BLADES OF CEGORACH

These datasheets allow you to fight Apocalypse battles with your Harlequins miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the and <**Masque**> keyword. This is shorthand for a keyword of your choosing, as described below.

<MASQUE>

Most Harlequins belong to a masque and have the <**Masque**> keyword. When you include such a unit in your army, you must nominate which masque that unit is from. You then simply replace the <**Masque**> keyword in every instance on that unit's datasheet with the name of your chosen masque.

For example, if you were to include a Troupe Master in your army, and you decided they were from the Midnight Sorrow masque, their <**Masque**> Faction keyword is changed to **Midnight Sorrow** and their Choreographer of War ability would then say 'You can re-roll wound rolls for attacks made with melee weapons by friendly **Midnight Sorrow** units whilst they are within 6" of this unit.'
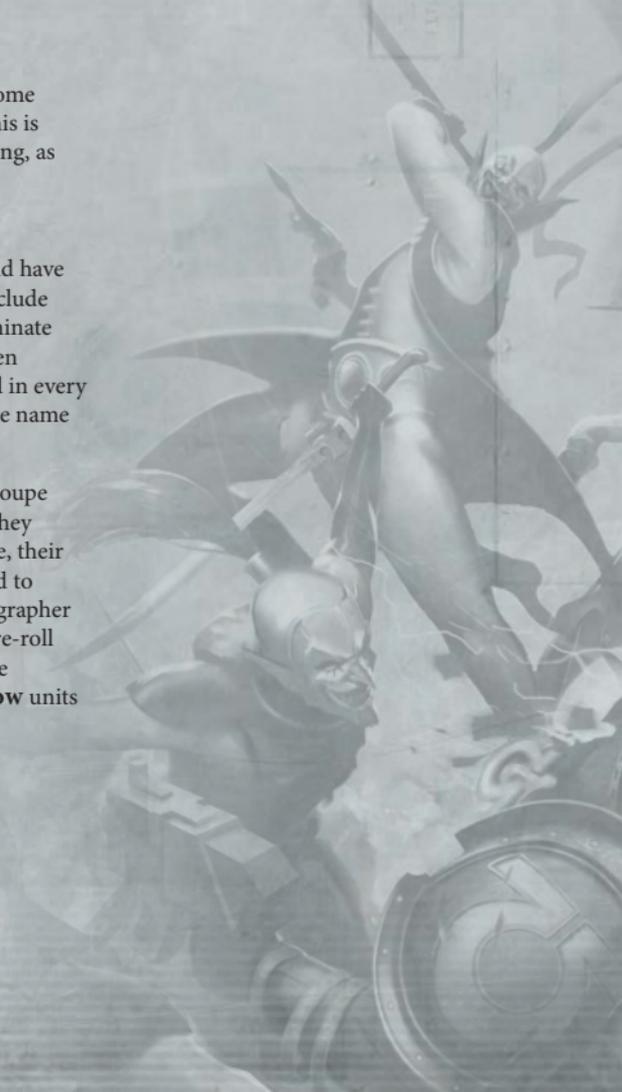
TROUPE MASTER

A Troupe Master is a unit that contains 1 model. It is equipped with: Troupe Master Weapons.

	M	WS	BS	A	W	Ld	Sv
Troupe Master	9"	2+	2+	2	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Troupe Master Weapons	Melee	Melee	User	7+	7+	-

ABILITIES

Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

Flip Belt: This unit can move across models and terrain as if they were not there.

Choreographer of War: You can re-roll wound rolls for attacks made with melee weapons by friendly <Masque> units whilst they are within 6" of this unit.

FACTION KEYWORDS: Aeldari, Harlequins, <Masque>

KEYWORDS: Light, Infantry, Character, Troupe Master

SHADOWSEER

A Shadowseer is a unit that contains 1 model. It is equipped with: Hallucinogen Grenade Launcher; Miststave.

	M	WS	BS	A	W	Ld	Sv
Shadowseer	9"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hallucinogen Grenade Launcher	Small Arms	18"	1	6+	6+	-
Miststave	Melee	Melee	User	8+	9+	-

ABILITIES

Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

Flip Belt: This unit can move across models and terrain as if they were not there.

Shield from Harm: Subtract 1 from wound rolls for attacks that target **Light** <**Masque**> units whilst they are within 6" of any friendly units with this ability.

FACTION KEYWORDS: Aeldari, Harlequins, <Masque>
KEYWORDS: Light, Infantry, Psyker, Character, Shadowseer

TROUPE

A Troupe is a unit that contains 5 models. It can contain 10 models (**Power Rating 15**) or 12 models (**Power Rating 18**). It is equipped with: Troupe Pistols; Troupe Weapons.

	M	WS	BS	A	W	Ld	Sv
Troupe (5 models)	9"	3+	3+	1	1	6	6+
Troupe (10 models)	9"	3+	3+	2	2	6	6+
Troupe (12 models)	9"	3+	3+	3	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Troupe Pistols	Small Arms	12"	User	6+	6+	-
Troupe Weapons	Melee	Melee	x8	6+	6+	-

ABILITIES

Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

Flip Belt: This unit can move across models and terrain as if they were not there.

FACTION KEYWORDS: Aeldari, Harlequins, <Masque>
KEYWORDS: Light, Infantry, Troupe

DEATH JESTER

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A Death Jester is a unit that contains 1 model. It is equipped with: Shrieker Cannon; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Death Jester	9"	2+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shrieker Cannon	Heavy	24"	1	6+	7+	Sniper
Close Combat Weapons	Melee	Melee	User	8+	9+	-

ABILITIES
Terror Troops

Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

Flip Belt: This unit can move across models and terrain as if they were not there.

FACTION KEYWORDS: Aeldari, Harlequins, <Masque>
KEYWORDS: Light, Infantry, Character, Death Jester

SOLITAIRE

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A Solitaire is a unit that contains 1 model. It is equipped with: Solitaire Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Solitaire	14"	2+	2+	4	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Solitaire Weapons	Melee	Melee	User	4+	5+	-

ABILITIES

Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

Flip Belt: This unit can move across models and terrain as if they were not there.

The Path of Damnation: This unit cannot be a **Warlord**.

FACTION KEYWORDS: **Aeldari, Harlequins, <Masque>**
KEYWORDS: **Light, Infantry, Character, Solitaire**

Skyweavers are a unit that contains 2 models. It can contain 4 models (**Power Rating 17**) or 6 models (**Power Rating 26**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Skyweavers (2 models)	17"	3+	3+	1	1	6	5+
Skyweavers (4 models)	17"	3+	3+	2	2	6	5+
Skyweavers (6 models)	17"	3+	3+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Haywire Cannon	Heavy	24"	1	8+	4+	-
Star Bolas	Heavy	12"	1	6+	8+	-
Zephyrglaive	Melee	Melee	1	5+	5+	-
Close Combat Weapons	Melee	Melee	User	9+	11+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Star Bolas; 1 Zephyrglaive.
- For each model this unit contains, it must also be equipped with one of the following: 1 Shuriken Cannon; 1 Haywire Cannon.

ABILITIES

Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

FACTION KEYWORDS: Aeldari, Harlequins, <Masque>
KEYWORDS: Light, Biker, Fly, Skyweavers

VOIDWEAVER

A Voidweaver is a unit that contains 1 model. It is equipped with: 2 Shuriken Cannons; Haywire Cannon; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Voidweaver	17"	3+	3+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Prismatic Cannon	Heavy	24"	1	6+	6+	-
Haywire Cannon	Heavy	24"	1	8+	4+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS
- Instead of 1 Haywire Cannon, this unit can be equipped with 1 Prismatic Cannon.

ABILITIES
Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

FACTION KEYWORDS: Aeldari, Harlequins, <Masque>
KEYWORDS: Heavy, Vehicle, Fly, Voidweaver

STARWEAVER

A Starweaver is a unit that contains 1 model. It is equipped with: 2 Shuriken Cannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Starweaver	17"	3+	3+	1	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shuriken Cannon	Heavy	24"	1	6+	8+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

ABILITIES
Open-topped

Holo-fields: Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

TRANSPORT
This unit can transport up to 6 friendly <Masque> Infantry models.

FACTION KEYWORDS: Aeldari, Harlequins, <Masque>
KEYWORDS: Heavy, Vehicle, Fly, Transport, Starweaver

WEBWAY GATE

A Webway Gate is a unit that contains 1 model formed from two separate pieces. When setting up these pieces, place them so that an arch is formed, with the bases 5" apart.

	M	WS	BS	A	W	Ld	Sv
Webway Gate	-	-	-	-	3	-	5+

ABILITIES

Shimmering Arrival: When this unit is set up on the battlefield, it can be set up anywhere that is more than 12" away from your opponent's deployment zone and any enemy units, and more than 3" away from any other terrain features or the centre of any objective markers.

Webway Gate: This unit is never Out of Command: an Out of Command marker is never placed next to it. When measuring distances to and from this unit, measure to and from the closest point of this unit. This unit cannot be affected by Command Assets or other units' abilities. If a Webway Gate is destroyed, remove both pieces from the battlefield.

Webway Strike: After this unit is set up on the battlefield, any friendly **Aeldari** units, other than Fortifications, that have not already been set up can be set up in a webway spar as Tactical Reserves instead of being set up on the battlefield. In the Set Up Reinforcements step, one unit in a webway spar can emerge from each friendly Webway Gate as reinforcements; a unit emerging from a Webway Gate must be set up wholly within 3" of that Webway Gate and more than 9" away from any enemy units. No more than half the total number of units in your army can be set up in Tactical Reserves.

FACTION KEYWORDS: **Aeldari**

KEYWORDS: **Heavy, Vehicle, Building, Webway Gate**