



Eldar Harlequins

House Rules for adding Harlequins to your Epic armies.

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DANCE OF THE MASQUE

Harlequins are the warrior-sages of the Eldar, traveling from Eldar settlement to Craftworld to the Dark Eldar Realms, and the Exodite planets putting on their productions that tell the tale of the Eldar fall and the legends of old. Garish and outlandish garb betray the subtle combinations of advanced technology that allows warriors with already preternatural agility to become assault warriors of breathtaking efficiency. Enemy soldiers that survive being attacked by Harlequins often tell of the coloured blurr that killed their fellows without mercy, and the terrifying visages that brought death and despair to the battlefield. To be the victim of a Harlequin attack is to be a victim to ghosts as seldom can an attackers body be retrieved and indentified. More than one Imperial commander has been executed in the middle of the night while surrounded by armed guards with nothing more reported than light breezes.

Design Note – These rules are supposed to allow any Eldar Craftworld access to the sevice of the Eldar Harlequins.

ELDAR HARLEQUIN LIST

Harlequins are used by attaching them an Eldar army where they act as mini-army of their own. This represents the Harlequins either acting in support of a Craftworld, or other Eldar force.

- As a supporting force they are bought out of the titans and aircraft allowance of the Eldar army.

All regular Eldar special rules apply.

Harlequin special rules

Harlequins – All enemy attacks at Harlequins suffer a -1 to hit. This is in addition to cover modifiers.

In addition Harlequins are masters of the Webway and as long as the High Avatar unit is still alive the formation may activate to try to return to the webway. To do this they must pass an activation roll. If they pass they are removed from the table and lose their BMs. They are available to return in the following turn by teleporting or using an available Eldar portal.



HARLEQUIN DATA FAXES

Great Harlequin

Type -, Speed -, Armour -, CC -, FF -

Weapons: Harlequin Weapons, (base contact), Assault Weapons, Extra attacks (+1), MW

Notes: Inspiring, Supreme Commander (only for Harlequin formations)

High Warlock

Type -, Speed -, Armour -, CC -, FF -

Weapons: Psyker attacks, (small arms), Extra attacks (+1), MW

Notes: Inspiring, Commander

Solitaire

Type INF, Speed 25, Armour 3+, CC 2+, FF 6+

Weapons: Harlequin weapons, Assault Weapons (base contact), Extra attacks (+2), MW

Notes: Infiltrate, Scout, Teleport, Reinforced armour, Harlequin, Fearless

Death Jesters

Type -, Speed -, Armour -, CC -, FF -

Weapons: Shruikers, (small arms), Extra attacks (+D3), 2x Shruiken cannons, 30cm, AP5+, Bright Lance, 30cm, AT5+, Lance

Notes: Character

Harlequins

Type INF, Speed 20cm, Armour 5+, CC 4+, FF 4+

Weapons: Harlequin Weapons, (small arms), First Strike, Extra Attacks (+1), MW

or

Assault Weapon, MW, Extra attacks (+1)

Notes: Harlequins, Teleport, Scouts

Harlequin Jetbikes

Type INF, Speed 35cm, Armour 4+, CC 4+, FF 4+

Weapons: Harlequin Weapons, (small arms), First Strike, Extra Attacks (+1), MW

or

Assault Weapon, MW, Extra attacks (+1)

Notes: Mounted, Harlequins

Harlequin List

Strategy Rating: 5 (only for use in scenarios where only Harlequins are used)

Initiative 1+

0-1 Harlequin Troupe:

4-8 Harlequin units (75 points each)

+0-1 Great Harlequin character (free)

+0-1 High warlock character (+25 points)

+0-2 Death Jester Upgrades (+50 points)

+0-1 Solitaire Unit (+125 points)

+Upgrade Harlequins to Jetbikes (+25 points each, not Death Jesters)