

KILL TEAM

HARLEQUINS

The Harlequins are an Eldar warrior elite that draw no delineation between art and war. They are the keepers of the Black Library and serve the enigmatic Eldar deity called the Laughing God.

Harlequin Jetbikes

A Harlequin Jetbike is fitted with a Twin-linked Shuriken Catapult. Models with a Harlequin Jetbike change their unit type to Bike (Eldar

Jetbike), increase their Toughness to 4, and gain a 3+ armour save. They also lose their Flip Belt.

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-2 Special models

TEAM LEADERS

Troupe Master – 43 pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	2	6	3	10	-

Wargear:

Power Weapon, Shuriken Pistol, Flip Belt, Holo-suit

Special Rules:

Inspiring Presence, Fleet, Dance of Death

Special Rule – Mask of Fear:

A Troupe Master's mask incorporates a holographic generator that projects images of monstrous faces and daemonic visages. The Troupe Master has the Fear special rule, and any enemy in base contact with him has a -1 penalty to their Leadership.

Options:

- May exchange Power Weapon with:
 - Harlequin's Kiss Free
- May exchange Shuriken Pistol with:
 - Fusion Pistol 10 pts
- May ride a Harlequin jetbike for 30 points.
- May take equipment from the Harlequin armoury including Troupe Master only items.



CORE

Harlequin – 18 pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	1	6	2	9	-

Wargear:

Close Combat Weapon, Shuriken Pistol, Flip Belt, Holo-suit

Special Rules:

Fleet, Dance of Death

Options:

- May exchange Close Combat Weapon with:
 - Harlequin's Kiss 4 pts
- For every five Harlequin models in your Kill Team, one may exchange their Shuriken Pistol with:
 - Fusion Pistol 10 pts

SPECIAL

Death Jester – 28 pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	1	6	2	9	-

Wargear:

Close Combat Weapon, Shrieker Cannon, Flip Belt, Holo-suit

Special Rules:

Fleet, Dance of Death

Options:

- May exchange Shrieker Cannon with:
 - Shuriken Cannon Free
 - Eldar Missile Launcher 15 pts
 - Brightlance 25 pts
- *May take equipment from the Harlequin armoury.*

Harlequin Jetbike – 38 pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	4	1	6	2	9	3+

Wargear:

Close Combat Weapon, Shuriken Pistol, Holo-suit, Harlequin Jetbike (bonus included)

Special Rules:

Fleet, Dance of Death

Options:

- May exchange Close Combat Weapon with:
 - Harlequin's Kiss 4 pts
- May exchange jetbike Twin-linked Shuriken Catapults with:
 - Fusion Gun 5 pts
 - Shuriken Cannon 10 pts
- *May take equipment from the Harlequin armoury.*

Solitaire – 38 pts

Maximum of one Solitaire per Kill Team

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	1	6	2	10	-

Wargear:

Close Combat Weapon, Shuriken Pistol, Flip Belt, Holo-suit

Special Rules:

Fearless, Fleet, Dance of Death

Special Rule – Spiritless:

The Solitaire is immune to all Psychic Powers (even friendly ones).

Special Rule – Blitz Attack:

When a Solitaire moves at speed they are a blur of light. When rolling for charge distance, make a note of how many full inches of this distance is unused (I.e, the difference between the roll and the actual distance moved). The Solitaire gains +1 Attack for each inch of unused charge distance up to maximum of +6 Attacks

Options:

- May exchange Close Combat Weapon with:
 - Harlequin's Kiss 4 pts
 - Power Weapon 15 pts
- *May take equipment from the Harlequin armoury.*

Shadowseer – 48 pts

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	1	6	2	9	-

Wargear:

Close Combat Weapon, Shrieker Cannon, Flip Belt, Holo-suit

Special Equipment – Hallucinogen Grenades:

Rule Amendment: All friendly models within 6" of the Shadowseer count as having Plasma Grenades during the Assault phase.

Special Rules:

Fleet, Dance of Death, Psyker (Master Level 1)

Special Rule – Harlequin Powers:

The Shadowseer has the following psychic powers:

Veil of Tears: This is a Blessing that targets the Psyker. Whilst this power is in effect, the Psyker and any friendly models within 12" gain the Shrouded and Stealth special rules.

Misdirection: This is a Malediction that targets a single enemy model within 24". An effected model must pass a Leadership test on 3D6 if they wish to target, charge, or attack the Shadowseer. If they fail the test they may do nothing else that phase.

Options:

- *May take equipment from the Harlequin armoury.*

HARLEQUIN ARMOURY

Riverblades (Troupe Master Only) – 20 pts

Fitted to the back of the hand, a Riveblade is covered in a shimmering energy field which can punch through the thickest armour and slice through the target's soul. Melee attacks made by a model with Riverblades causes Instant Death.

Dread Mask (Troupe Master Only) – 10 pts

The Dread mask contains a psychic pickup which detects the worst fears of the wearer's opponent and amplifies them ten-fold. Any Leadership tests made due to the Troupe Master's Fear rule must be made with an additional -2 penalty.

Neuro-disruptor (Troupe Master Only) – 5 pts

A Neuro-disruptor uses intricate psycho-crystalline circuitry to emit a wave of particles that disrupt the brain's neural pathways. A model with a Neuro-disruptor gains the Concussion special rule with all close combat attacks.

Bio-explosive Ammunition – 15 pts

These specially modified shuriken contain potent venom which overloads the target's circulatory system, causing blood vessels to violently erupt. Bio-explosive ammunition gives any Shuriken Pistol the model uses the Fleshbane special rule.

Phase Field – 10 pts

A Phase Feld allows the wearer to shift between realspace and the webway, 'phasing' in and out of reality. Instead of moving, a model with a Phase Field may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

Tanglefoot Grenade – 5 pts

When a Tanglefoot Grenade detonates it creates a gravitic disruption field, causing its targets to stumble, fall over and generally stagger around. Tanglefoot Grenades have the following profile:

	Range	S	AP	Type
Tanglefoot Grenade	8"	3	-	Assault 1, One Shot Strikedown, Blast