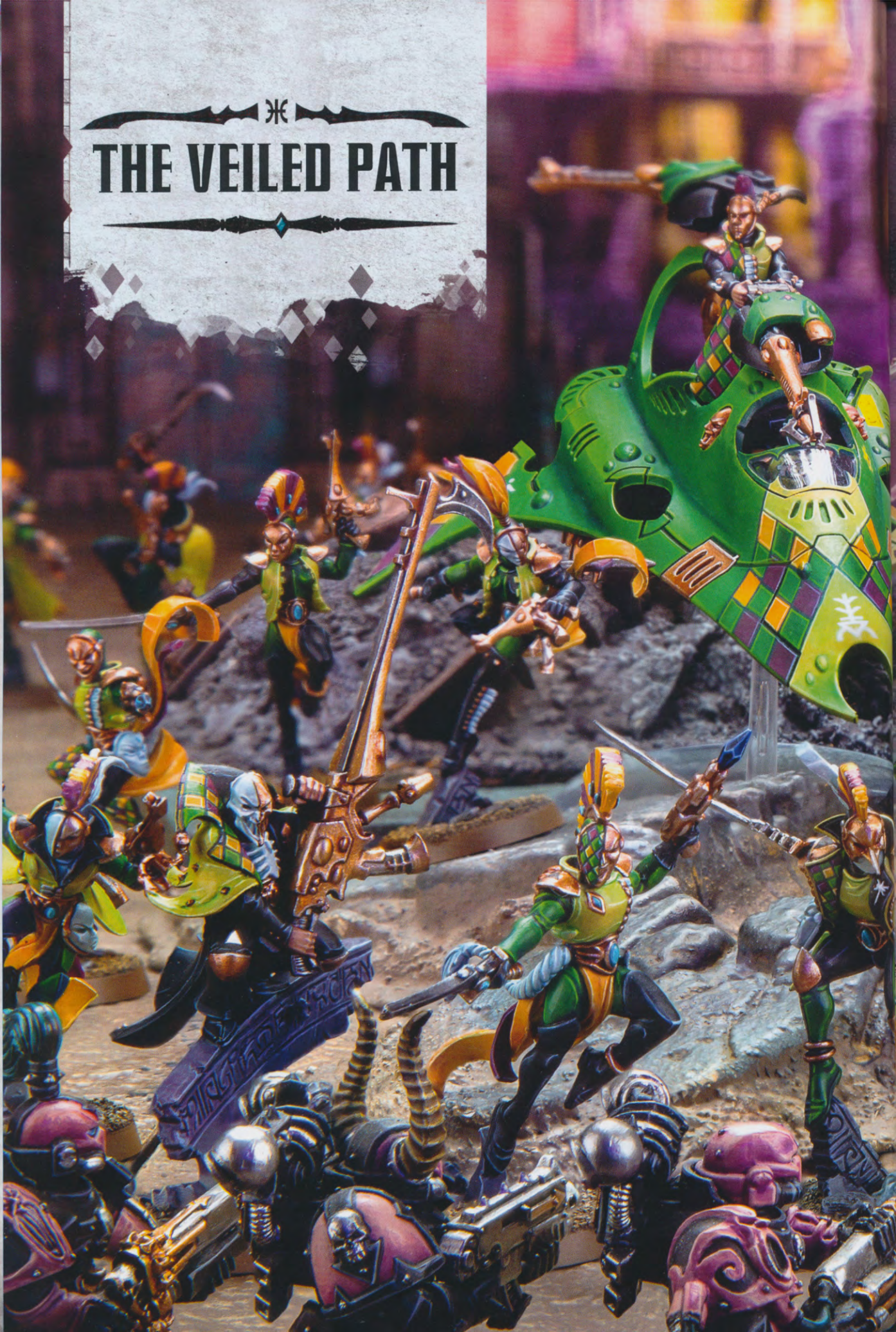
The riders themselves also have their own icons of the Laughing God, picked out in gold upon neck chains and holo-suit pins. Used sparingly, these shining metallic additions complement the bold black and white colours of the masque. The golden masks of the riders match that set into the Skyweaver's prow. To the Harlequins of the Frozen Stars, it is a symbol of hope – the brilliant, nobly cast Eldar face promises a bright new dawn for their race, paid for with the blood of their enemies.





✠

THE VEILED PATH





A MANY-FORKED PATH

The winding ways of the Veiled Path twist and turn around their foes, binding them in deadly plots and dangerous games. Master manipulators and pitiless tricksters, their actions have brought about the downfall of worlds and the death of kings. This is all part of the mysterious designs of their Shadowseers, who bend the galaxy to their will.

Only the desperate or unwise would willingly trust the Masque of the Veiled Path, such is their duplicitous reputation. Even other Harlequin masques are wary of their unpredictable kin, knowing that even they could fall victim to the Veiled Path's plots. However, staying clear of the masque is no easy task, as both their allies and their enemies soon discover. The Veiled Path seldom announces its presence, instead preferring disguise, misdirection and deceit in their dealings with others. A commander or lord might find that the fortuitous aid of the Harlequins comes at a terrible cost, manoeuvring his forces into an untenable situation or pitting them against an unexpected foe. Playing the role of fate, Shadowseers of the Veiled Path are experts in discerning the desires of others and showing them what they want to see. Autarchs, Archons and even human warlords have all been tricked into action by their machinations, guided by dreams of victory and glory toward a route laid out by these mysterious Harlequins.

Many are the stories told among the Eldar about the foolish pride of generals or the greed of warlords, such as the Death of Yulaenesh, the Hundredfold Beast, Guralien's Hopeful Lament and the Forking of the Road. Tales such as these often influence the saedath of the Veiled Path, as the use of the enemy's hubris in leading him to his own downfall is regarded by them as a high art. In the Death of Yulaenesh, the eponymous character is led astray repeatedly by a hooded stranger, each bargain causing him to commit crimes more monstrous than the last until his punishment at the hands of unseen powers is all but inevitable. The Hopeful Lament follows the trials of Guralien as he travels the webway to find the lost souls of his people. The persona of the Ghost of Favour and Folly that guides Guralien is often assumed by Shadowseers of the Veiled Path, and the shades which haunt the webway are often enacted by its Players.

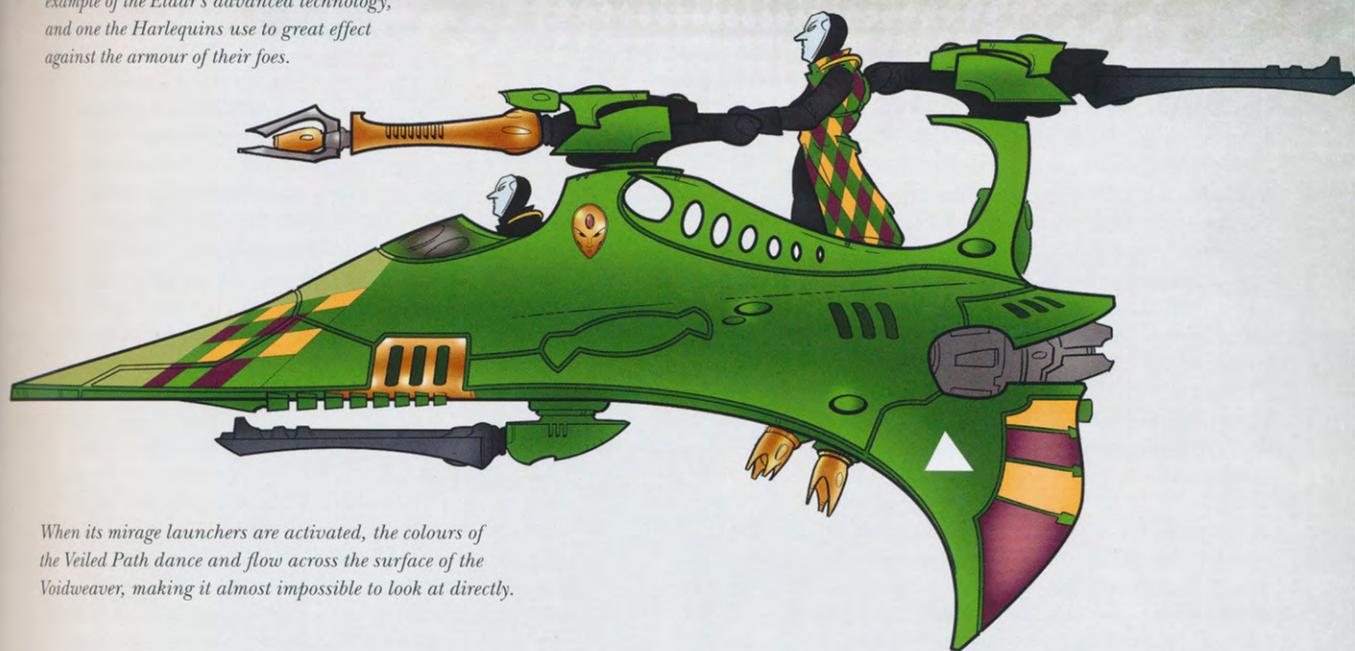
Despite its reputation for subterfuge, the masque engenders a cautious respect in its peers, as none can deny its countless victories. Striking unexpectedly from the webway, the Veiled Path have appeared many times to turn the course of a pivotal battle or war. Guided by the calculated schemes of their Shadowseers, they attack key foes or formations, always using a precise balance of violence and misdirection to bring about the outcome they desire. Ork warlords, Space Marine Captains and Tau commanders have all had their plans sent awry by the untimely arrival of the Veiled Path – sometimes mistakenly believing the Harlequins to be allies only to discover too late they have been manipulated. The purge of Xerla IX typifies these tactics, when the Cadian 1117th were almost overwhelmed by a daemonic incursion. The Veiled Path's intervention saved the world by turning the Daemon lords upon themselves, but in the aftermath they lured the surviving defenders into the 'safety' of the webway, whereupon they vanished without a trace.

The Skyweavers of the Masque of the Veiled Path exhibit the same colours worn by the Troupes on the ground, the single pale green fin providing an eye-catching contrast to the darker green chassis.



The Skyweaver rune on this jetbike's canopy symbolises both the serpent of Eldar myth and the act of sowing confusion among the foe's ranks. The rune of the inverse enigma is also displayed on the Skyweaver's right fin to mark it out as belonging to the Masque of the Veiled Path.

The haywire cannon is a highly destructive example of the Eldar's advanced technology, and one the Harlequins use to great effect against the armour of their foes.



When its mirage launchers are activated, the colours of the Veiled Path dance and flow across the surface of the Voidweaver, making it almost impossible to look at directly.

The half-mask worn by some Players of the Veiled Path symbolises the twinned nature of fate and death.



Fusion pistols are a common sight amongst the Troupes – they are compact enough to wield effectively at close quarters and have the potential to reduce even a Space Marine to atoms.

THE VEILWALKER

Shadowseers are experts of psychic trickery and manipulation, their every action carefully chosen to beguile and deceive their foes. Even amongst their own kin, the seers of the Veiled Path are especially adept at misdirection. A role traditionally assumed by the Shadowseers of this masque is that of the Veilwalker – a being who is said to stalk between the twilight shadows of empires, changing the fate of millions at a whim. In battle the Veilwalkers often act as unseen commanders, guiding their forces into combat from behind a shroud of illusion. Before a Veilwalker even sets foot upon the cursed soil of a warzone, they have already outmanoeuvred their enemy. It is their ultimate plan that the Masque of the Veiled Path brings their foes to battle exactly when and where they choose, so that they might strike with the greatest effect.

Throughout the millennia, the footsteps of the Veilwalker have left almost imperceptible prints upon the sands of time. It was a Veilwalker that manipulated the Noble Xander Krast into averting Waaagh! Garshok's destruction of the Exodite world of Selesti. In the guise of a human woman, the Shadowseer engineered Xander's exile, tricking him into murdering a fellow Noble to win her love. The Veilwalker then used Xander, now piloting the Freeblade Knight Iron Redeemer, to change the course of a war and ultimately avert the invasion of Selesti before it even began.

During the Tau Third Sphere of Expansion, a Veilwalker was responsible for the Tau colonisation of Maudlin III. Cloaked in illusion, the Shadowseer came before the Water caste ambassadors as the supplicant leader of an alien civilisation. With carefully chosen words and overtures of peace, she told them of her world, Maudlin III. The Tau were tricked into landing there, expecting a welcoming xenos world-state, though what they found was only blood and death. By bringing life to the relatively dead world, the Shadowseer had lured a tendril of Hive Fleet Kraken from its course, and for the price of tens of thousands of Tau lives, a webway portal was spared from the Tyranids.

Perhaps the Shadowseers' greatest influence, however, has been upon other Eldar. It was a Veilwalker who convinced Prince Yriel to take up the cursed Spear of Twilight. By placing the powerful artefact in the hands of one as capable though impetuous as Yriel, the fate of Craftworld Iyanden was forever altered. And yet, the Veiled Path was not done with Yriel. After the Battle of Dûriel the Autarch sought to lay down the spear, hoping to free himself from its life-sapping curse once and for all. Once again the Veilwalker appeared, showing Yriel visions of Daemons loosed upon the galaxy and the rebirth of Eldar gods. His resolve renewed, the prince hefted the spear once more, and the Shadowseer returned to the darkness.

Aluras Tas-tareth fell to his knees and cursed the gods, both living and dead. In all directions throughout the burning forest corpses lay tangled and blackened, the Eldar warrior kneeling alone among a sea of smouldering, reeking death. What folly had led him here, what pride had guided his hand to strike at this world when the price would be so high? A whisper of movement among the dead trees reached Aluras' ears and in a blur of motion he was on his feet, power blade humming expectantly in his hand. But it was not one of the armoured human soldiers he beheld. It was the Veilwalker. She moved with an ethereal grace through the charred battlefield, her blank mirrored mask reflecting the twisted expressions of the dead and the burning woods.

'Why did you send me here, seer?' Aluras demanded.

Silently the Veilwalker extended her arm, and the surroundings changed. Time seemed to wind backwards, only Aluras and the Veilwalker untouched by its passing. Fire swept around them, and as it receded grass erupted from the scorched ground. The corpses healed before Aluras' eyes, jerking to their feet, their skin fading from blackened meat to pale flesh. In reverse the Eldar warrior watched the battle he had just fought play out. Human soldiers in hulking suits of armour staggered backwards into the woods, their weapons sucking rounds from the air with stifled coughs of flame. As Aluras watched, a Guardian raggedly rose to his feet, his chest a ruin of meat and bone. Then, like an imploding star the wound began to close, a tiny missile taking shape among the rent before streaking off back toward its firer.

Faster now time span backwards, the Eldar retreating into orbit aboard their graceful ships, while the humans returned to their crude dwellings. Aluras saw himself, aboard his flagship, the ghostly crystal tactical matrix reflected in the eyes of his captains. He could see he was about to issue the order to attack and send his warhost down onto the world's surface and purge its forest of the cursed human invaders. Then time paused. Aluras beheld the frozen moment, trying to read the expression on his own face, wondering how he could not have known the cost to come. Slowly at first, then gathering speed, time once more flowed forward. Only this time he saw himself make a different choice, and from the world's surface, Aluras saw the graceful Eldar fleet slip away into darkness.

In a blur of years time sped forward. The world's forests vanished under the relentless expansion of the humans, once verdant continents turned into vast industrial wastelands. As the cities ran rampant so too did the planet's population swell, until humans marched and toiled in their billions under dark, overcast skies. And then a change came upon the humans, new twisted leaders rose from within their ranks and the cold grey of their dreary world was replaced with a nightmarish shrine to the Dark Gods. In their billions, the people of the planet were led into the stars by their new masters, and with growing sorrow Aluras watched as they laid waste to systems uncounted.

All at once the Veilwalker's illusion vanished, and the Eldar stood once more amid the burning wood and bodies. Without a word Aluras nodded to the Shadowseer, and walked away.

Creidann Launcher

As the Shadowseer weaves among the fray his creidann launcher hurls hallucinogen grenades into the air, sowing madness and confusion among his enemies.

Mirror Mask

In the mirrored surface of his mask, the Shadowseer's foes see their own twisted fears reflected back at them.

Shuriken Pistol

Just as deadly as its larger cousin, the shuriken catapult, these pistols can fire rapid streams of razor-edged rounds into their targets.

Tokens of Cegorach

The Shadowseer's costume is marked with sacred symbols and glittering tokens that dance and shimmer as he moves, each one a dedication to the mysterious ways of the Laughing God.

Miststave

Crafted from psycho-reactive materials, the miststave enhances and expands the powers of the Shadowseer, and can be used to weave illusions or bring swift death to foes.



A: *Shadow of the Sun*

B: *Fate Unravelling*

C: *The Veilwalker's Path*

D: *The Dance of Veiled Death*

E: *Needles of Chance*

F: *The Jester's Mangled Mirth*

G: *Solitaire*



THE VEIL DESCENDS

The methods of the Masque of the Veiled Path have always been centred around manipulation and deception. The masque gathers the fruits of plots long in the making, bringing rival factions into conflict or assassinating key figureheads in order to change the course of a battle, and altering the path of history in the process. Guided by the visions of its Shadowseers, the masque will apply just enough pressure to see its goals fulfilled. Just as a single raindrop can trigger a landslide, so do the Veiled Path seek to nudge fate in the direction of their choosing.

Even for a relatively small force such as this, the Harlequins are frighteningly effective. With their lithe-limbed speed and shimmering holo-suits to protect them, small bands of Players seek out the weak links in an enemy's formation. This might be a lone officer, a damaged war machine or even a vital location such as a comms-array or observation nest. Like smoke through razor wire, the Veiled Path slip past the defences of their foes and come crashing down upon them in a storm of flickering light and flashing blades. Even



outnumbered many times over, a single Player is more than a match for his foes, tumbling through the clumsy swings and wild shots of his opponent to land fatal blows with unerring precision. Such is the speed of a Harlequin assault that a foe might never even know he is under attack before oblivion claims him. Then, as swiftly as it struck, the masque falls back to the safety of the webway, leaving its enemies to count the dead and wonder what hidden plan the Veiled Path might have set in motion.

More often than not, those who face the Masque of the Veiled Path have no knowledge of their enemy's intentions, nor even the identity of the motley-clad assassins carving a trail of corpses through their ranks. So it is that a wave of confusion and carnage rolls across the enemy army. As the nimble Players dance among the foe, Death Jesters grimly tear apart massed ranks of infantry. Chuckling with morbid glee, these bone-clad killers pick off prominent targets, their orchestra of murder carefully choreographed to complement the intricate plans of the Shadowseers.

A SOLITARY FATE

Amongst the coiled plots of the Veiled Path, the Solitaire is often an element of chance within an otherwise predetermined strategy. Not even the prescient seers are able to predict for certain the part these lone warriors will have to play within their plans. However, the presence of the Solitaire is cautiously welcomed by the Masque of the Veiled Path. Though the Harlequins may be wary of him, they cannot deny the Solitaire's prowess in combat, nor the devastating effect he has upon the enemy's morale.

More than one battle has been won by the Masque of the Veiled Path after the intervention of a Solitaire. Appearing as if from nowhere, the doomed warrior bounds out of the centre of the Troupe – mistaken at first by allies and enemies as another Player, until his distinctive mask is revealed. The intervention lasts only for a few seconds, the Solitaire appearing and just as swiftly disappearing at a single crucial moment of combat. These abrupt battlefield performances lend credence to the masque's belief that the Laughing God personally approves of their machinations.



STRANGE ALLIES

Though the schemes of the Veiled Path are often impossible to follow, even for other Eldar, they become even more convoluted when the shadow of the Solitaire falls upon the battlefield.

Clad almost entirely in dark colours, the Solitaire stands out from the rest of the models in this collection, aptly reflecting his role as a wild card in the plans of the Veiled Path. His yellow sash and the purple lining of his greatcoat tie him into the rest of the force, whilst the omission of the distinctive green sets him apart from the Troupes.





TANGLED WEBS

With their sinister blank masks and concealing hoods, the Shadowseers of the Veiled Path are an unsettling vision to behold. As the puppet masters of fate, their identities are forever secondary to the webs of intrigue they weave.

The featureless aspect of the Veilwalker makes for a great contrast with the other Harlequins, whose characterful masks echo the roles they have chosen to play. Amid a sea of multitudinous expressions, the Shadowseer remains apart, his true intent hidden behind his inscrutable mirrored visage.



SHADOW OF THE SEER

The role of the Shadowseer within the Masque of the Veiled Path is vital one. They often take their place at the forefront of the fighting where they can use the powers of phantasmancy to influence the battle. Clad in green and yellow, the Shadowseer blends in with the Players around him, the purple-tinted ruins over which they leap adding to their unified appearance.



SHADOW OF THE SUN

Like the mythical serpent from whom they take their name, the Voidweavers are predators of the sky. Mirroring the Harlequins themselves, they are things of speed and agility, protected by the reality-distorting effects of their mirage launchers and the skill of their pilots. The Masque of the Veiled Path are masters of the judicious use of force, applying just the right amount of pressure to exactly the right place for maximum effect. In this collection, the Voidweaver effortlessly pierces the defences of its foes to pick off key strategic targets with its formidable array of mounted weaponry.

The Voidweaver in this collection has been armed with a haywire cannon – an impressive weapon unique to the Harlequins – offering the force some potent firepower and the ability to deal with heavy vehicles and enemy tanks. In addition to this eldritch weapon the skimmer also boasts an array of shuriken cannons to deal with more lightly armoured targets. The rear-mounted shuriken cannon can be fired by automated targeting systems, meaning that the weight of fire even one of these nimble craft can lay down is formidable indeed.



THE DANCE OF VEILED DEATH

In battle, Harlequins are constantly in motion, a fact that these miniatures capture with their dynamic poses and flowing clothing. This appearance lends itself to the philosophy that performance and war are inseparable concepts for the Harlequins, and even as they fight they hone their attacks into an elaborate spectacle of deadly perfection.



FATE UNRAVELLED

Many foes of the Harlequins believe themselves safe behind hulking fortifications and within the steel bellies of massive battle tanks. Deceptively ephemeral and lightly armed in appearance, the Harlequins of the Masque of the Veiled Path are often mistaken as being unable to match the might of such edifices of war. The Skyweavers of Fate Unravalled quickly put the lie to these assumptions, easily dodging incoming fire whilst blasting the enemy apart with salvos of well-aimed shots.

Armed with haywire cannons, these jetbikes are able to destroy even the most heavily armoured war machine. As they scream by almost too fast for the eye to follow, lancing blasts of cannon fire rip apart energy cores and cogitator banks in a cacophony of mechanical screeches and crackling eruptions.

Just as their sister squad, the Needles of Chance have chosen purple as their squad's colour of identification, so have the Fate Unravalled Chosen blue – shades associated with death and the sky respectively.





NEEDLES OF CHANCE

The Needles of Chance are Skyweavers that thread their way through the chaos and carnage of a battle. Weaving in and out of combat at blinding speed, they pick off key targets so as to tip the course of the battle in the favour of the Veiled Path. Specific targets are chosen with care, leaders singled out and weaknesses exploited. Heeding the subtle direction of the Shadowseers, the Needles perform seemingly suicidal attack runs, only to emerge from the melee entirely unscathed.

The Skyweavers use their speed to always be where they are needed most, whether supporting a crucial assault or slaying the enemy from a distance with shuriken fire. Often, they have come and gone before the foe even realises it, leaving nothing but dismembered bodies and smoking wrecks.

The Needles of Chance bear the masque's colours, both the Skyweavers and riders displaying the distinctive green common to all Players in this collection. The purple upon the riders' crests and the jetbikes' fins distinguish them from their sister squad.



PAINTING GUIDE





THE MIDNIGHT SORROW

SOLITAIRE



BLACK



1 Dark Reaper



2 Fenrisian Grey

After undercoating the model black, apply a highlight of Dark Reaper (1), followed by a fine highlight of Fenrisian Grey (2).

YELLOW



1 Averland Sunset



2 Seraphim Sepia



3 Yriel Yellow



4 White Scar

With a Fine Detail Brush, basecoat the shoulder pads and buckles with Averland Sunset (1). Then, apply a wash of Seraphim Sepia to these areas (2) followed by a highlight of Yriel Yellow (3) and finally a fine highlight of White Scar (4).

MASK



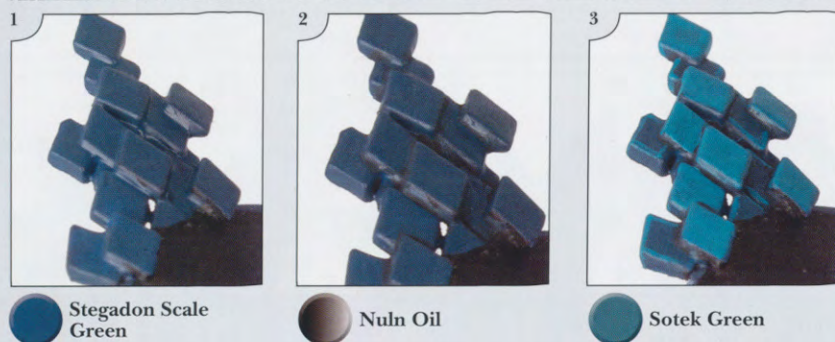
Basecoat with a Detail Brush (1), then add a wash (2). Tidy up the raised areas (3) before adding a final highlight (4).

SASH



Basecoat with Screamer Pink (1). Wash with Nuln Oil (2), then with a Fine Detail Brush highlight the edges with Slaanesh Grey (3).

HOLOFIELD



Basecoat (1), then apply a wash (2). Layer some diamonds and highlight others (3).



Using a Fine Detail Brush, highlight the diamonds Temple Guard Blue (4). Follow this with an edge highlight of Baharroth Blue (5) and finally a White Scar highlight (6).

TOP TIP

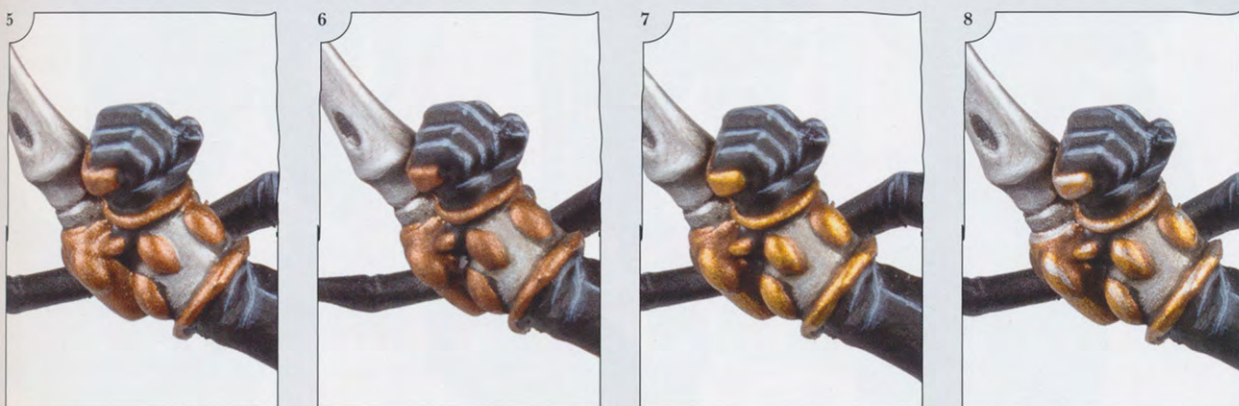
To make the diamond trail look as if it is in motion, leave the bottom diamonds Stegadon Scale Green, the middle layer diamonds Sotek Green, and the top diamonds Temple Guard Blue. Use each layer colour as a highlight for the previous layers, and use Baharroth Blue and White Scar highlights for all the layers.

HARLEQUIN'S KISS



1 **Leadbelcher** 2 **Nuln Oil** 3 **Ironbreaker** 4 **Runefang Steel**

With a Standard Brush, basecoat the weapon using Leadbelcher (1). Next, apply a wash of Nuln Oil (2). Then, using a Detail Brush, add a highlight of Ironbreaker (3). Follow this with a fine highlight of Runefang Steel using a Fine Detail Brush (4).



5 **Balthasar Gold** 6 **Agrax Earthshade** 7 **Gehenna's Gold** 8 **Runefang Steel**

With a Standard Brush, paint the raised parts of the wrist mounting Balthasar Gold (5). Wash these areas with Agrax Earthshade (6). With a Detail Brush highlight with Gehenna's Gold (7). Then, use a Fine Detail Brush to add a fine highlight of Runefang Steel (8).

GEM



1 **Khorne Red** 2 **Evil Sunz Scarlet** 3 **Troll Slayer Orange** 4 **Yriel Yellow** 5 **White Scar**

Basecoat with Khorne Red (1). With a Detail Brush, paint the top of the gem Evil Sunz Scarlet (2). Now, highlight this area with Troll Slayer Orange (3) followed by a fine highlight of Yriel Yellow (4). Finally, add a dot and line of White Scar for the reflection (5).

MOTLEY



 Caledor Sky



 Lothorn Blue



 Abaddon Black

Begin with a basecoat of Caledor Sky (1). Add a layer of Lothorn Blue (2). With a Fine Detail Brush, apply Abaddon Black lines (3).



 Abaddon Black



 Mephiston Red



 Evil Sunz Scarlet

Carefully add a set of lines to create a lattice pattern (4). With a Fine Detail Brush, fill in the checks (5) then highlight these areas (6).



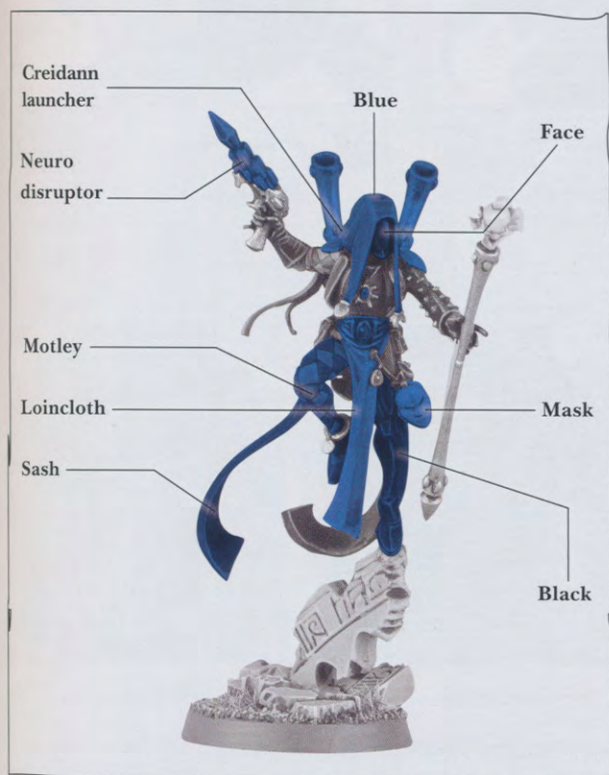
 Baharroth Blue

With a Fine Detail Brush, apply a thin edge highlight to the inside of the blue checks using Baharroth Blue (7).

TOP TIP

When painting any symbols, designs and patterns, we always recommend practising on a test model or a piece of paper. Start your design big and gradually make it smaller and smaller until you're confident with the pattern you have. When you've done this, you should find it much easier to paint the pattern onto the final model.

SHADOWSEER



BLACK



1 Chaos Black Spray



2 Dark Reaper



3 Fenrisian Grey

Undercoat the model with Chaos Black Spray (1). Then, add a highlight of Dark Reaper (2) and a fine highlight of Fenrisian Grey (3).

LOINCLOTH



1 Averland Sunset



2 Seraphim Sepia



3 Yriel Yellow



4 White Scar

Use a Standard Brush to apply a basecoat of Averland Sunset (1). Then, wash with Seraphim Sepia (2). Using a Fine Detail Brush, highlight the raised areas with Yriel Yellow (3). Finally, with a Fine Detail Brush, carefully add a fine highlight of White Scar (4).

SASH



1 Screamer Pink



2 Nuln Oil



3 Slaanesh Grey

With a Standard Brush, basecoat the area with Screamer Pink (1). Once this has dried, wash the cloak with Nuln Oil (2). Now, using a Fine Detail Brush, carefully add a fine highlight of Slaanesh Grey to the raised areas and edges of the cloak (3).

BLUE



1 Stegadon Scale Green



2 Sotek Green



3 Temple Guard Blue

With a Standard Brush, basecoat the areas that are going to be blue with Stegadon Scale Green (1). Over this, add a layer of thinned Sotek Green (2). Next, use a Fine Detail Brush to add a highlight of Temple Guard Blue to the raised areas and edges (3).

FLIP BELT



1 Balthasar Gold



2 Agrax Earthshade



3 Gehenna's Gold



4 Runefang Steel

Basecoat the belt and other gold areas with Balthasar Gold (1). Then, give them a wash with Agrax Earthshade (2). With a Fine Detail Brush, add a fine highlight of Gehenna's Gold (3). Follow this with a fine highlight of Runefang Steel (4).

CREIDANN LAUNCHER



1 Leadbelcher



2 Nuln Oil



3 Ironbreaker



4 Runefang Steel

Basecoat the metallic areas with Leadbelcher (1). Next, wash with Nuln Oil (2). Once this is dry, use a Detail Brush to add a layer of Ironbreaker, avoiding the recesses (3). With a Fine Detail Brush, apply a final highlight of Runefang Steel (4).

MOTLEY



1 Caledor Sky



2 Lothern Blue



3 Abaddon Black

Basecoat the area Caledor Sky (1). Then, apply a layer of Lothern Blue (2). With a Fine Detail Brush, carefully add a set of lines (3).



4 Abaddon Black



5 Mephiston Red



6 Evil Sunz Scarlet

Once the first set of lines is complete, add another set over the top to create a check pattern (4). Fill alternating checks with Mephiston Red, being careful to leave the black lines visible (5). Now, highlight the edges of the red checks with Evil Sunz Scarlet (6).



7 Baharroth Blue

Finally, using a Fine Detail Brush, highlight the edges of the blue checks with Baharroth Blue, once again being careful to leave the black lines visible (7).



MASK



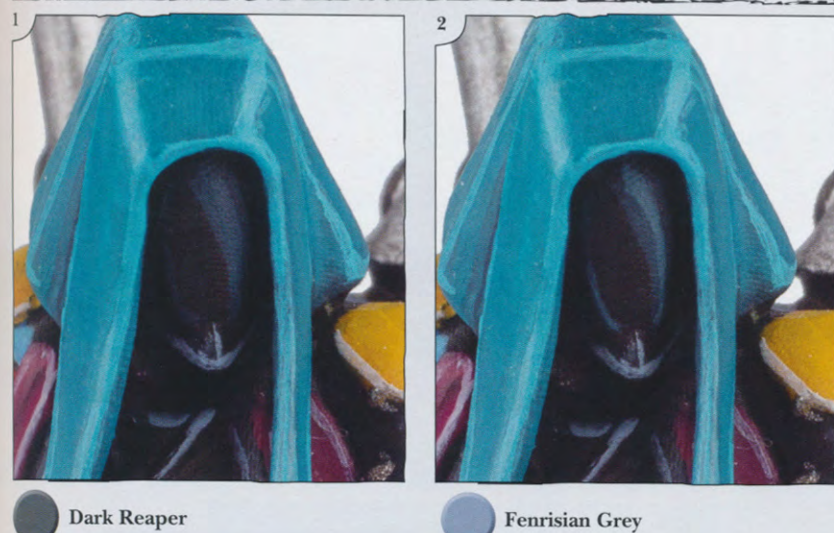
With a Standard Brush basecoat with Celestra Grey (1). Apply a wash of Drakenhof Nightshade (2). With a Fine Detail Brush, layer the raised areas with Ulthuan Grey (3). Finally, add a fine highlight of White Scar to the extremities and edges of the mask (4).

GEM



Basecoat the lower two thirds of the Gem Khorne Red, leaving some of the black underneath visible (1). Highlight the edge of this area with Evil Sunz Scarlet (2), followed by Troll Slayer Orange (3). Now, add a dot of White Scar to the black area (4).

FACE



With a Detail Brush, highlight the edge of the mask with Dark Reaper (1). Now, use a Fine Detail Brush to apply a fine highlight of Fenrisian Grey to this same area (2).

MARKINGS



Markings can be carefully applied to flat areas, such as the Shadowseer's shoulder pads.

NEURO DISRUPTOR



Stegadon Scale Green



Sotek Green



Temple Guard Blue



Baharroth Blue

Apply an even basecoat (1). Then, add a highlight the raised areas (2) followed by an edge highlight (3) and an extreme highlight (4).

POUCH



Mechanicus Standard Grey

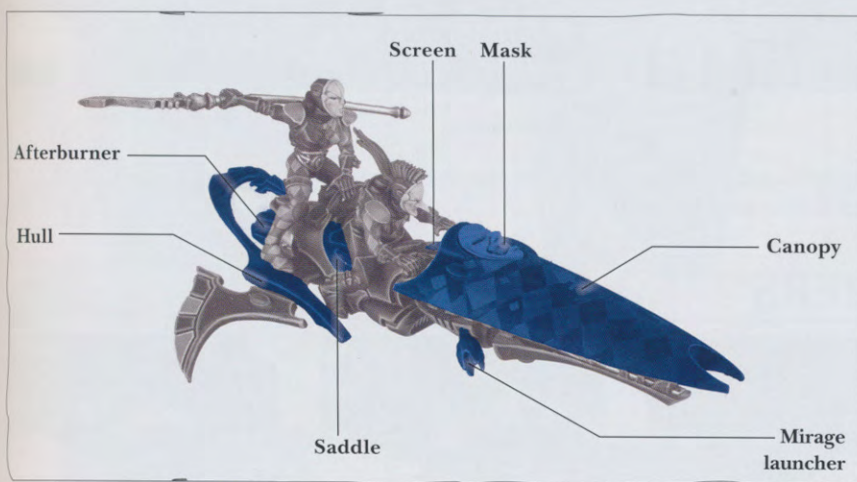


Fenrisian Grey

With a Detail Brush, highlight the raised edges of the pouch using Mechanicus Grey (1). Using a Fine Detail Brush, apply a fine edge highlight to these same areas with Fenrisian Grey (2).



SKYWEAVER



HULL



1 Screamer Pink



2 Slaanesh Grey

After undercoating the model with Chaos Black Spray, use a Detail Brush to highlight the edges of the Skyweaver hull with Screamer Pink (1). Then, carefully use a Fine Detail Brush to add a fine edge highlight to these same areas using Slaanesh Grey (2).

SADDLE



1 Mechanicus Standard Grey



2 Dawnstone

With a Fine Detail Brush, highlight the edges of the saddle sections Mechanicus Standard Grey (1). Next, use a Fine Detail Brush again to apply a fine highlight of Dawnstone to these same areas (2).

MIRAGE LAUNCHERS



1 Balthasar Gold



2 Agrax Earthshade



3 Gehenna's Gold



4 Runefang Steel

Basecoat Balthasar Gold (1). Wash Agrax Earthshade (2). Add a layer of Gehenna's Gold (3), and a highlight of Runefang Steel (4).

AFTERBURNER



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

Use a Standard Brush to basecoat the area with Leadbelcher (1). Once dry, apply a wash of Nuln Oil (2). Finally, use a Detail Brush to add a highlight of Runefang Steel to the raised areas and edges of the afterburner (3).

SCREEN



1 Abaddon Black



2 Warpstone Glow



3 Moot Green

With a Detail Brush paint the control panel Abaddon Black (1). Next, using a Fine Detail Brush, paint on a targeting pattern using Warpstone Glow (2). Finally, highlight this pattern with Moot Green (3).

CANOPY



1 Khorne Red



2 Khorne Red



3 Khorne Red

Use a Fine Detail Brush to carefully apply thin diagonal lines (1). Now apply another set of lines going in the other direction to create a cross-hatch (2). Fill in alternating checks with Khorne Red to create a pattern (3).



4 Mephiston Red



5 Evil Sunz Scarlet



6 Fire Dragon Bright

With a Fine Detail Brush, carefully paint some of the top left checks partially with Mephiston Red (4). Now, highlight these same checks with Evil Sunz Scarlet to create a fading effect (5). Lastly, add some Fire Dragon Bright checks to the very top left canopy section (6).

MASK



Celestra Grey



Drakenhof Nightshade



Celestra Grey



White Scar

Next, use a Fine Detail Brush to layer the raised areas and edges of the mask with more Celestra Grey, being careful not to paint over the shadows in the recesses (3). Finally, still using a Fine Detail Brush, paint a fine highlight of White Scar to these same areas (4).

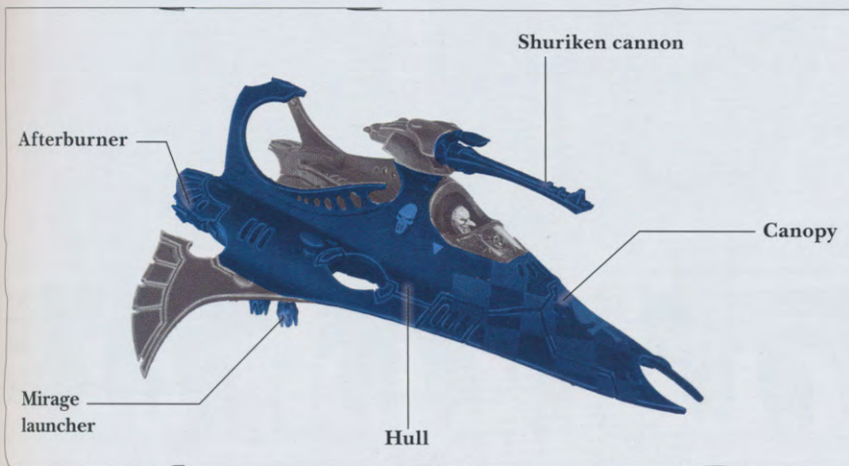
MARKINGS



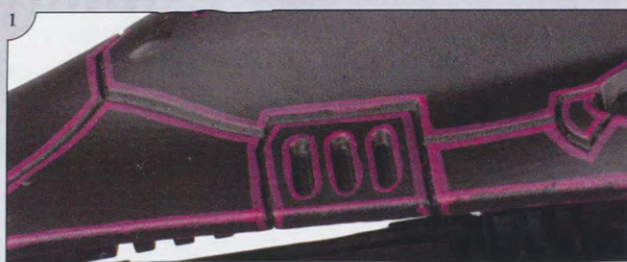
Markings can be carefully added to the Skyweaver's hull, such as this pilot rune or the symbol of the Masque of the Midnight Sorrow.

Numerical runes are often featured on vehicles to help identify each individual craft's position and role within the squadron.

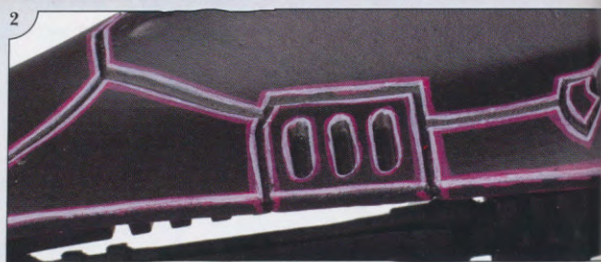
STARWEAVER



HULL



Screamer Pink



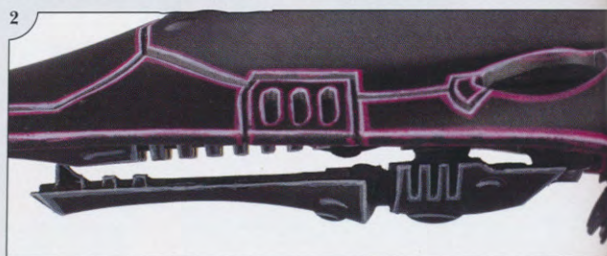
Slaanesh Grey

After undercoating the model with Chaos Black Spray, use a Detail Brush to highlight the edges of the Starweaver hull with Screamer Pink (1). Then, carefully use a Fine Detail Brush to add a fine edge highlight to these same areas using Slaanesh Grey (2).

SHURIKEN CANNON



Mechanicus Standard Grey



Dawnstone

With a Fine Detail Brush, highlight the edges of the shuriken cannon Mechanicus Standard Grey (1). Next, use a Fine Detail Brush to apply a fine highlight of Dawnstone to these same areas (2).

MIRAGE LAUNCHERS



Balthasar Gold



Agrax Earthshade



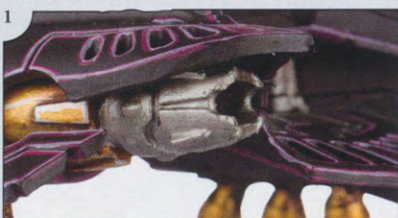
Gehenna's Gold



Runefang Steel

Basecoat Balthasar Gold (1). Wash Agrax Earthshade (2). Add a layer of Gehenna's Gold (3), and a highlight of Runefang Steel (4).

AFTERBURNER



Leadbelcher



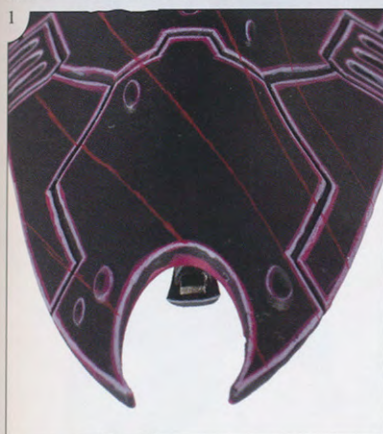
Nuln Oil



Runefang Steel

Use a Standard Brush to basecoat the area with Leadbelcher (1). Once dry, apply a wash of Nuln Oil (2). Finally, use a Detail Brush to add a highlight of Runefang Steel to the raised areas and edges of the afterburner (3).

CANOPY



 Khorne Red

 Khorne Red

 Khorne Red

Use a Fine Detail Brush to carefully apply thin diagonal lines (1). Now, apply another set of lines going in the other direction to create a cross-hatch (2). Fill in alternating checks with Khorne Red to create a pattern (3).



 Mephiston Red

 Evil Sunz Scarlet

 Fire Dragon Bright

With a Fine Detail Brush carefully paint some of the top checks partially with Mephiston Red (4). Now, highlight these same checks with Evil Sunz Scarlet to create a fading effect (5). Lastly, add some Fire Dragon Bright highlights to the uppermost checks (6).

MARKINGS



The symbol of the Midnight Sorrow was applied as a transfer to the upper canopy of the miniature, and the Troupe symbol of the attached squad was applied to one fin.

Alternatively, if you're feeling confident, you can paint on your own markings freehand. Codex: Harlequins offers a wealth of inspiration on the symbols used by the warriors of the Laughing God.

TROUPE



BLACK



Dark Reaper



Fenrisian Grey

After undercoating the model with Chaos Black Spray, use a Detail Brush to apply a highlight of Dark Reaper to any raised areas or edges (1). Once this is dry, use a Fine Detail Brush to carefully add a highlight of Fenrisian Grey to these same areas (2).

YELLOW



Averland Sunset



Seraphim Sepia



Yriel Yellow



White Scar

Use a Standard Brush to apply a basecoat of Averland Sunset (1), then wash with Seraphim Sepia (2). Using a Fine Detail Brush, highlight the raised areas with Yriel Yellow (3). Finally, with a Fine Detail Brush, carefully add a fine highlight of White Scar (4).

MASK



Celestra Grey



Drakenhof Nightshade



White Scar

Using a Standard Brush, basecoat the mask Celestra Grey (1). Apply a wash of Drakenhof Nightshade to the recesses (2). With a Fine Detail Brush, carefully tidy up the raised areas and edges of the mask with White Scar (4).

SASHES



1 Screamer Pink



2 Nuln Oil



3 Slaanesh Grey

With a Standard Brush, basecoat the area with Screamer Pink (1). Once this has dried, wash the ribbon with Nuln Oil (2). Now, using a Fine Detail Brush, carefully add a fine highlight of Slaanesh Grey to the raised areas and edges of the ribbon (3).

HAIR



1 Xereus Purple



2 Sotek Green



3 Nuln Oil



4 Slaanesh Grey



5 Baharroth Blue

Basecoat with Xereus Purple (1). With a Detail Brush, paint the tips of the strands Sotek Green (2). Apply a Nuln Oil wash (3), followed by a highlight of Slaanesh Grey to the purple strands (4). Finally, add a highlight of Baharroth Blue to the blue strands (5).

SWORD



1 Leadbelcher



2 Nuln Oil



3 Ironbreaker



4 Runefang Steel

Basecoat the blade with Leadbelcher (1). Next, apply a wash of Nuln Oil (2). Once this is dry, use a Detail Brush to layer the surfaces that would catch the light (3). With a Fine Detail Brush, apply a final edge highlight of Runefang Steel (4).

GOLD



 Balthasar Gold



 Agrax Earthshade



 Gehenna's Gold



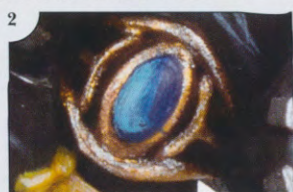
 Runefang Steel

Basecoat Balthasar Gold (1). Wash Agrax Earthshade (2). Add a layer of Gehenna's Gold (3), and a highlight of Runefang Steel (4).

GEM



 Kantor Blue



 Lothorn Blue



 Baharroth Blue



 White Scar

Basecoat Kantor Blue (1). Layer one side Lothorn Blue (2). Add a highlight of Baharroth Blue (3), and spots of White Scar (4).

MOTLEY



 Caledor Sky



 Lothorn Blue



 Abaddon Black



 Abaddon Black

With a Standard Brush, basecoat the motley with Caledor Sky (1). Then, paint a layer of Lothorn Blue over the top (2).



 Mephiston Red



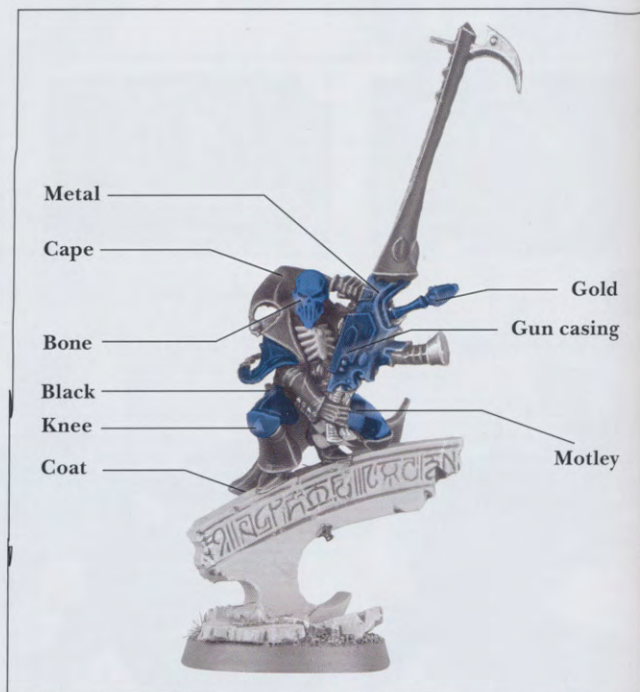
 Evil Sunz Scarlet



 Baharroth Blue

Now, using a Fine Detail Brush apply fine diagonal lines of Abaddon Black (3). Next, repeat the process along the opposite diagonal to create a diamond check pattern (4). With a Detail Brush, fill in alternating diamonds Mephiston Red (5). Highlight these diamonds using Evil Sunz Scarlet (6). Finally, using a Fine Detail Brush, highlight the blue diamonds with Baharroth Blue (7).

DEATH JESTER



BLACK



1 Chaos Black Spray



2 Dark Reaper



3 Fenrisian Grey

After undercoating with Chaos Black Spray (1), add a highlight of Dark Reaper (2), followed by a fine highlight of Fenrisian Grey (3).

BONE



1 Rakarth Flesh



2 Agrax Earthshade



3 Pallid Wych Flesh



4 White Scar

Using a Standard Brush, basecoat the skull and ribcage with Rakarth Flesh (1). Then, apply an Agrax Earthshade wash (2). Once this has dried, use a Detail Brush to add a layer of Pallid Wych Flesh (3). Finally, highlight this same area with White Scar (4).

CAPE



1 Screamer Pink



2 Slaanesh Grey

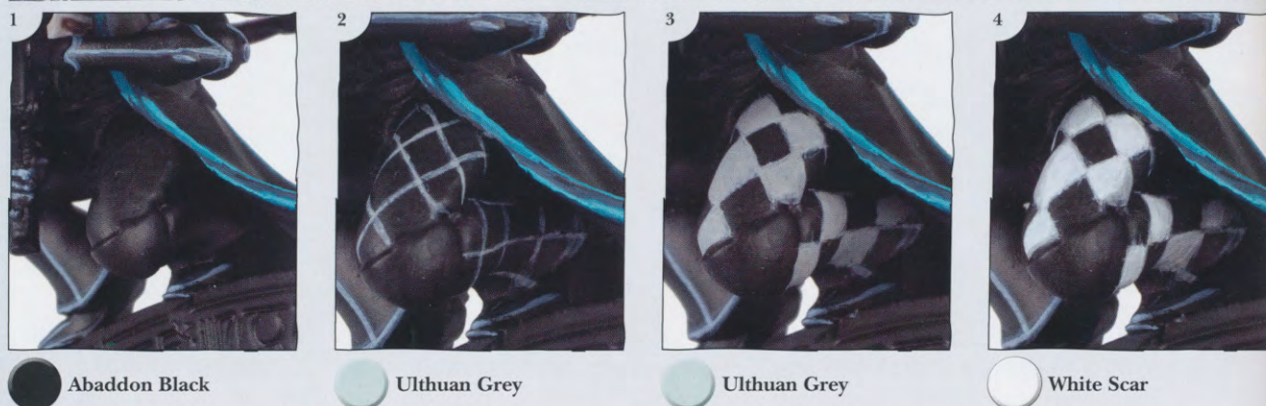
Using a Fine Detail Brush, carefully highlight the edges of the cape with Screamer Pink (1). Then, once this is complete, use a Fine Detail Brush to add a very fine edge highlight to these same areas, using Slaanesh Grey (2).

COAT



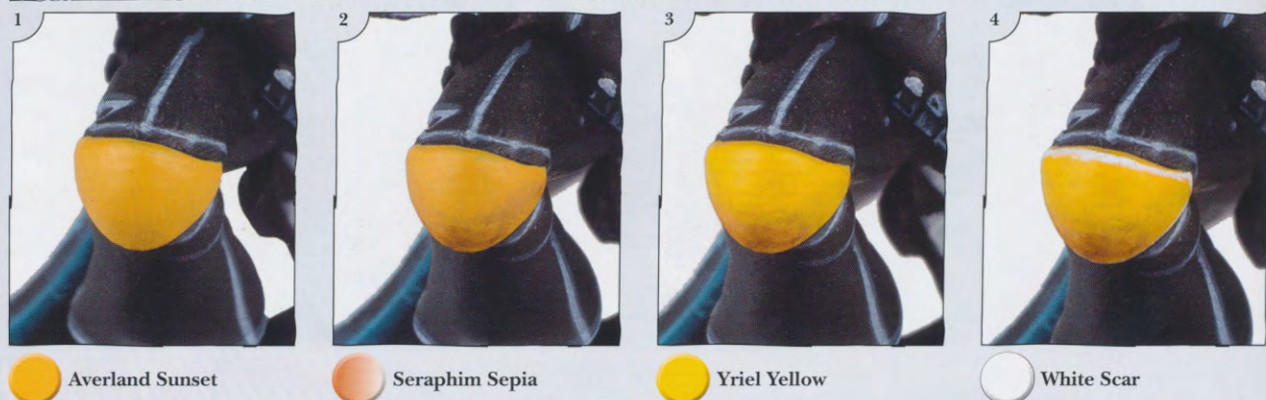
With a Detail Brush, apply a layer of Stegadon Scale Green to the edges and raised areas of the cloak (1). Next, with a Fine Detail Brush, add a highlight of Sotek Green (2). Lastly, carefully add an edge highlight of Temple Guard Blue (3).

MOTLEY



Start by tidying the area with Abaddon Black (1). Use a Fine Detail Brush to paint on a cross hatch pattern with Ulthuan Grey (2). Use Ulthuan Grey to fill in alternative diamonds in the pattern (3). Then, highlight these diamonds with White Scar (4).

KNEE



Use a Standard Brush to apply a basecoat of Averland Sunset (1). Then, wash with Seraphim Sepia (2). Using a Fine Detail Brush, highlight the raised areas with Yriel Yellow (3). Finally, with a Fine Detail Brush, carefully add a fine highlight of White Scar (4).

METAL



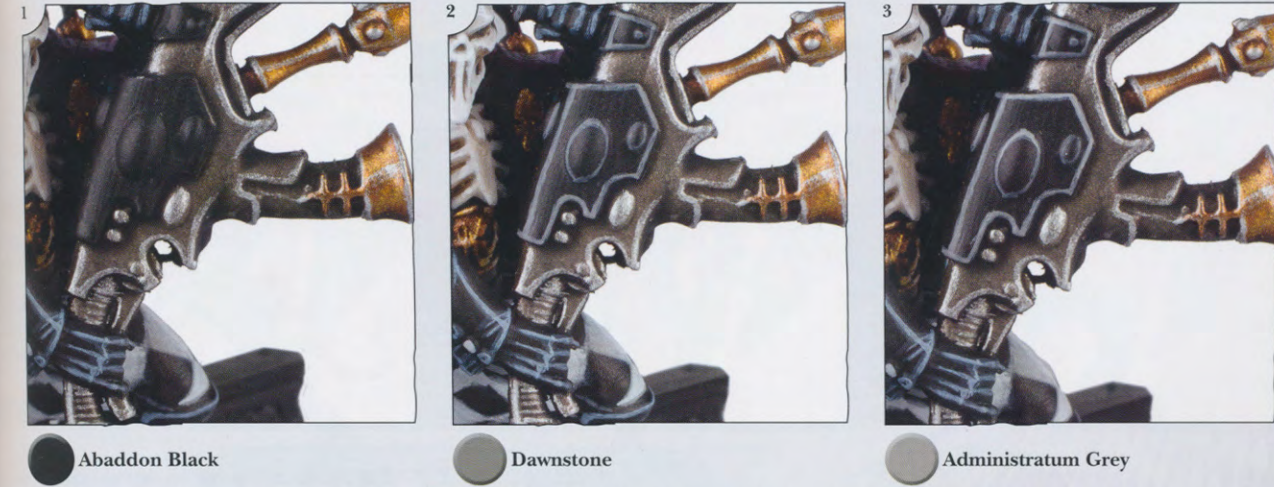
Use a Standard Brush to basecoat the area with Leadbelcher (1). Once dry, apply a wash of Nuln Oil (2). Finally, use a Detail Brush to add a highlight of Runefang Steel to the raised areas and edges of the shrieker cannon (3).

GOLD



Basecoat Balthasar Gold (1). Wash Agrax Earthshade (2). Add a layer of Gehenna's Gold (3), then a highlight of Runefang Steel (4).

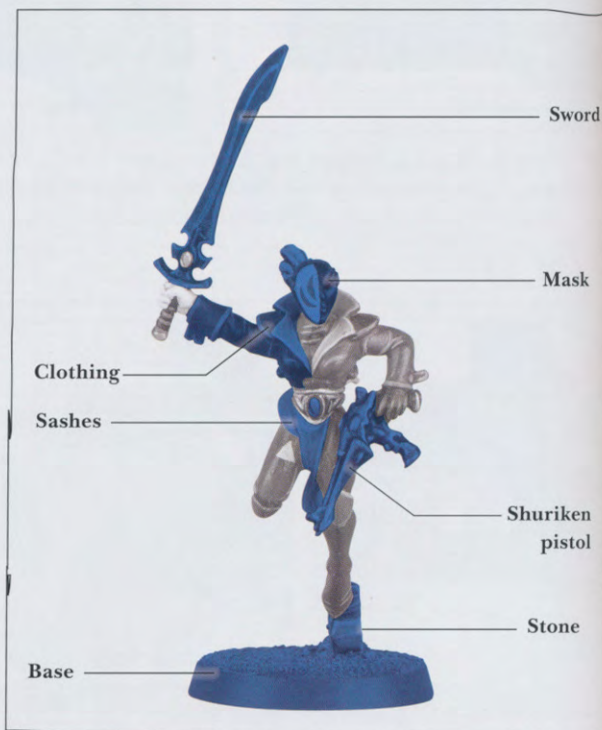
GUN CASING



With a Standard Brush, tidy up the area using Abaddon Black (1). Then, with a Fine Detail Brush, highlight the edges using Dawnstone (2). Lastly, using Administratum Grey, add a fine edge highlight to these same areas (3).

THE DREAMING SHADOW

TROUPE



CLOTHING



1 Chaos Black Spray



2 Khorne Red



3 Agrax Earthshade



4 Bestigor Flesh

Start by undercoating the model with Chaos Black Spray (1). Basecoat the red areas with Khorne Red (2), then wash them with Agrax Earthshade (3). Finish the red areas by highlighting them with Bestigor Flesh using a Fine Detail Brush (4).



5 Caliban Green



6 Kabalite Green



7 Sybarite Green

Basecoat the green areas Caliban Green (1), then highlight them with Kabalite Green (2). Finish the green areas with a fine highlight of Sybarite Green (7).

TOP TIP

The sharp transition in tone between the base colours and the highlights of the clothing areas really adds definition to the different areas of the model. Miniatures with plenty of detail, like the Harlequins, really benefit from these sharp highlights, as it ensures that the finer details don't get lost when they are arrayed for battle.

SASHES



1 Averland Sunset



2 Casandora Yellow



3 Ushabti Bone

Basecoat with Averland Sunset (1), then wash with Casandora Yellow (2). Finally, highlight with Ushabti Bone (3).

SWORD



With a Standard Brush, basecoat the blade Leadbelcher (1), then paint the hilt detail with Brass Scorpion (2). Wash the whole sword with Nuln Oil (3) then, once this is dry, wash again with Druchii Violet (4). Finish by highlighting with Runefang Steel (5).

MASK



Start by highlighting the mask using Dark Reaper (1), then add a fine highlight of Thunderhawk blue (2). Paint the flat half of the mask Ceramite White (3).



Wash the light side of the mask with a mix of Carroburg Crimson and Lahmian Medium (4). Then, tidy up this area with White Scar (5). Wazdakka Red can be used to add freehand details (6).

TOP TIP

The plain half of a Player's mask is a great surface to add freehand details. By varying mask markings, you can use the same head option for different Harlequins whilst still making them look like distinct individuals on the battlefield.

SHURIKEN PISTOL



 Balthasar Gold



 Nuln Oil



 Druchii Violet



 Runefang Steel

With a Standard Brush, basecoat the pistol Balthasar Gold (1). Once this has dried, wash with Nuln Oil (2), then with Druchii Violet (3). Finish by highlighting the gun with Runefang Steel (4).

STONE



 Zandri Dust



 Seraphim Sepia



 Agrax Earthshade



 Screaming Skull

With a Standard Brush, apply a basecoat of Zandri Dust (1). Then, give the area a wash using Seraphim Sepia (2). When this has dried, wash with Agrax Earthshade to bring out the ruin's detail (3). Finally, apply a highlight of Screaming Skull (4).

BASE



 Zandri Dust



 Seraphim Sepia



 Tyrant Skull



 Agrax Earthshade

With a Basecoat Brush, paint the base with Zandri Dust (1) followed by a Seraphim Sepia wash (2). Once this has completely dried, use a Medium Drybrush to carefully drybrush the sandy area of the base using Tyrant Skull (3). Next, apply a wash of Agrax Earthshade to add contrast (4). Finish by painting the base's rim Steel Legion Drab (5).



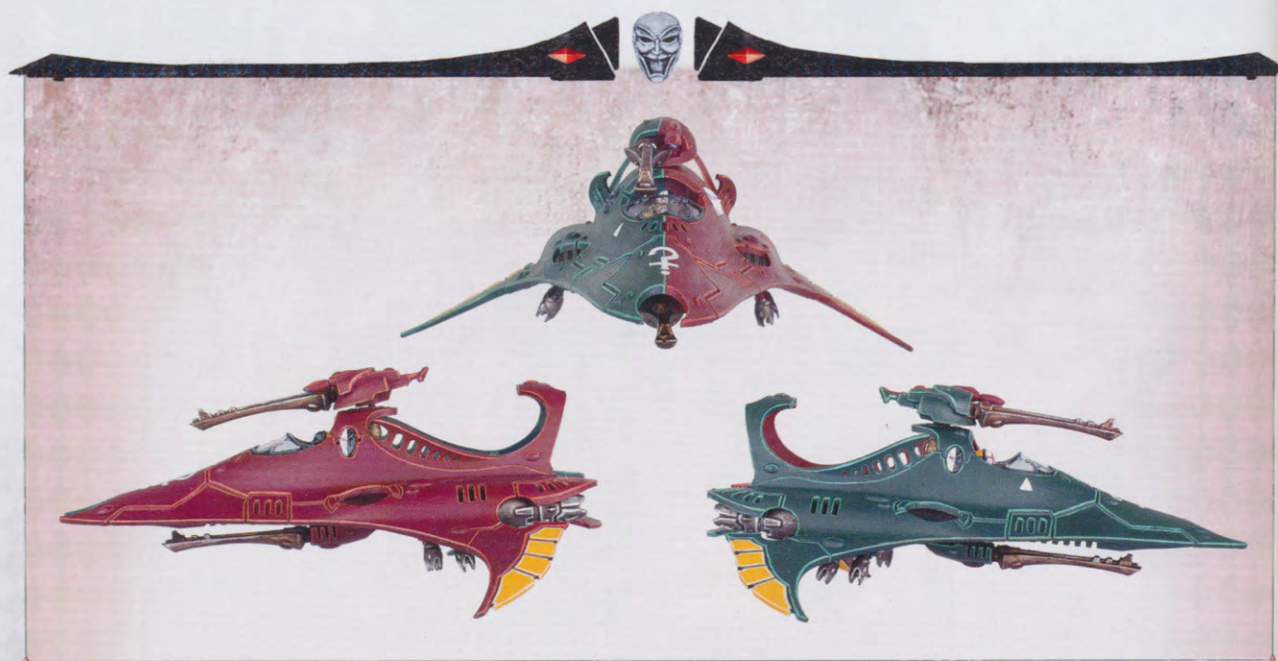
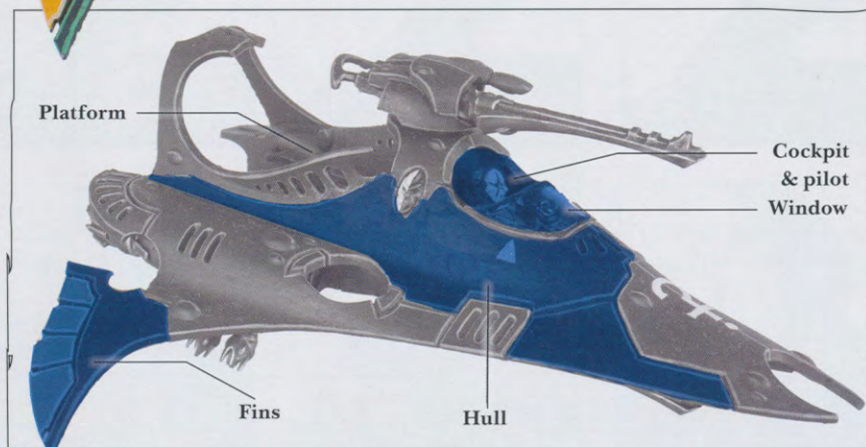
 Steel Legion Drab

MARKINGS

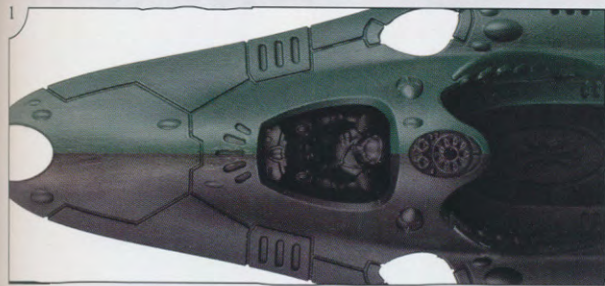


For Players of the Dreaming Shadow, white Troupe runes stand out against the deep colours of the mask. Likewise, black markings work well on the vibrant yellow of the sashes.

STARWEAVER



HULL

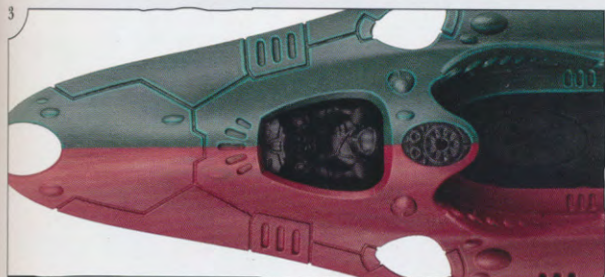


1 **Caliban Green**

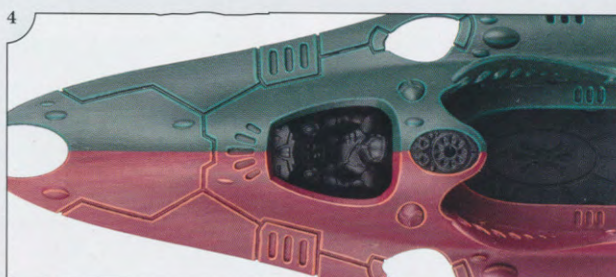


2 **Kabalite Green**

With a Basecoat Brush, paint one half of the vehicle Caliban Green (1), then add an edge highlight of Kabalite Green (2).

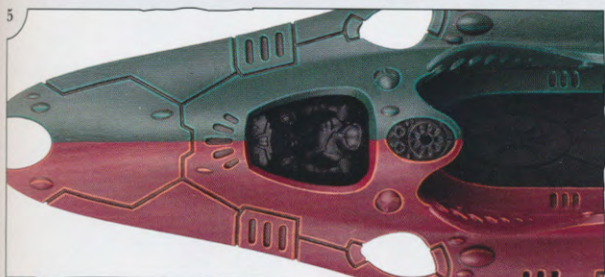


3 **Khorne Red**



4 **Squig Orange**

Paint the other half of the vehicle Khorne Red (1), then add an edge highlight of Squig Orange (4).

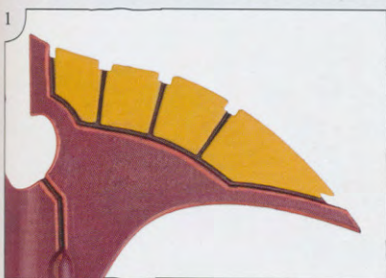


5 **Rhino Hide**

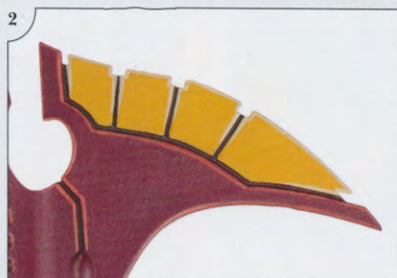
With a Fine Detail Brush, paint Rhino Hide into the recesses between the hull panels (5).



FINS



1 **Averland Sunset**



2 **Ushabti Bone**

After applying a basecoat of Averland Sunset (1), add an edge highlight of Ushabti Bone (2).

TOP TIP

We chose a rich yellow for the panels on the Starweaver's fins, both as a vibrant spot colour that would stand out against the deep green and red of the masque, and to tie it in with the sashes of the Harlequins.

COCKPIT & PILOT



1 Leadbelcher



2 Nuln Oil



3 Druchii Violet



4 Runefang Steel

Use a Standard Brush to basecoat the controls with Leadbelcher (1), then wash with Nuln Oil (2). Once this has dried, add a wash of Druchii Violet (3). Finally, use a Fine Detail Brush to highlight the controls with Runefang Steel (4).



5 Temple Guard Blue



6 Drakenhof Nightshade



7 Temple Guard Blue



8 White Scar

Carefully paint the screen Temple Guard Blue (5). Wash this area with Drakenhof Nightshade (6). Now, add a highlight of Temple Guard Blue (7). Lastly, using a Fine Detail Brush, add lines of White Scar to represent reflected light (8).



9 Averland Sunset



10 Casandora Yellow



11 Averland Sunset



12 Ushabti Bone

Paint the pilot Averland Sunset (9), add a wash (10), tidy up the Averland Sunset (11), then highlight with Ushabti Bone (12).



13 Abaddon Black



14 Thunderhawk Blue

Use a Fine Detail Brush to add details in Abaddon Black (13). Then, add a highlight of Thunderhawk Blue to these areas (14).

TOP TIP

When painting the interior of the cockpit, it's a lot easier to paint each component separately. We painted the metal controls first, the viewscreen second, and the pilot last. Painting the different areas in this order ensured that we didn't accidentally get paint where we didn't want it to go, and meant that small details like the pilot's hands were easier to pick out with the paintbrush.

PLATFORM



Balthasar Gold **Nuln Oil** **Druchii Violet**

Basecoat the platform with Balthasar Gold (1), then wash with Nuln Oil (2). When this is dry, wash again with Druchii Violet (3).



Necron Compound **Runefang Steel**

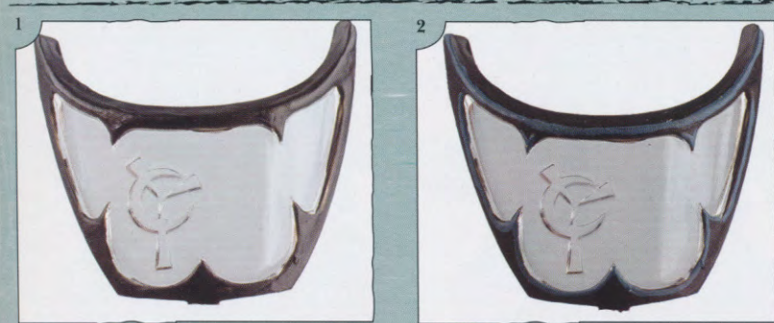
Stipple on some Necron Compound using a Stippling Brush to simulate weathering (4), then edge highlight the different sections using Runefang Steel and a Fine Detail Brush (5).

MARKINGS



The rune of unveiled mystery is worn by many Players within the Masque of the Dreaming Shadow, as well as having a prominent place upon their jetbikes and skimmers. This rune is positioned so its top is closest to the pilot and appears the right way round to those viewing the craft from the front, so that none might mistake the masque.

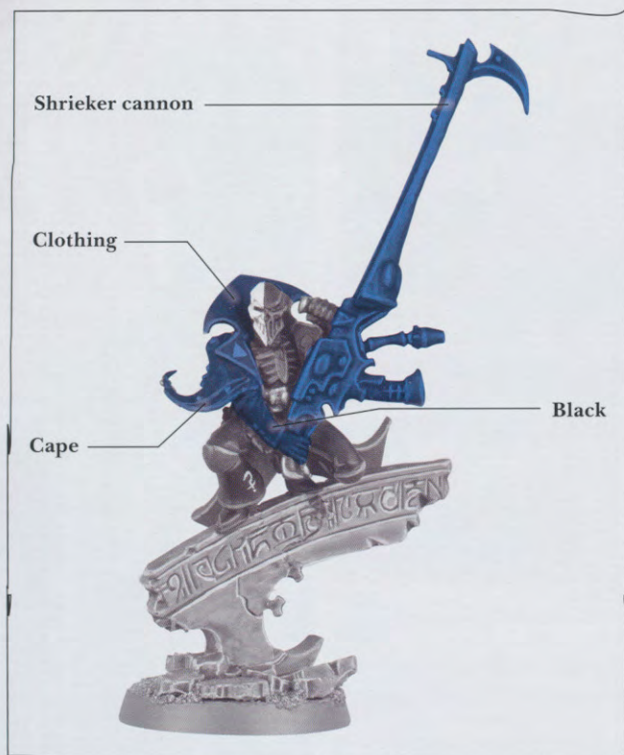
WINDOW



Abaddon Black **Thunderhawk Blue**

Using a Detail Brush, paint the rim of the window Abaddon Black (1). Then, with a Fine Detail Brush, add a highlight of Thunderhawk Blue (2).

DEATH JESTER



COAT

1



2



3



4



 Chaos Black

 Khorne Red

 Squig Orange

 Bestigor Flesh

Undercoat the model using Chaos Black Spray (1), then basecoat the red areas with Khorne Red (2). Add an edge highlight of Squig Orange (3), and then a fine highlight of Bestigor Flesh (4).

CAPE

1



2



3



 Caliban Green

 Kabalite Green

 Sybarite Green

Basecoat the cape using Caliban Green and a Standard Brush (1), followed by a highlight of Kabalite Green (2), then a fine highlight of Sybarite Green using a Fine Detail Brush (3).

BLACK

1



2



 Dark Reaper

 Thunderhawk Blue

Use a Detail Brush to highlight any black areas with Dark Reaper (1). Then, with a Fine Detail Brush, add a fine highlight of Thunderhawk Blue (2).

SHRIEKER CANNON



 Balthasar Gold



 Nuln Oil



 Druchii Violet



 Runefang Steel

Basecoat the weapon Balthasar Gold (1). Wash with Nuln Oil (2), then Druchii Violet (3). Add a highlight of Runefang Steel (4).



 Leadbelcher



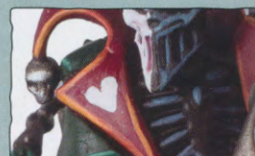
 Nuln Oil



 Runefang Steel

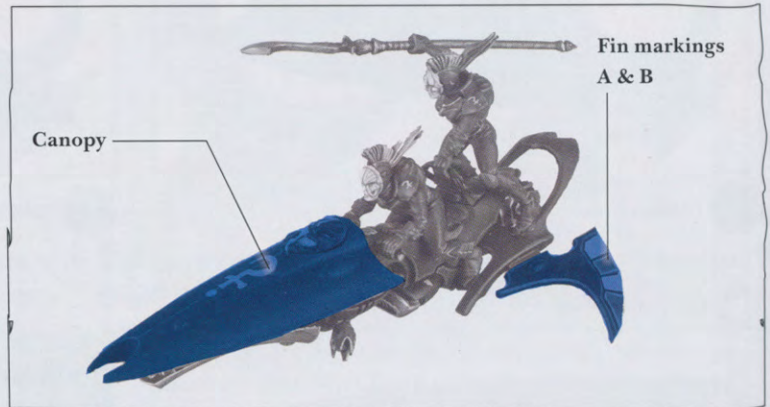
Paint the details with Leadbelcher (1), then wash these areas with Nuln Oil (6). Finish by adding a Runefang Steel highlight (7).

MARKINGS

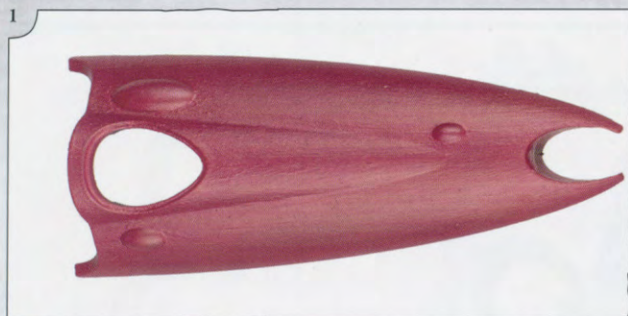


This Death Jester displays the rune of the Twilight on his lapel, as well as the Masque's rune of the unveiled mystery on his coat.

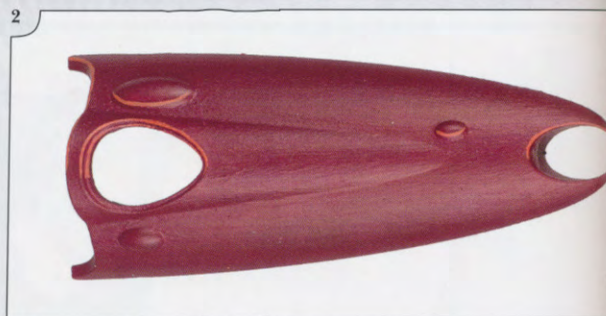
SKYWEAVER



CANOPY

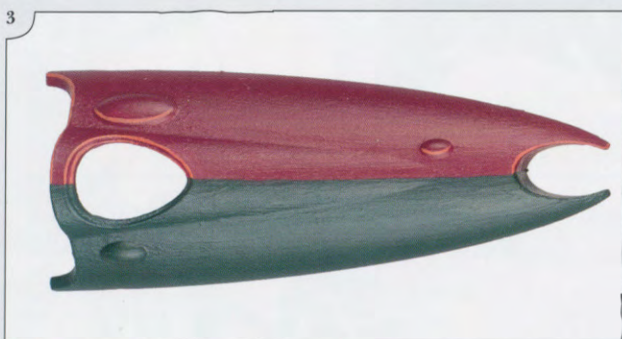


 **Khorne Red**

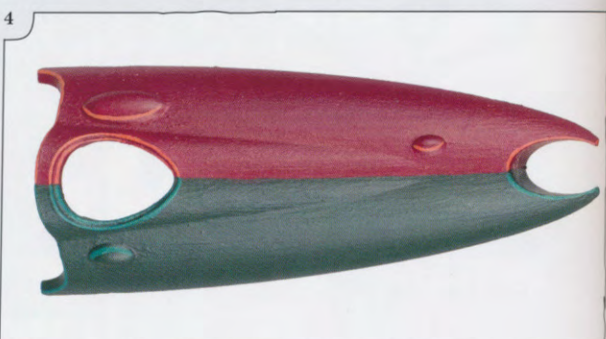


 **Squig Orange**

Paint the entirety of the canopy Khorne Red using a Basecoat Brush (1), then add an edge highlight of Squig Orange (2).

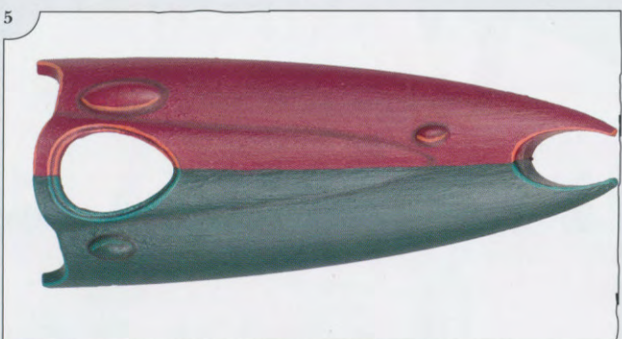


 **Caliban Green**



 **Kabalite Green**

Paint one half of the canopy Caliban Green (1), then add an edge highlight to this area with Kabalite Green (2).



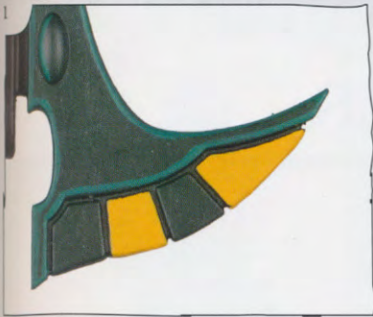
 **Agrax Earthshade**

Wash the recesses and around the raised bulbs using Agrax Earthshade and a Standard Brush (5).

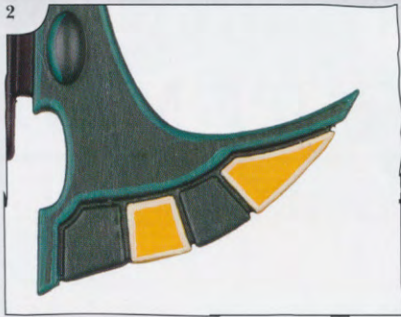
TOP TIP

When painting a split colour design such as the one on this Skyweaver, paint the lighter colour first and the darker colour second – it's much easier to paint a dark shade over a light one. To get the straight line, we used masking tape to protect the red half when applying the green paint.

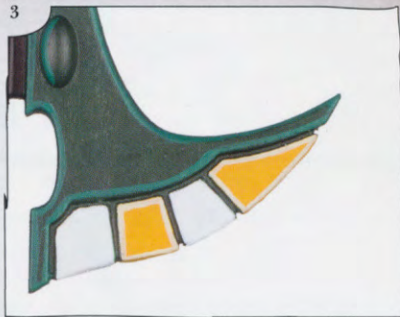
FIN MARKINGS (A)



 Averland Sunset



 Ushabti Bone



 Ceramite White

Paint the yellow panels Averland Sunset (1), then edge highlight them Ushabti Bone using a Fine Detail Brush (2). Paint the white panels Ceramite White (3).

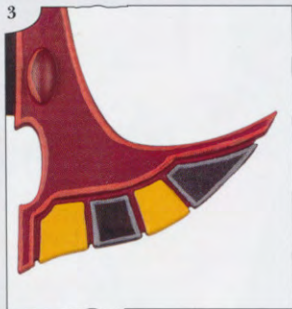
FIN MARKINGS (B)



 Abaddon Black



 Dawnstone



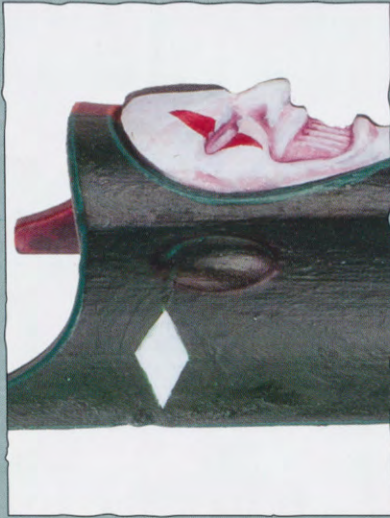
 Averland Sunset



 Ushabti Bone

With a Standard Brush, paint the black fin panels Abaddon Black (1), then highlight them with Dawnstone (2). Paint the yellow fin panels Averland Sunset (3), then add an edge highlight of Ushabti Bone using a Fine Detail Brush (4).

MARKINGS & DETAILS

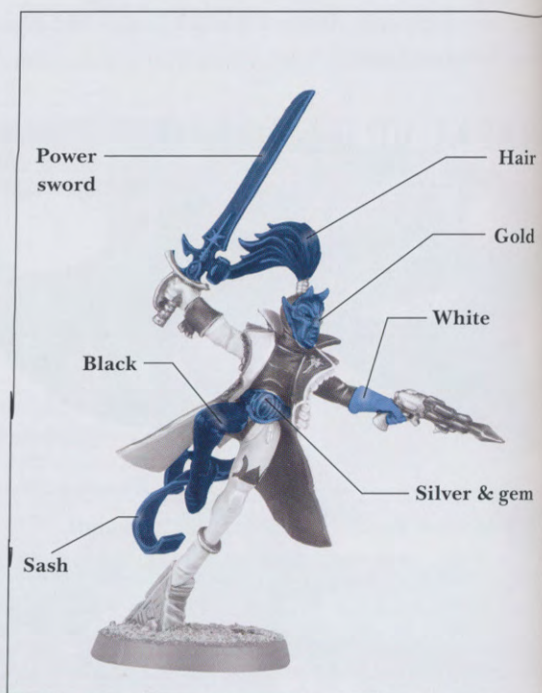


The Skyweaver's canopy provides a smooth flat surface that is ideal for displaying Harlequin markings. These can either be painted on by hand or applied using transfers.

Note that the same painting method was used for the masks set into the jetbikes' canopies as those worn by the masque's Players, adding cohesion to the look of the collection.

THE FROZEN STARS

TROUPE MASTER



UNDERCOAT



Chaos Black Spray

Undercoat the entire model using Chaos Black Spray.

WHITE



Celestra Grey



Ulthuan Grey



White Scar

Highlight these areas with White Scar (3).

TOP TIP

To create a simple Harlequin pattern, pick out the different sections of clothing in two distinct colours. For example, painting one leg black and the other leg white creates a striking asymmetrical design that is easy to master and perfectly in keeping with the Harlequin style.

BLACK



Abaddon Black



Dark Reaper



Administratum Grey

Use Abaddon Black to tidy up any dark areas (1). With a Fine Detail Brush, highlight these areas (2), then add a fine highlight (3).

SILVER



Leadbelcher



Ironbreaker



Drakenhof Nightshade



Runefang Steel

With a Detail Brush, add a basecoat using Leadbelcher (1). Next, add a layer of Ironbreaker (2). Once this has dried, give the entire area a wash of Drakenhof Nightshade (3). Lastly, use a Fine Detail Brush to add a highlight of Runefang Steel (4).

GOLD



1 Balthasar Gold



2 Druchii Violet



3 Gehenna's Gold



4 Runefang Steel

With a Standard Brush, apply a basecoat of Balthasar Gold (1). Then, add a wash of Druchii Violet (2). Using a Detail Brush, paint on a layer of Gehenna's Gold (3). Lastly, with a Fine Detail Brush, add a highlight of Runefang Steel (4).

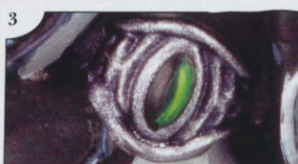
GEM



1 Caliban Green



2 Warpstone Glow



3 Moot Green



4 White Scar

Add a layer of Caliban Green (1). Highlight with Warpstone Glow (2), then Moot Green (3). Add a dot of White Scar to finish (4).

HAIR



1 Naggaroth Night



2 Genestealer Purple



3 Fulgrim Pink

Use a Standard Brush to basecoat the plume with Naggaroth Night (1). Then, with a Detail Brush, apply a highlight of Genestealer Purple (2). Lastly, use a Fine Detail Brush to add a fine highlight of Fulgrim Pink (3).

MARKINGS



The black-and-white colours of the Masque of Frozen Stars can act as the backdrop for some striking, high-contrast markings.

Here, the black runes stand out starkly against the clean white areas of the Harlequins' costume. Likewise, white runes stand out just as well upon black surfaces.

SASHES



Screamer Pink



Druchii Violet



Pink Horror



Emperor's Children

Use a Standard Brush to basecoat the ribbons with Screamer Pink (1). Then, apply a wash of Druchii Violet to create shading (2). Now, with a Detail Brush, add a highlight of Pink Horror (3), followed by a fine edge highlight of Emperor's Children (4).



Averland Sunset



Casandora Yellow



Yriel Yellow



Flash Gitz Yellow

For yellow ribbons, basecoat Averland Sunset (1). Then apply a wash of Casandora Yellow (2). Once this has dried, use a Fine Detail Brush to add a highlight of Yriel Yellow (3). Follow this with a fine edge highlight of Flash Gitz Yellow (4).



Stegadon Scale Green



Sotek Green



Temple Guard Blue



Baharroth Blue

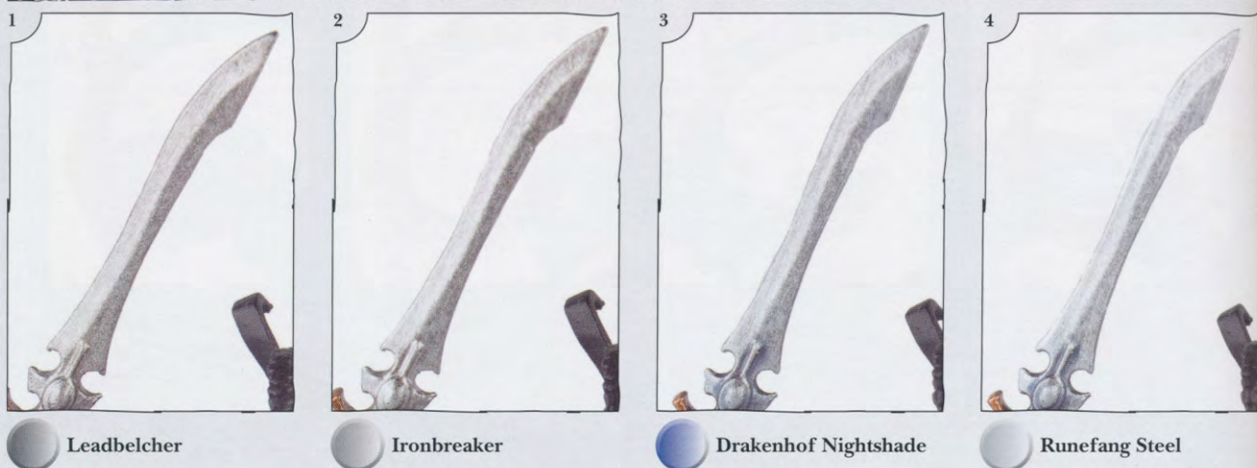
For blue ribbons, basecoat with Stegadon Scale Green (1). Layer over this with Sotek Green (2). Highlight with Temple Guard Blue (3), and finish with an edge highlight of Baharroth Blue (4).

POWER SWORD



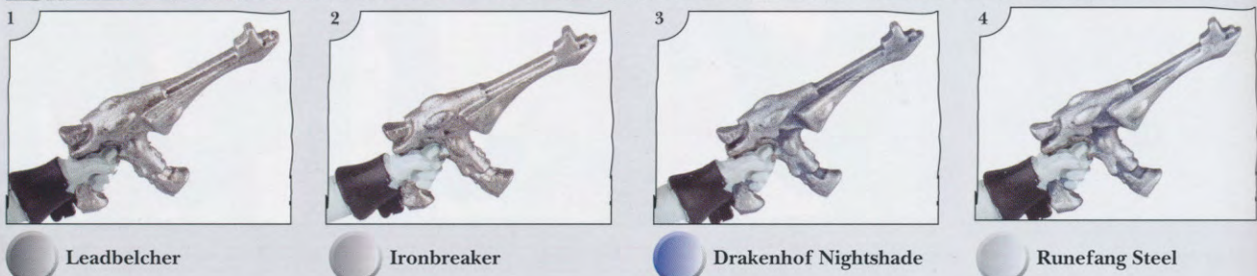
Basecoat the blade using Abaddon Black (1). Next, use a Detail Brush to highlight the edge of the blade with Sotek Green (2). With a Fine Detail Brush, highlight this same area Baharroth Blue (3), followed by a fine edge highlight of White Scar (4).

SWORD



With a Standard Brush, basecoat the blade Leadbelcher (1). Then, apply a layer of Ironbreaker to one side (2). Once this has dried, give the blade a wash of Drakenhof Nightshade (3). Using a Fine Detail Brush, highlight the edges of the blade with Runefang Steel (4).

SHURIKEN PISTOL



With a Standard Brush, basecoat the pistol Leadbelcher (1). Then, apply a layer of Ironbreaker (2). Once this has dried, give the pistol a wash of Drakenhof Nightshade (3). Using a Fine Detail Brush, highlight the edges of the pistol with Runefang Steel (4).



SOLITAIRE



UNDERCOAT



Chaos Black Spray

Undercoat the entire model using Chaos Black Spray.

COAT LINING



Naggaroth Night



Xereus Purple

Basecoat with Naggaroth Night (1). Then, with a Detail Brush, add a highlight to the edges using Xereus Purple (2).



Fulgrim Pink

Using a Fine Detail Brush, carefully apply a fine edge highlight of Fulgrim Pink (3).

COAT



Daemonette Hide



Warpfiend Grey



Slaanesh Grey



White Scar

Apply a basecoat (1). Then layer the raised areas (2). Now, highlight the edges and creases (3), followed by a fine edge highlight (4).

SILVER



Leadbelcher



Ironbreaker



Druchii Violet



Runefang Steel

With a Detail Brush, basecoat using Leadbelcher (1). Next, add a layer of Ironbreaker (2). Once this has dried, give the area a wash of Druchii Violet (3). Lastly, use a Fine Detail Brush to add a highlight of Runefang Steel (4).

GOLD



1 Balthasar Gold



2 Druchii Violet



3 Gehenna's Gold



4 Runefang Steel

With a Standard Brush, apply a basecoat of Balthasar Gold (1). Then, add a wash of Druchii Violet (2). Using a Detail Brush, paint on a layer of Gehenna's Gold (3). Lastly, with a Fine Detail Brush, add a highlight of Runefang Steel (4).

BLACK



1 Abaddon Black



2 Dark Reaper



3 Fenrisian Grey

Using a Standard Brush, basecoat with Abaddon Black (1). Then, using a Detail Brush, highlight these areas with Dark Reaper (2). Lastly, use a Fine Detail Brush to apply a fine highlight of Fenrisian Grey (3).

GEM



1 Abaddon Black



2 Caliban Green



3 Warpstone Glow



4 Moot Green



5 White Scar

Basecoat the gem (1). Add a layer to one side (2). Highlight this side (3), then add a fine highlight (4). Finally, add a white dot (5).

WHITE



Using a Standard Brush, basecoat the areas that will be white with Celestra Grey (1). Then, using a Detail Brush, add a layer of Ulthuan Grey over the top of these areas (2). Now, use a Fine Detail Brush to highlight these areas with White Scar (3).

HOLOFIELD



Use a Standard Brush to basecoat the diamonds Screamer Pink (1). Then, with a Detail Brush, add a layer of Emperor's Children (2). Finally, using a Fine Detail Brush, apply a fine highlight of Fulgrim Pink to the edges of the diamonds (3).

STONE



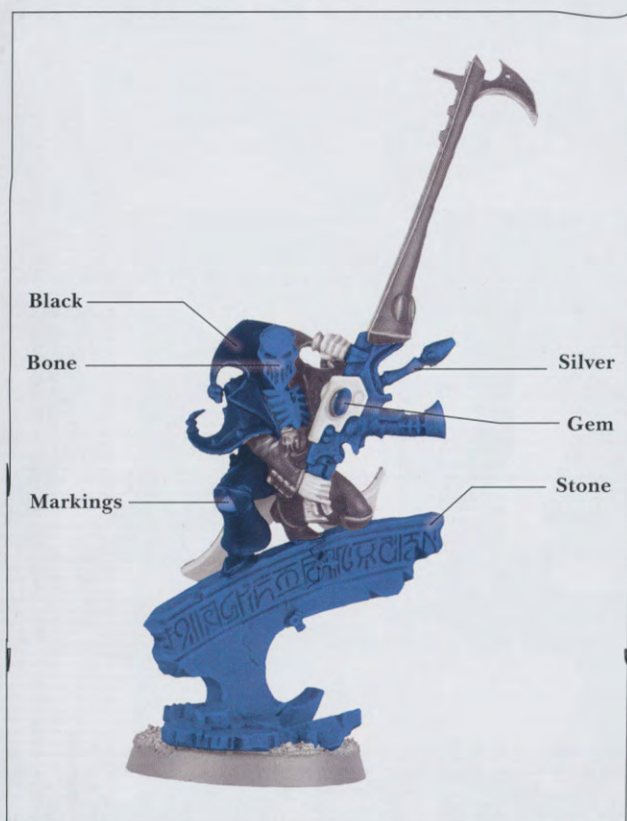
Basecoat the stone Zandri Dust (1), followed by a layer of Karak Stone (2). Then, give the stone a wash of Seraphim Sepia (3).



Layer with Karak Stone (4), then add a highlight of Flayed One Flesh (5).



DEATH JESTER



UNDERCOAT



Chaos Black Spray

Undercoat the entire model using Chaos Black Spray.

BONE



Rakarth Flesh



Ushabti Bone

Use a Standard Brush to basecoat the bone areas with Rakarth Flesh (1). Then, with a Detail Brush, layer over these same areas with Ushabti Bone (2).



Seraphim Sepia



Ushabti Bone



Pallid Wych Flesh

Then, add a wash of Seraphim Sepia (3). Once this has dried, use a Detail Brush to layer the raised bone areas with Ushabti Bone (4). Finally, with a Fine Detail Brush, add a highlight of Pallid Wych Flesh (5).

SILVER



Leadbelcher



Ironbreaker



Drakenhof Nightshade



Runefang Steel

With a Detail Brush, basecoat using Leadbelcher (1). Next, add a layer of Ironbreaker (2). Once this has dried, give the area a wash of Drakenhof Nightshade (3). Lastly, use a Fine Detail Brush to add a highlight of Runefang Steel (4).

BLACK



1 Abaddon Black



2 Dark Reaper



3 Administratum Grey

Basecoat with Abaddon Black (1). Then, highlight using Dark Reaper (2). Lastly, apply a fine highlight of Administratum Grey (3).

GEM



1 Abaddon Black



2 Caliban Green



3 Warpstone Glow



4 Moot Green



5 White Scar

Basecoat the gem (1). Add a layer to one side (2). Highlight this side (3), then add a fine highlight (4). Finally, add a white dot (5).

STONE



1 Zandri Dust



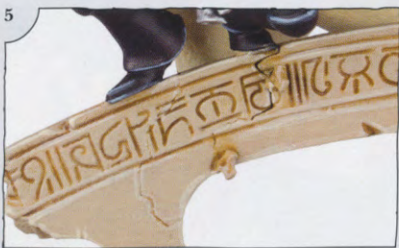
2 Karak Stone



3 Seraphim Sepia



4 Karak Stone



5 Flayed One Flesh

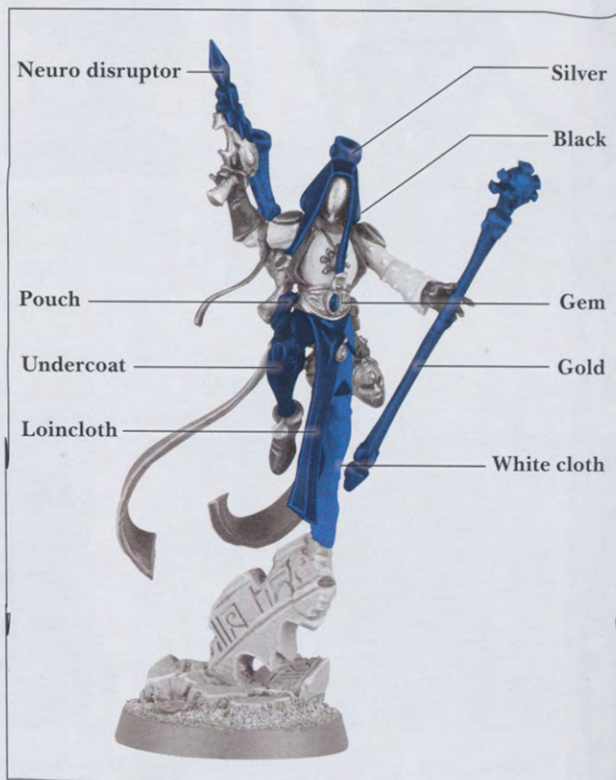
Use a Detail Brush to add a layer of Karak Stone, avoiding the recesses (4). Then, with a Fine Detail Brush, add a fine highlight of Flayed One Flesh (5).

MARKINGS



Ceramite White

SHADOWSEER



UNDERCOAT



Chaos Black Spray

Undercoat the entire model using Chaos Black Spray.

WHITE



Celestra Grey



Ulthuan Grey



White Scar

Basecoat the areas that will be white with Celestra Grey (1). Then, add a layer of Ulthuan Grey (2). Now, highlight these areas with White Scar (3).

BLACK



Abaddon Black



Dark Reaper



Administratum Grey

With a Standard Brush, basecoat with Abaddon Black (1). Then, using a Detail Brush, highlight these dark areas using Dark Reaper (2). Lastly, with a Fine Detail Brush, apply a fine highlight of Administratum Grey (3).

SILVER



Leadbelcher



Ironbreaker



Drakenhof Nightshade



Runefang Steel

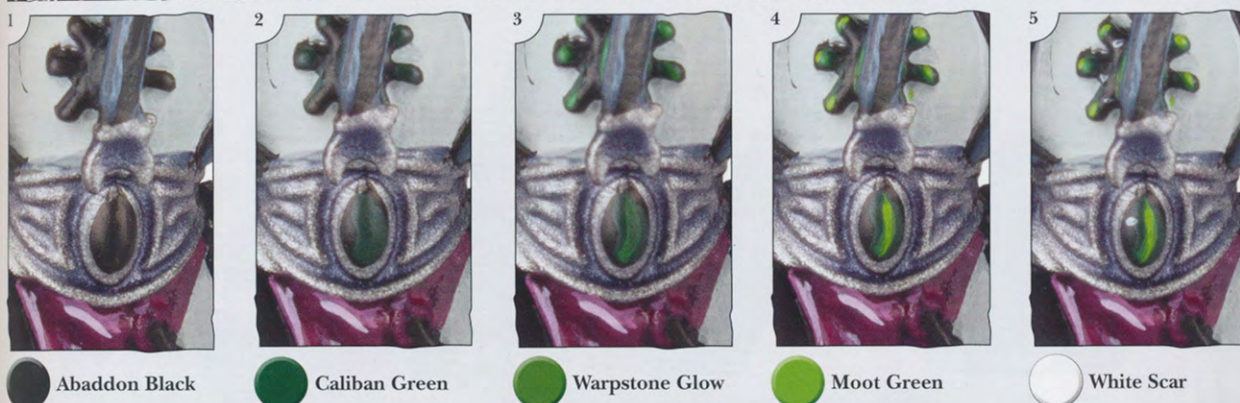
With a Detail Brush, basecoat using Leadbelcher (1). Next, add a layer of Ironbreaker (2). Once this has dried, give the area a wash of Drakenhof Nightshade (3). Lastly, use a Fine Detail Brush to add a highlight of Runefang Steel (4).

GOLD



With a Standard Brush, apply a basecoat of Balthasar Gold (1). Then add a wash of Druchii Violet (2). Using a Detail Brush, paint on a layer of Gehenna's Gold (3). Lastly, with a Fine Detail Brush add a highlight of Runefang Steel (4).

GEM



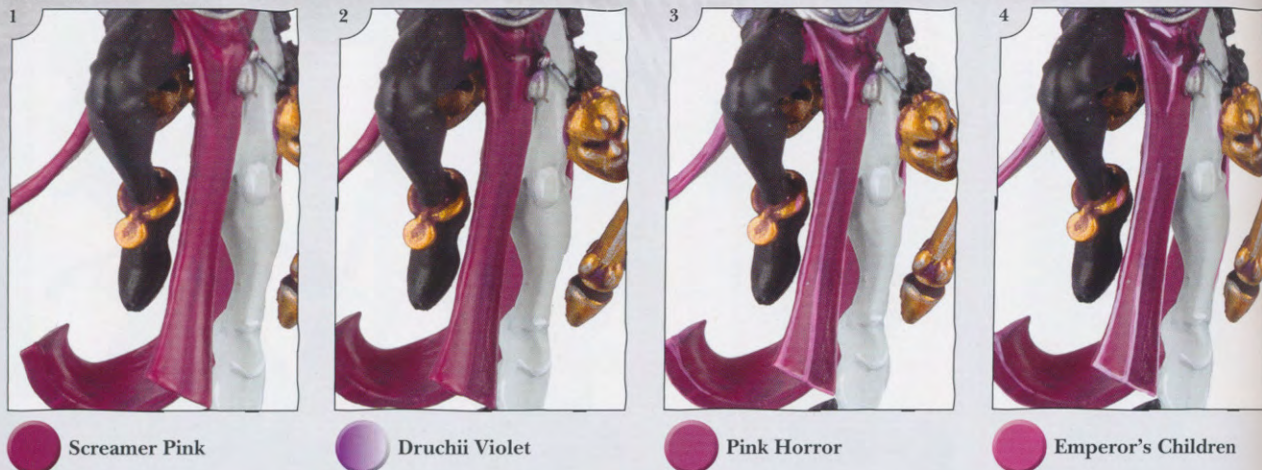
Basecoat the gem with Abaddon Black (1). Then, add a layer of Caliban Green to one side (2). Highlight this side Warpstone Green (3), then add a fine highlight of Moot Green (4). Finally, add a dot of White Scar to represent reflected light (5).

POUCH



With a Standard Brush, basecoat the pouch Rhinox Hide (1). Then, give it a wash using Nuln Oil (2). Lastly, using a Fine Detail Brush, apply a fine edge highlight of Karak Stone to the edges and raised areas of the pouch (3).

LOINCLOTH



Basecoat Screamer Pink (1). Apply a wash of Druchii Violet (2). Highlight with Pink Horror (3), then with Emperor's Children (4).

NEURO DISRUPTOR



Basecoat Caliban Green (1). Highlight first with Warpstone Glow (2), then Moot Green (3). Then, add a fine White Scar highlight (4).

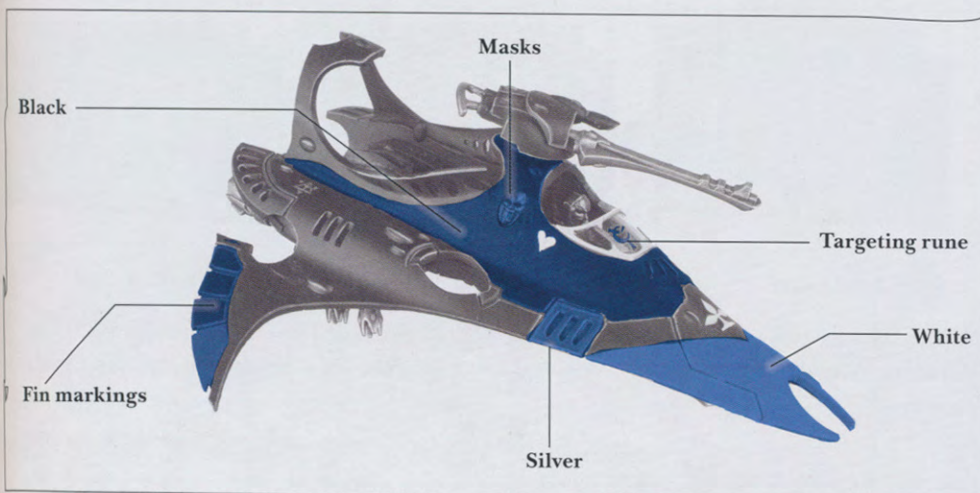
MARKINGS



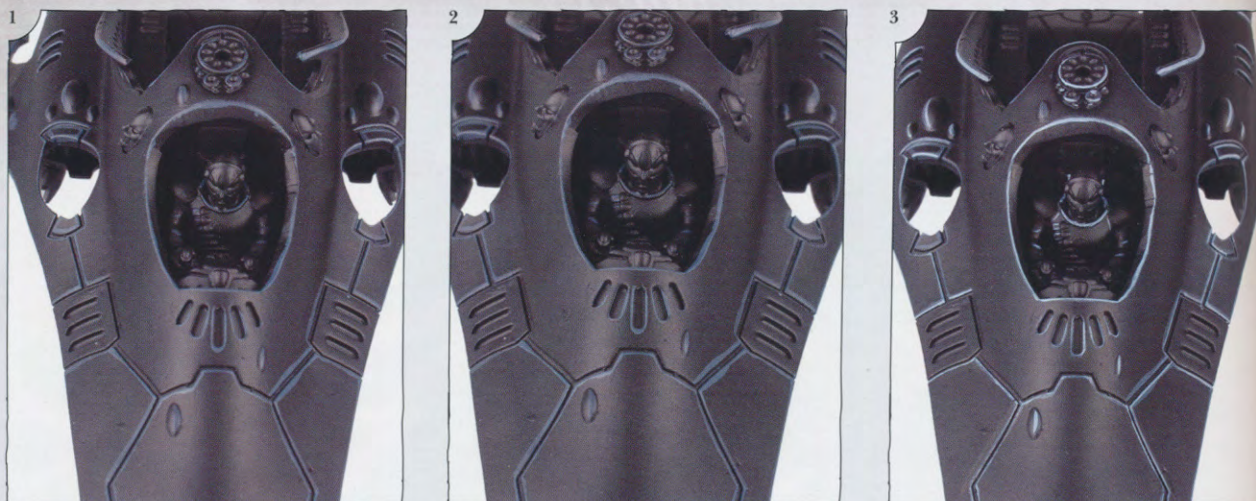
Shadowseers sometimes display the marking of the Troupe they accompany into battle, such as the prism symbol of a Troupe of the Light, shown here upon the seer's thigh.

Alternatively, you could simply stick to the masque's rune for individual character models if you don't want them to be associated with any particular Troupe.

STARWEAVER



BLACK



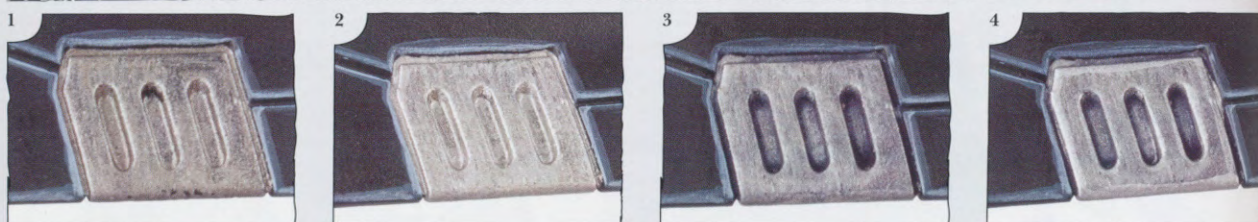
1 Abaddon Black

2 Dark Reaper

3 Administratum Grey

With a Basecoat Brush, basecoat the hull with Abaddon Black (1). Then, using a Detail Brush, highlight the lines and joins on the hull with Dark Reaper (2). Lastly, with a Fine Detail Brush, apply a fine highlight of Administratum Grey to these same areas (3).

SILVER



1 Leadbelcher

2 Ironbreaker

3 Drakenhof Nightshade

4 Runefang Steel

With a Detail Brush, basecoat any areas that are going to be silver using Leadbelcher (1). Next, add a layer of Ironbreaker (2). Once this has dried, give the area a wash using Drakenhof Nightshade (3). Use a Fine Detail Brush to add a highlight of Runefang Steel (4).

MASKS



1 Balthasar Gold

2 Druchii Violet

3 Gehenna's Gold

4 Runefang Steel

With a Standard Brush, basecoat the mask using Balthasar Gold (1). Then apply a wash of Druchii Violet (2). Once this has dried use a Detail Brush to add a highlight of Gehenna's Gold (3). Finally, give the mask a fine highlight with Runefang Steel (4).

TARGETING RUNE



With a Fine Detail Brush, carefully pick out the rune on the canopy using Ulthuan Grey (1). Then, apply a wash to this area with Guilliman Blue (2). Finally, very carefully add a fine highlight to the rune using White Scar (3).

WHITE



Basecoat the area with Celestra Grey (1). Then, add a layer of Ulthuan Grey (2). Now, highlight these areas with White Scar (3).

FIN MARKINGS



Paint the three rearmost plates Naggaroth Night (1). Then, edge highlight these using Xereus Purple (2). Now, paint the remaining plate Averland Sunset (3). Apply a layer of Yriel Yellow (4). Lastly, edge highlight the yellow plate using Flash Gitz Yellow (5).

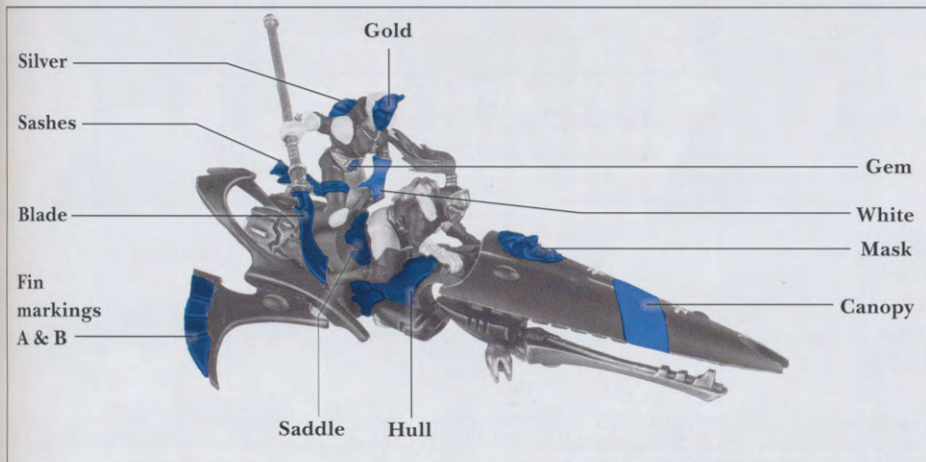
MARKINGS



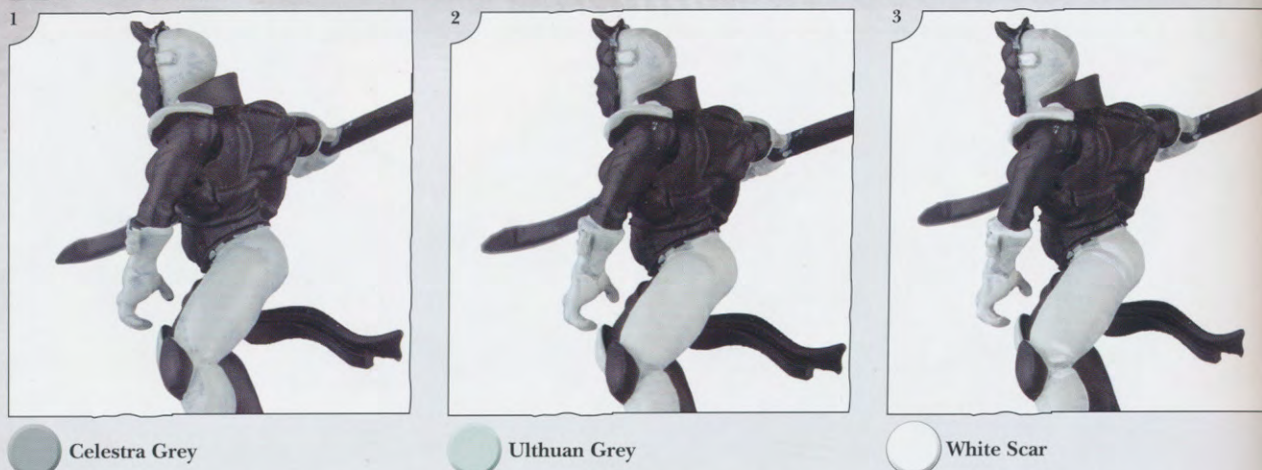
The Frozen Stars have adopted the rune of divergent chance as their masque's symbol, shown here on the left. The craft may also display the rune of its accompanying Troupe – or a numerical rune indicating its specific place within the masque – near the cockpit. Yellow hazard runes, like those shown on the right, are sometimes placed near access panels or exhaust vents.



SKYWEAVER

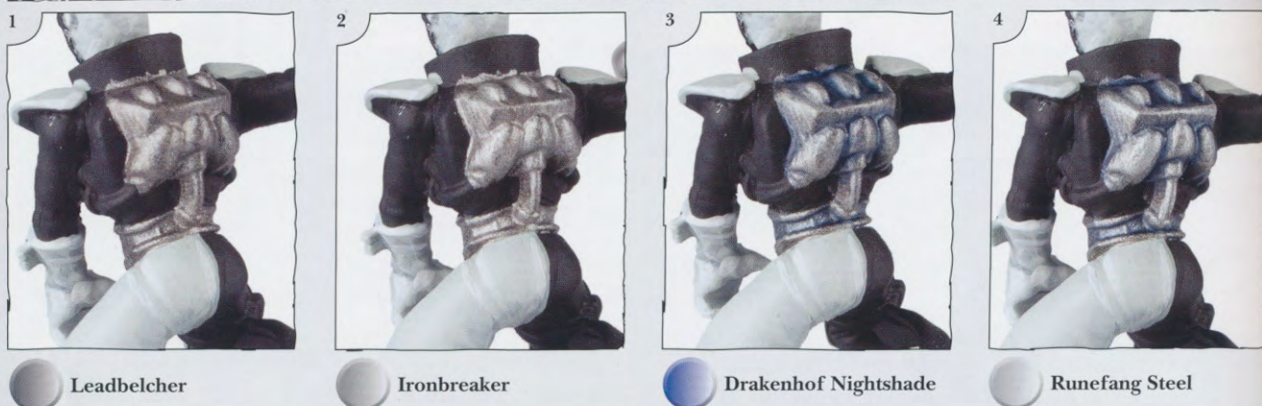


WHITE



Basecoat the area with Celestra Grey (1). Then, add a layer of Ulthuan Grey (2). Now, highlight these areas with White Scar (3).

SILVER



With a Detail Brush, basecoat any areas that are going to be silver using Leadbelcher (1). Next, add a layer of Ironbreaker (2). Once this has dried, give the area a wash of Drakenhof Nightshade (3). Use a Fine Detail Brush to add a highlight of Runefang Steel (4).

GOLD



With a Standard Brush, apply a basecoat of Balthasar Gold (1). Then, add a wash of Druchii Violet (2). Using a Detail Brush, paint on a layer of Gehenna's Gold (3). Lastly, with a Fine Detail Brush, add a highlight of Runefang Steel (4).

SASHES



Basecoat the sashes using Stegadon Scale Green (1). Next, add a layer of Kabalite Green (2). Finally, with a Detail Brush, apply a highlight of Sybarite Green (3).

TOP TIP

We painted the sashes and ribbons in the Frozen Stars collection in four main colours: green, blue, pink and yellow. This allowed us to easily distinguish between the different Troupes and Harlequin pilots, and added depth to a predominantly black and white colour scheme through the inclusion of some eye-catching spot colours.

GEM



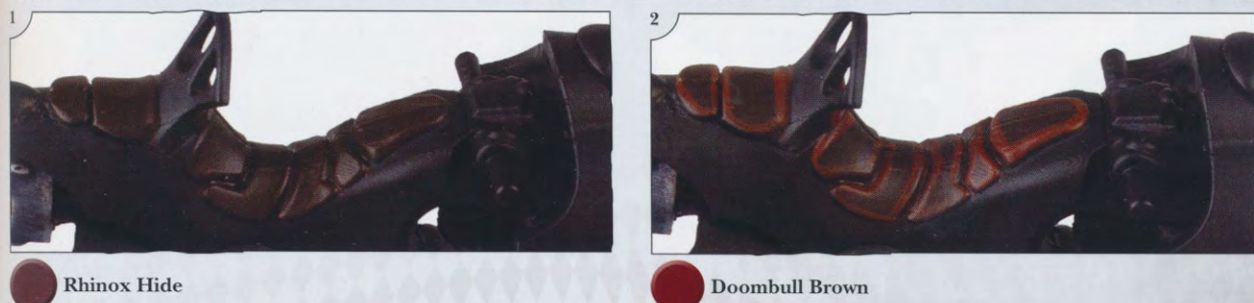
Basecoat the gem (1). Add a layer to one side (2). Highlight this side (3), then add a fine highlight (4). Finally, add a white dot (5).

BLADE



With a Standard Brush, basecoat the blade using Abaddon Black (1). Then, with a Fine Detail Brush, highlight the edges and raised areas of the blade using Sotek Green (2). Finally, add a very fine highlight of Baharroth Blue to these same areas (3).

SADDLE



With a Standard Brush, basecoat the saddle Rhinox Hide (1). Then, highlight the edges of the saddle Doombull Brown (2).

MASK



1 Balthasar Gold



2 Druchii Violet



3 Gehenna's Gold



4 Runefang Steel

Basecoat Balthasar Gold (1), then wash with Druchii Violet (2). Layer Gehenna's Gold (3), then highlight with Runefang Steel (4).

HULL



1 Dark Reaper



2 Administratum Grey

Highlight the edges of the hull with Dark Reaper (1). With a Fine Detail Brush, add a fine highlight of Administratum Grey (2).

FIN MARKINGS (A & B)



1 Naggaroth Night



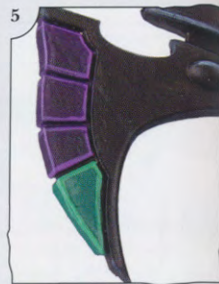
2 Xereus Purple



3 Incubi Darkness



4 Kabalite Green



5 Sybarite Green

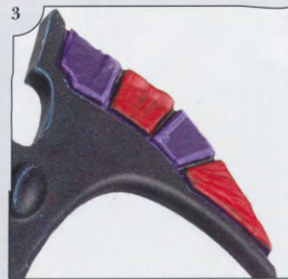
Basecoat the purple panels (1), then edge highlight them (2). Basecoat the green panel (3), edge highlight (4), then fine highlight (5).



1 Naggaroth Night



2 Xereus Purple



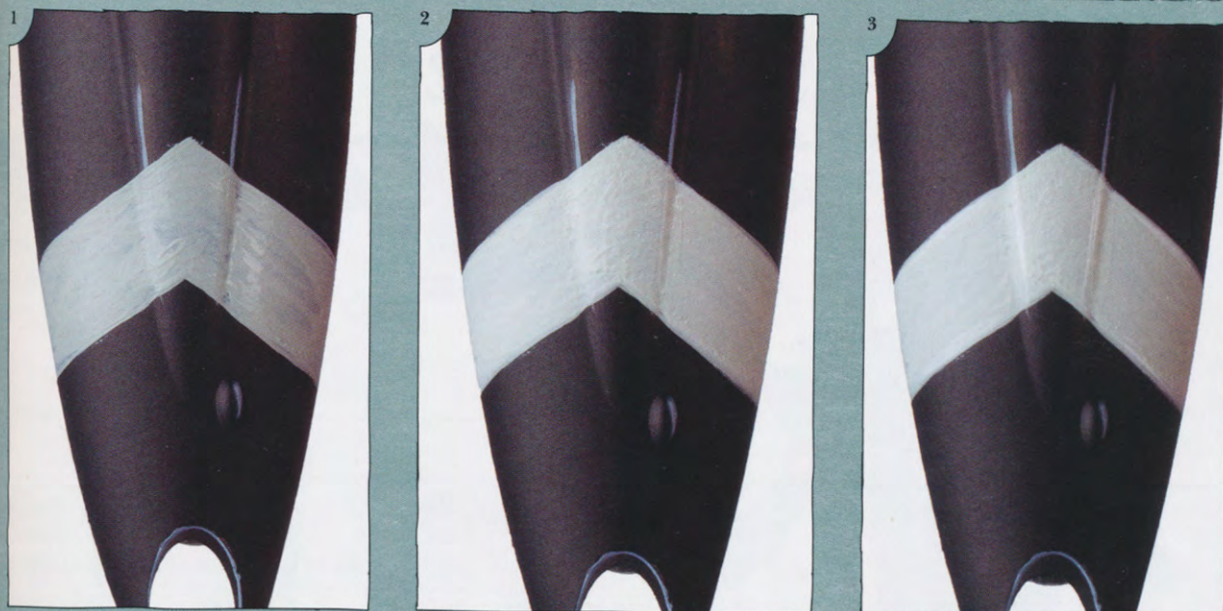
3 Mephiston Red



4 Wild Rider Red

Basecoat the purple panels (1), then edge highlight them (2). Basecoat the remaining plates (3), then highlight those too (4).

CANOPY



1 Celestra Grey

2 Ulthuan Grey

3 White Scar

Using a Standard Brush, carefully paint your chosen design onto the canopy using Celestra Grey (1). Then, with a Detail Brush, add a layer of Ulthuan Grey to this area (2). Lastly, use a Fine Detail Brush to highlight these areas with White Scar (3).

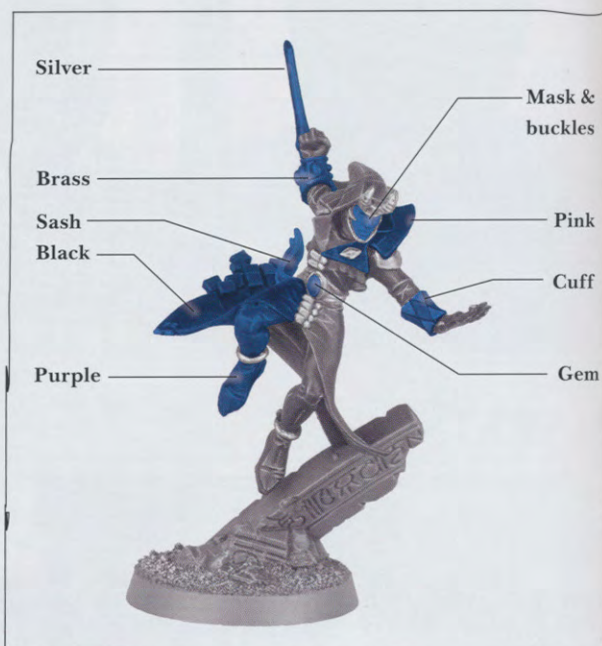
MARKINGS



On the black and white Skyweavers of the Masque of Frozen Stars, white markings can be used to break up the uniformity of the hull. Symbols like the rune of the masque, or kill, hazard and pilot markings add further detail and character to these dynamic models.

THE VEILED PATH

SOLITAIRE



BLACK



Chaos Black



Dark Reaper



Fenrisian Grey

After undercoating the model with Chaos Black Spray (1), apply an edge highlight of Dark Reaper (2), followed by a fine highlight of Fenrisian Grey (3).

PINK



Screamer Pink



Drakenhof Nightshade



Screamer Pink



Cadian Flestone

With a Standard Brush, basecoat the collar and lining of the coat Screamer Pink (1). Then, wash these areas with Drakenhof Nightshade (2). With a Detail Brush add a highlight of Screamer Pink (3), followed by a fine highlight of Cadian Flestone (4).

PURPLE



Daemonette Hide



Druchii Violet



Daemonette Hide



Slaanesh Grey

With a Standard Brush, basecoat the purple areas Daemonette Hide (1). Then, wash this area Druchii Violet (2). With a Detail Brush, apply a layer of Daemonette Hide (3). Finally, use a Fine Detail Brush to add a highlight of Slaanesh Grey (4).

CUFF



1 Abaddon Black



2 Slaanesh Grey



3 Pallid Wych Flesh

Using a Fine Detail Brush, carefully apply a crisscross pattern with Abaddon Black (1). Paint some of the diamonds in this pattern with Slaanesh Grey (2). Then, using a Fine Detail Brush, highlight the edges of these grey diamonds using Pallid Wych Flesh (3).

BRASS



1 Brass Scorpion



2 Reikland Fleshshade



3 Sycorax Bronze



4 Runefang Steel

Use a Standard Brush to apply a basecoat of Brass Scorpion (1). Then, give this area a wash using Reikland Fleshshade (2). With a Detail Brush, add a highlight of Sycorax Bronze (3), followed by a fine highlight of Runefang Steel to the raised edges (4).

SILVER



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

With a Standard Brush, paint on a basecoat of Leadbelcher (1). Then, apply a wash of Nuln Oil (2). Once this has completely dried, use a Fine Detail Brush to carefully apply a highlight of Runefang Steel (3).

MASK & BUCKLES



Celestra Grey



Drakenhof Nightshade



White Scar

With a Detail Brush, carefully paint any areas to be white with a basecoat of Celestra Grey (1). Then, give these areas a wash of Drakenhof Nightshade (2). Lastly, with a Fine Detail Brush, carefully highlight the white areas using White Scar (3).

GEM



Sotek Green



Temple Guard Blue



White Scar

Using a Detail Brush, basecoat the gem Sotek Green (1). Then, with a Fine Detail Brush, highlight the edges of the gem with Temple Guard Blue (2). Finally, use a dot and thin lines of White Scar to create the impression of light reflecting off the gem's surface (3).

SASH



Averland Sunset



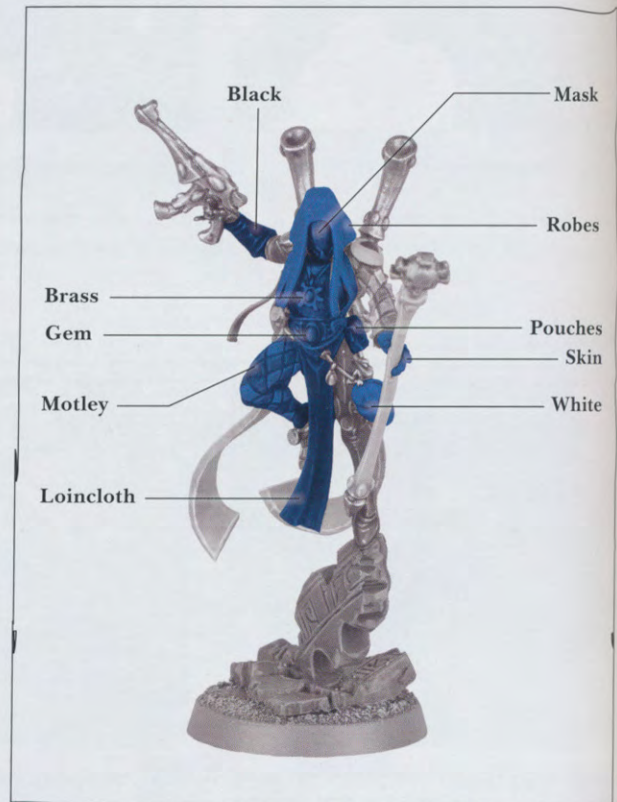
Reikland Fleshshade



Dorn Yellow

Use a Standard Brush to apply a basecoat of Averland Sunset (1). Then, wash the yellow area with Reikland Fleshshade (2). Once dry, use a Fine Detail Brush to apply an edge highlight of Dorn Yellow (3).

SHADOWSEER



BLACK



Chaos Black Spray



Dark Reaper

Undercoat the model using Chaos Black Spray (1). Apply a highlight of Dark Reaper to any areas that will remain black (2).



Russ Grey



Fenrisian Grey

Then, add another highlight, this time using Russ Grey (3). Lastly, apply a fine highlight of Fenrisian Grey (4).

BRASS



Warplack Bronze



Brass Scorpion



Reikland
Fleshshade



Sycorax Bronze



Runefang Steel

Basecoat with Warplack Bronze (1). Next, apply a layer of Brass Scorpion (2). Then, give the area a wash using Reikland Fleshshade (3). With a Fine Detail Brush, highlight using Sycorax Bronze (4). Follow this with a fine highlight of Runefang Steel (5).

ROBES



Death World Forest



Ogryn Camo

With a Standard Brush, basecoat any green areas on the robes using Death World Forest (1). Once this coat has dried, apply a layer of Ogryn Camo (2). This is more effective than painting Ogryn Camo directly over a black undercoat.



Biel-Tan Green



Dorn Yellow

Use a Standard Brush to give the green areas a wash of Biel-Tan Green, further adding to the contrast between recesses and raised areas (3). Then, once this is completely dry, use a Fine Detail Brush to carefully highlight the edges of the robe and hood using Dorn Yellow, creating a sharp contrast between the lighter and darker shades (4).

MOTLEY



 Averland Sunset



 Incubi Darkness



 Warpstone Glow

With a Standard Brush, basecoat any areas that are going to be yellow with Averland Sunset (1). Then, using a Fine Detail Brush, paint a latticework pattern onto these areas using Incubi Darkness (2). Fill in alternating checks with Warpstone Glow (3).



 Screamer Pink



 Incubi Darkness



 Moot Green

Use Screamer Pink to fill in some of the remaining checks, leaving some yellow (4). Then, with a Fine Detail Brush reapply the latticework pattern using Incubi Darkness (5). Again using a Fine Detail Brush, highlight the green checks using Moot Green (6).



 Russ Grey



 Dorn Yellow

With a Fine Detail Brush, highlight the edges of the pink checks using Russ Grey (1). Then, repeat the process using Dorn Yellow to highlight the edges of the yellow checks (2).

TOP TIP

This collection predominantly features dark and pale green shades. To enhance this colour scheme, we chose to add the occasional Screamer Pink check to the Harlequins' motley. This colour contrasts strongly with the green and yellow, and adds depth to the overall appearance of the model.

LOINCLOTH



 Screamer Pink

 Drakenhof Nightshade

 Screamer Pink

 Russ Grey

Basecoat with Screamer Pink (1). Wash with Drakenhof Nightshade (2). Highlight first with Screamer Pink (3), then Russ Grey (4).

WHITE



 Celestra Grey

 Drakenhof Nightshade

 White Scar

Basecoat with Celestra Grey (1). Then, apply a Drakenhof Nightshade wash (2). Highlight the white areas using White Scar (3).

MASK



 Leadbelcher

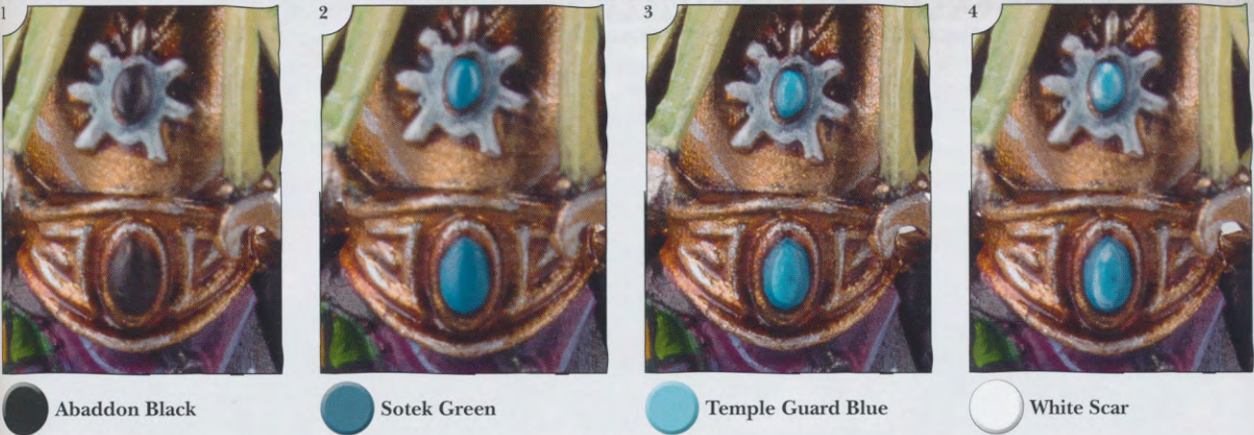
 Druchii Violet

 Ironbreaker

 Runefang Steel

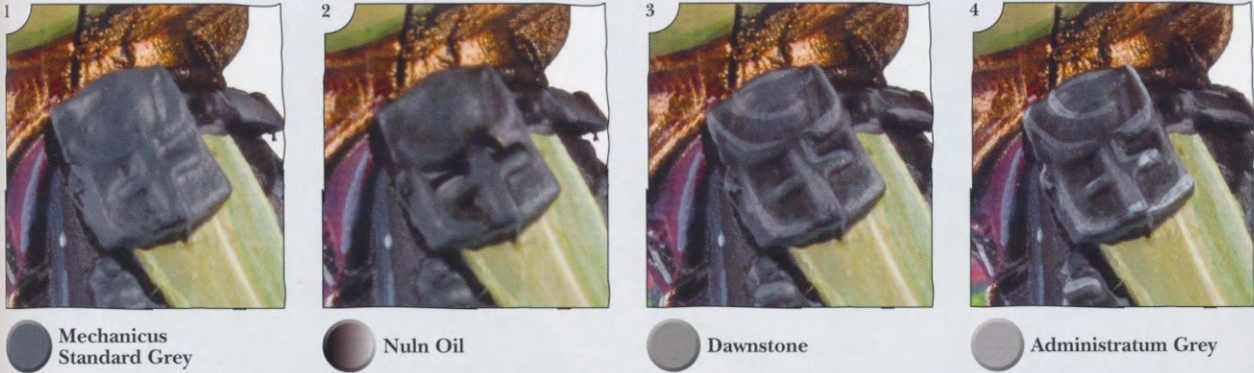
With a Detail Brush, paint on a basecoat of Leadbelcher (1). Then, apply a wash of Druchii Violet (2). Once this has completely dried, apply a layer highlight of Ironbreaker (3). Finally, use a Fine Detail Brush to carefully highlight one side with Runefang Steel (4).

GEM



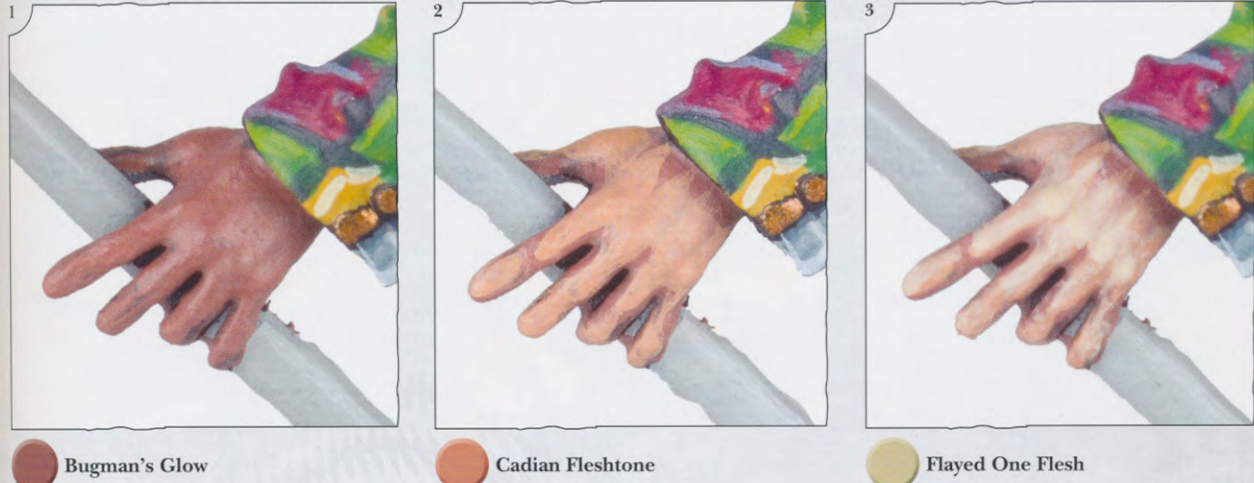
Basecoat Abaddon Black (1). Then add a layer of Sotek Green (2). Next, with a Fine Detail Brush, highlight one edge of the gem with Temple Guard Blue (3). Use a dot and thin lines of White Scar to create the impression of light reflecting off the gem's surface (4).

POUCHES



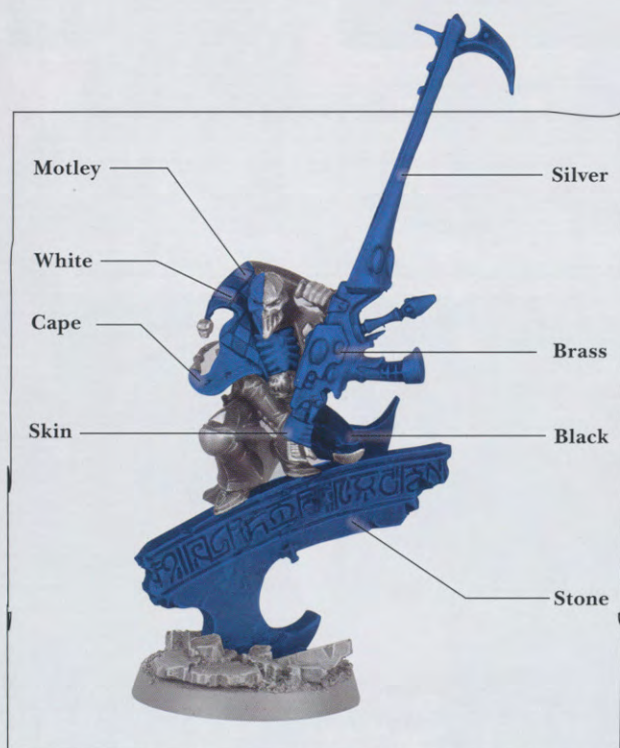
Use a Standard Brush to basecoat Mechanicus Standard Grey (1). Then, apply a Nuln Oil wash (2). Next, use a Detail Brush to highlight the edges using Dawnstone (3). Finally, use a Fine Detail Brush to add a fine highlight of Administratum Grey (4).

SKIN



With a Detail Brush, basecoat the skin Bugman's Glow (1). Then add a layer of Cadian Flesthone (2). Lastly, using a Fine Detail Brush, carefully paint on highlights of Flayed One Flesh (3).

DEATH JESTER



BLACK

1



Chaos Black Spray

2



Dark Reaper

3



Fenrisian Grey

Undercoat the model with *Chaos Black Spray* (1). Then, using a *Detail Brush*, give the model highlights of *Dark Reaper* (2). After this is complete, use a *Fine Detail Brush* to highlight the edges and raised areas using *Fenrisian Grey* (3).

CAPE

1



Death World Forest

2



Ogryn Camo

3



Biel-Tan Green

4



Dorn Yellow

Basecoat any areas that will be green using *Death World Forest* (1). Then, apply a layer highlight of *Ogryn Camo* (2).

Use a *Standard Brush* to give the green areas of the robe a wash of *Biel-Tan Green* (3). Then, once this is completely dry, use a *Fine Detail Brush* to carefully highlight the edges of the green areas using *Dorn Yellow* (4).

MOTLEY



Averland Sunset



Incubi Darkness



Warpstone Glow

With a Standard Brush, basecoat any areas that are going to be yellow with Averland Sunset (1). Then, using a Fine Detail Brush paint a latticework pattern onto these areas using Incubi Darkness (2). Fill in alternating checks with Warpstone Glow (3).



Screamer Pink



Incubi Darkness



Moot Green

Use Screamer Pink to fill in some of the remaining checks, leaving some yellow (4). Then, with a Fine Detail Brush, reapply the latticework pattern using Incubi Darkness (5). Now, with a Fine Detail Brush highlight the green checks using Moot Green (6).



Dorn Yellow



Russ Grey

With a Fine Detail Brush highlight the edges of the yellow checks using Dorn Yellow (1). Then repeat the process by using Russ Grey to highlight the edges of the pink checks (2).



BRASS



Basecoat with Warplock Bronze (1). Then, add a layer of Brass Scorpion (2). Next, give this area a wash of Reikland Fleshshade (2).



Add a layer of Sycorax Bronze (4), followed by a fine highlight of Runefang Steel (5).

TOP TIP

We chose to paint the barrel and scythe of the shrieker cannon silver to make them stand out from the brass.

Doing this helps to break up the outline of the gun and draws the eye to the details. This technique makes this dramatic piece of wargear even more striking on the tabletop.

SILVER



With a Standard Brush, paint on a basecoat of Leadbelcher (1). Then, apply a wash of Nuln Oil (2). Once this has completely dried, use a Fine Detail Brush to carefully highlight the edges using Runefang Steel (3).

WHITE



 Celestra Grey



 Drakenhof Nightshade



 White Scar

With a Detail Brush, carefully paint any areas to be white with a basecoat of Celestra Grey (1). Then, give these areas a wash of Drakenhof Nightshade (2). Lastly, with a Fine Detail Brush, carefully highlight the white areas using White Scar (3).

SKIN



 Bugman's Glow



 Cadian Flestone



 Flayed One Flesh

With a Detail Brush, basecoat the skin Bugman's Glow (1). Then add a layer of Cadian Flestone (2). Lastly, using a Fine Detail Brush, carefully paint on highlights of Flayed One Flesh (3).



STONE



 Mechanicus Standard Grey



 Druchii Violet

With a Standard Brush, basecoat the ruin Mechanicus Standard Grey (1). Then apply a Druchii Violet wash to its surface (2).

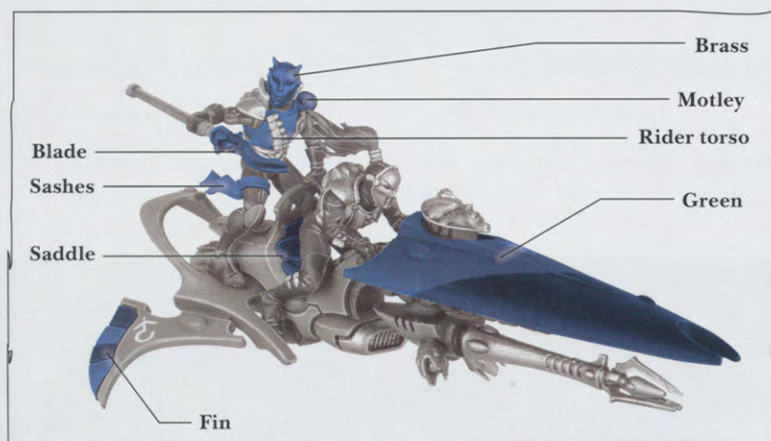


 Russ Grey

Use a Detail Brush to add a highlight of Russ Grey to the edges and raised areas of the ruin (3).



SKYWEAVER



GREEN



Chaos Black Spray

Undercoat with *Chaos Black Spray* (1). Apply masking tape at an angle to cover the prow, then spray with *Warpstone Glow* (2).



Warpstone Glow & masking tape



Remove masking tape

Carefully remove the masking tape (3). Now, using a *Standard Brush*, wash the recesses of the green areas with *Coelia Greenshade* (4).



Coelia Greenshade



Moot Green

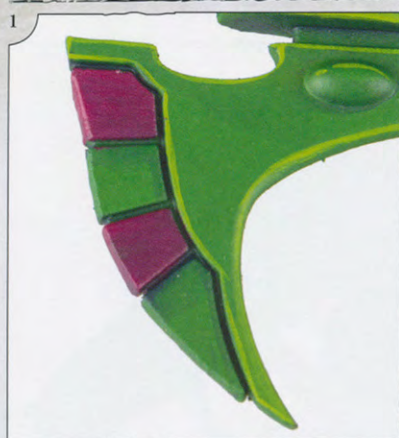
With a *Detail Brush*, highlight the green areas *Moot Green* (5).

TOP TIP

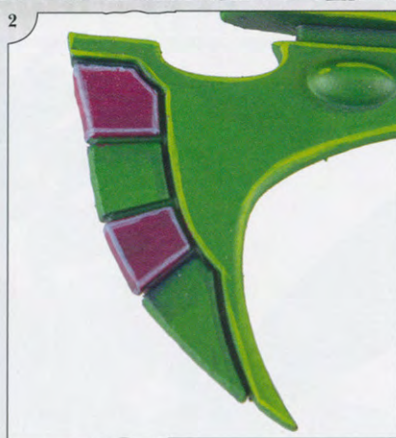
This stunning effect is quite simple to achieve if you have the right tools. First, we sprayed the jetbike black using *Chaos Black Spray*. Then, once the undercoat was dry, we masked off a section by carefully applying masking tape. Next, we used a *Citadel Spray Gun* to apply *Warpstone Glow* to the un-masked parts of the model. We then removed the masking tape to reveal a perfectly straight diagonal line on the chassis.

If you are new to this technique, it might be worth leaving the masking tape on until you have finished highlighting the green area, so there's no chance of accidentally getting any green paint on the black area.

RIGHT FIN



Screamer Pink



Russ Grey



Averland Sunset

Use a Standard Brush to paint two of the wing panels Screamer Pink (1). Then, with a Detail Brush, carefully highlight the edges of these panels using Russ Grey (2). Next, use a Standard Brush to paint the remaining two wing panels with Averland Sunset (3).



Reikland Fleshshade



Dorn Yellow

With a Standard Brush, apply a wash of Reikland Fleshshade to the yellow panels (4). Lastly, with a Detail Brush, apply a fine highlight of Dorn Yellow to these panels (5).

TOP TIP

To maintain a consistent look throughout the army, we chose to paint the fin markings with similar colours to those used to paint the motley designs on the Harlequins. Alternating these bright colours creates a stunning visual effect that contrasts well with the green chassis.

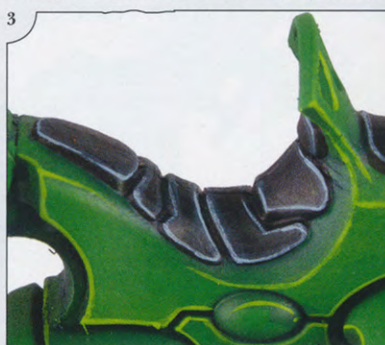
SADDLE



Abaddon Black



Dark Reaper



Administratum Grey

Using a Standard Brush, basecoat the saddle Abaddon Black (1). With a Detail Brush, highlight the raised edges and areas of the saddle with Dark Reaper (2). Finally, use a Fine Detail Brush to apply a fine edge highlight to the raised areas of the saddle (3).

LEFT FIN



With a Standard Brush, paint on a basecoat of Ogryn Camo to the jetbike's left wing. Next, use a Detail Brush to apply a wash of Biel-Tan Green to the recessed parts of the wing (2). Lastly, with a Fine Detail Brush, highlight the edges of the wing Dorn Yellow (3).

RIDER TORSO



With a Standard Brush, basecoat the torso Death World Forest (1). Then, add a layer of Ogryn Camo (2). After this, give the torso a wash of Biel-Tan Green (3). Finally, use a Fine Detail Brush to apply a highlight of Dorn Yellow (4).

BRASS



Basecoat Brass Scorpion (1). Wash with Reikland Fleshshade (2). Layer Sycorax Bronze (3), then highlight with Runefang Steel (4).

BLADE



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

With a Standard Brush, evenly basecoat the blade with Leadbelcher (1). Next, use a Standard Brush to give the blade a wash using Nuln Oil (2). Once this has dried, use a Detail Brush to highlight the edges of the blade with Runefang Steel (3).

SASHES



1 Averland Sunset



2 Reikland Fleshshade



3 Dorn Yellow

Using a Standard Brush, basecoat the sashes with Averland Sunset (1). Then, apply a wash of Reikland Fleshshade to these same areas (2). Once this has dried, using a Fine Detail Brush, give them a fine highlight of Dorn Yellow (3).

MOTLEY



1 Averland Sunset



2 Abaddon Black



3 Screamer Pink



4 Russ Grey



5 Dorn Yellow

Basecoat the patterned areas with Averland Sunset (1). Using a Fine Detail Brush, create a latticework of Abaddon Black lines (2). Paint alternating checks Screamer Pink (3). Highlight these checks with Russ Grey (4), and the yellow checks with Dorn Yellow (5).



TROUPE



BLACK



● Chaos Black Spray



● Dark Reaper

Undercoat the model using Chaos Black Spray (1). Using a Detail Brush, apply a highlight of Dark Reaper (2).



● Fenrisian Grey

With a Fine Detail Brush, carefully highlight any raised areas or edges with Fenrisian Grey (3).



GREEN



● Incubi Darkness



● Warpstone Glow



● Moot Green

Basecoat any areas that are going to be green with Incubi Darkness (1). Then, with a Detail Brush, highlight these areas by adding a layer of Warpstone Glow (2). Next, use a Detail Brush to apply a highlight of Moot Green to these same areas (3).

TORSO



1  Death World Forest



2  Ogryn Camo

With a Standard Brush, basecoat the torso Death World Forest (1). Then, add a layer of Ogryn Camo (2).



3  Biel-Tan Green



4  Dorn Yellow

Wash the torso with Biel-Tan Green (3). Finally, use a Fine Detail Brush to apply a highlight of Dorn Yellow to the raised areas (4).

BRASS



1  Brass Scorpion



2  Reikland Fleshshade



3  Sycorax Bronze



4  Runefang Steel

With a Standard Brush, basecoat Brass Scorpion (1). Then, apply a wash of Reikland Fleshshade to these areas (2). Next, use a Fine Detail Brush to add a highlight of Sycorax Bronze (3). Lastly, with a Fine Detail Brush, apply a fine highlight of Runefang Steel (4).

METAL



Leadbelcher



Nuln Oil



Runefang Steel

Basecoat with Leadbelcher (1). Next, add a wash of Nuln Oil (2). Finally, highlight the edges of the blade with Runefang Steel (3).

YELLOW SASH



Averland Sunset



Reikland Fleshshade



Averland Sunset



Dorn Yellow

Basecoat Averland Sunset (1). Wash with Reikland Fleshshade (2). Highlight first with Averland Sunset (3), then Dorn Yellow (4).

PURPLE SASH



Screamer Pink



Drakenhof Nightshade



Russ Grey

Basecoat with Screamer Pink (1). Then, apply a wash of Drakenhof Nightshade (2). Lastly, add a fine highlight of Russ Grey (3).

WHITE



1 Celestra Grey



2 Drakenhof Nightshade



3 White Scar

Using a Standard Brush, paint any white areas with Celestra Grey (1). Then, using a Detail Brush, carefully wash these white areas with Drakenhof Nightshade (2). Once this had dried, use a Fine Detail Brush to add a fine White Scar highlight to the raised areas (3).

HAIR



1 Screamer Pink



2 Drakenhof Nightshade



3 Russ Grey

With a Standard Brush, basecoat the hair with Screamer Pink (1). Then, with a Standard Brush, carefully apply a wash of Drakenhof Nightshade (2). Lastly, use a Fine Detail Brush to give the edges and raised areas of the hair a fine highlight of Russ Grey (3).

CRYSTAL



1 Abaddon Black



2 Kantor Blue



3 Caledor Sky



4 Lothorn Blue

Using a Standard Brush, basecoat the crystal Abaddon Black (1). Then, with a Detail Brush, apply a highlight to the raised edges using Kantor Blue (2). Next, with a Fine Detail Brush, add a Caledor Sky (3) and a Lothorn Blue highlight to these areas (4).

MOTLEY



 Averland Sunset



 Incubi Darkness



 Warpstone Glow

Basecoat the motley areas with Averland Sunset (1). Using a Fine Detail Brush, create a latticework of Incubi Darkness lines (2). With a Fine Detail Brush, paint some of the checks within the latticework Warpstone Glow, in the pattern shown above (3).



 Screamer Pink



 Incubi Darkness



 Moot Green

Next, still using a Fine Detail Brush, paint some of the remaining checks Screamer Pink, leaving some checks still yellow (4). Then, thicken up the lines of the latticework with Incubi Darkness (5). Now, highlight the green checks using Moot Green (6).



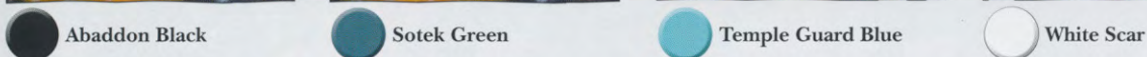
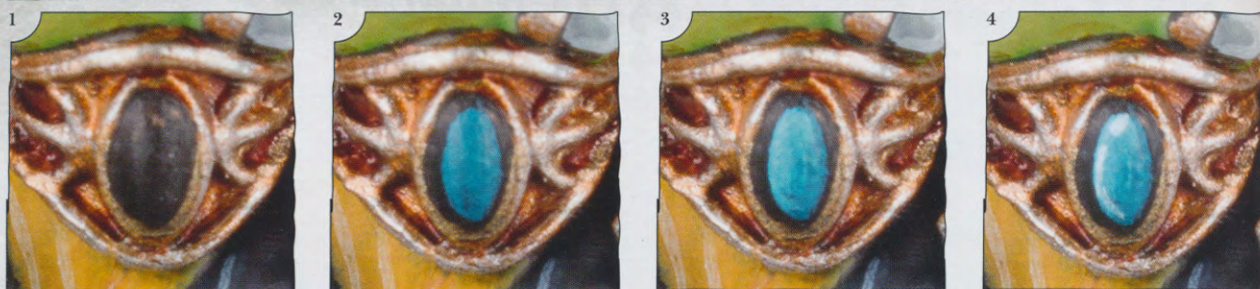
 Russ Grey



 Dorn Yellow

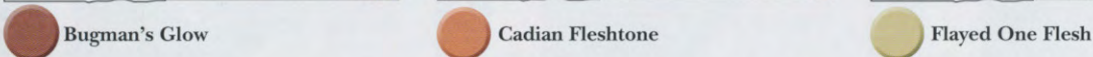
With a Fine Detail Brush highlight the pink checks using Russ Grey (7). Finally, use a Fine Detail Brush to add a fine highlight of Dorn Yellow to the yellow checks (8).

GEM



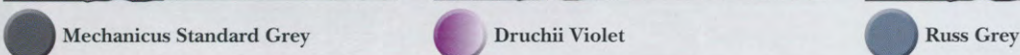
With a Standard Brush, basecoat the gem Abaddon Black (1). Then, use a Detail Brush to apply a layer of Sotek Green (2). Next, with a Fine Detail Brush add a highlight of Temple Guard Blue to one edge of the gem (3). Lastly apply a thin line of White Scar (4).

SKIN



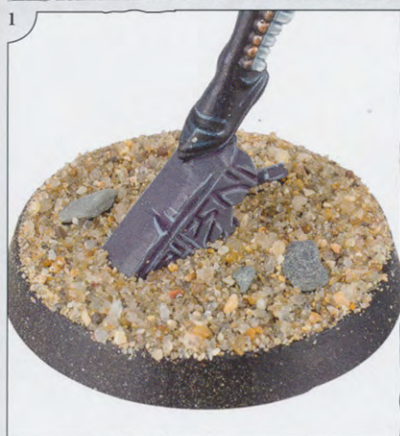
With a Detail Brush basecoat the skin Bugman's Glow (1). Then, with a Fine Detail Brush, carefully highlight the raised areas with Cadian Fleshtone (2). Lastly, use a Fine Detail Brush to apply a fine highlight to these same areas using Flayed One Flesh (3).

STONE



Use a Standard Brush to basecoat the stone Mechanicus Standard Grey (1). Then, with a Standard Brush, add a wash of Druchii Violet (2). Finally, with a Detail Brush, add a highlight of Russ Grey to raised areas and edges (3).

BASE



Citadel Sand



Dryad Bark



Balor Brown

Use PVA glue to apply Citadel Sand to the surface of the base, placing a few rocks among the sand (1). With a Basecoat Brush, paint the sand and rocks Dryad Bark (2). Then, with a Medium Drybrush, give the base a heavy drybrush of Balor Brown (3).



Tyrant Skull



Skavenblight Dingle



Agrax Earthshade

Using a Medium Drybrush, give the base a drybrush of Tyrant Skull (4). Then, with a Detail Brush, carefully paint the rocks Skavenblight Dingle (5). Next, still using a Detail Brush, add a wash of Agrax Earthshade to the rocks (6).



Longbeard Grey



Steel Legion Drab

With a Small Drybrush, very carefully drybrush the rocks using Longbeard Grey (7). Lastly, use a Standard Brush to carefully paint a coat of Steel Legion Drab around the edges of the base (8).

SHURIKEN PISTOL



1 Warlock Bronze



2 Brass Scorpion



3 Reikland Fleshshade

With a Standard Brush, basecoat the pistol with Warlock Bronze (1). Next, use a Standard Brush again to apply a layer of Brass Scorpion (2). Then, once this has dried, give the pistol a wash of Reikland Fleshshade (3).



4 Sycorax Bronze



5 Runefang Steel



6 Leadbelcher

Now use a Detail Brush to add a layer of Sycorax Bronze (4). After this, use a Detail Brush again to apply a highlight of Runefang Steel to the raised areas and edges of the pistol (5). Then, use a Fine Detail Brush to paint the central barrel with Leadbelcher (6).



7 Nuln Oil



8 Runefang Steel

Give the barrel a wash of Nuln Oil (7). Once this has dried, use a Fine Detail Brush to carefully highlight the barrel with Runefang Steel (8).





THE CATALOGUE



Harlequin Death Jester



Harlequin Solitaire



Harlequin Shadowseer





Harlequin Troupe



Harlequin Skyweavers





Harlequin Starweaver



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