

**1PrimTorneioLegionarios40k - Harlequin 1000pts (Warhammer 40,000 8th Edition) [55 PL, 1016pts]**

**Battalion Detachment +3CP (Aeldari - Harlequins) [55 PL, 1016pts]**

## Dedicated Transport [10 PL, 198pts]

### Starweaver [5 PL, 99pts]

**Selections:** 2x Shuriken Cannon [20pts]

**Categories:** FACTION: <MASQUE>, FACTION: AELDARI, DEDICATED TRANSPORT, FLY, FACTION: HARLEQUINS, TRANSPORT, VEHICLE

**Abilities:** *Blur of Colour*, *Explodes*, *Holo-fields*, *Mirage Launchers*, *Open-topped*, **Transport:** *Starweaver - Transport*, **Unit:** *Starweaver*, **Weapon:** *Shuriken Cannon*

Abilities	Description	Ref
<b>Blur of Colour</b>	When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	Warhammer 40,000: Index: Xenos Vol 1
<b>Explodes</b>	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-fields</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1
<b>Mirage Launchers</b>	Your opponent must subtract 1 from any hit rolls made against this unit in the Shooting phase	Warhammer 40,000: Index: Xenos Vol 1
<b>Open-topped</b>	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn and so on, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the vehicle itself can.	Warhammer 40,000: Index: Xenos Vol 1

Transport	Capacity	Ref
<b>Starweaver - Transport</b>	A Starweaver can transport 6 MASQUE INFANTRY models.	Warhammer 40,000: Index: Xenos Vol 1 p72

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Starweaver</b>	16"	3+	3+	5	5	6	3	8	4+	Warhammer 40,000: Index: Xenos Vol 1 p72

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Shuriken Cannon</b>	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	Warhammer 40,000: Index: Xenos Vol 1

## Starweaver [5 PL, 99pts]

**Selections:** 2x Shuriken Cannon [20pts]

**Categories:** FACTION: <MASQUE>, FACTION: AELDARI, DEDICATED TRANSPORT, FLY, FACTION: HARLEQUINS, TRANSPORT, VEHICLE

**Abilities:** *Blur of Colour, Explodes, Holo-fields, Mirage Launchers, Open-topped*, **Transport:** *Starweaver - Transport*, **Unit:** *Starweaver*, **Weapon:** *Shuriken Cannon*

Abilities	Description	Ref
<b>Blur of Colour</b>	When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.	Warhammer 40,000: Index: Xenos Vol 1
<b>Explodes</b>	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-fields</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1
<b>Mirage Launchers</b>	Your opponent must subtract 1 from any hit rolls made against this unit in the Shooting phase	Warhammer 40,000: Index: Xenos Vol 1
<b>Open-topped</b>	Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn and so on, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the vehicle itself can.	Warhammer 40,000: Index: Xenos Vol 1

Transport	Capacity	Ref
<b>Starweaver - Transport</b>	A Starweaver can transport 6 MASQUE INFANTRY models.	Warhammer 40,000: Index: Xenos Vol 1 p72

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Starweaver</b>	16"	3+	3+	5	5	6	3	8	4+	Warhammer 40,000: Index: Xenos Vol 1 p72

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Shuriken Cannon</b>	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	Warhammer 40,000: Index: Xenos Vol 1

## HQ [15 PL, 272pts]

### Shadowseer [7 PL, 134pts]

**Selections:** 1. Twilight Pathways, Shuriken Pistol

**Categories:** FACTION: <MASQUE>, FACTION: AELDARI, CHARACTER, HQ, FACTION: HARLEQUINS, INFANTRY, PSYKER

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit, Shield from Harm*, **Psychic Power:** *Smite, Twilight Pathways*, **Psyker:** *Shadowseer - Psyker*, **Unit:** *Shadowseer*, **Weapon:** *Hallucinogen Grenade Launcher, Miststave, Shuriken Pistol*

Abilities	Description	Ref
<b>Flip Belt</b>	This unit can move across models and terrain as if they were not there.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-suit</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1
<b>Shield from Harm</b>	Your opponent must subtract 1 from the wound rolls for any attack made against this model, and for attacks against any friendly MASQUE INFANTRY units that are within 6" of one or more models with this ability.	Warhammer 40,000: Index: Xenos Vol 1 p71

Psychic Power	Warp Charge	Range	Details	Ref
<b>Smite</b>	5	18"	Smite has a warp charge value of 5. If manifested, the closest visible enemy unit within 18" of the psyker suffers D3 mortal wounds (pg 181). If the result of the Psychic test was more than 10 the target suffers D6 mortal wounds instead.	
<b>Twilight Pathways</b>	6	3"	Select a visible friendly HARLEQUINS unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Twilight Pathways on a unit more than once in each Psychic phase	Index: Xenos 1 p68

Psyker	Cast	Deny	Powers Known	Other	Ref
<b>Shadowseer - Psyker</b>	2	1	1 - Phantasmancy		Warhammer 40,000: Index: Xenos Vol 1 p71

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Shadowseer</b>	8"	2+	2+	3	3	5	3	9	7+	Warhammer 40,000: Index: Xenos Vol 1 p71

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Hallucinogen Grenade Launcher</b>	18"	Assault 1	*	*	*	Roll 2D6 if a unit is hit by this weapon - if the roll is equal to or greater than the target unit's Leadership, then it suffers D3 mortal wounds.	Warhammer 40,000: Index: Xenos Vol 1
<b>Miststave</b>	Melee	Melee	+2	-1	D3	-	Warhammer 40,000: Index: Xenos Vol 1
<b>Shuriken Pistol</b>	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	Warhammer 40,000: Index: Xenos Vol 1

### Troupe Master [4 PL, 69pts]

**Selections:** Fusion Pistol [9pts], Harlequin's Blade [1pts]

**Categories:** FACTION: <MASQUE>, FACTION: AELDARI, CHARACTER, HQ, FACTION: HARLEQUINS, INFANTRY

**Rules:** *Rising Crescendo*

**Abilities:** *Choreographer of War, Flip Belt, Holo-suit*, **Unit:** *Troupe Master*, **Weapon:** *Fusion Pistol, Harlequin's Blade, Prismatic Grenade*

Abilities	Description	Ref
<b>Choreographer of War</b>	All friendly MASQUE units that are within 6" of this model in the Fight phase can re-roll failed wound rolls	Warhammer 40,000: Index: Xenos Vol 1 p70
<b>Flip Belt</b>	This unit can move across models and terrain as if they were not there.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-suit</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Troupe Master</b>	8"	2+	2+	3	3	5	5	9	6+	Warhammer 40,000: Index: Xenos Vol 1

Weapon	Range	Type	S	AP	D	Abilities	Ref	
<b>Fusion Pistol</b>	6"	Pistol	1	8	-4	D6 If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	Warhammer 40,000: Index: Xenos Vol 1	
<b>Harlequin's Blade</b>	Melee	Melee	User	0	1	-	Warhammer 40,000: Index: Xenos Vol 1	
<b>Prismatic Grenade</b>	6"	Grenade	D6	4	-1	1	-	Warhammer 40,000: Index: Xenos Vol 1

**Troupe Master [4 PL, 69pts]****Selections:** Fusion Pistol [9pts], Harlequin's Blade [1pts]**Categories:** FACTION: <MASQUE>, FACTION: AELDARI, CHARACTER, HQ, FACTION: HARLEQUINS, INFANTRY**Rules:** *Rising Crescendo***Abilities:** *Choreographer of War, Flip Belt, Holo-suit*, **Unit:** *Troupe Master*, **Weapon:** *Fusion Pistol, Harlequin's Blade, Prismatic Grenade*

Abilities	Description	Ref
<b>Choreographer of War</b>	All friendly MASQUE units that are within 6" of this model in the Fight phase can re-roll failed wound rolls	Warhammer 40,000: Index: Xenos Vol 1 p70
<b>Flip Belt</b>	This unit can move across models and terrain as if they were not there.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-suit</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Troupe Master</b>	8"	2+	2+	3	3	5	5	9	6+	Warhammer 40,000: Index: Xenos Vol 1

Weapon	Range	Type	S	AP	D	Abilities	Ref	
<b>Fusion Pistol</b>	6"	Pistol	1	8	-4	D6 If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	Warhammer 40,000: Index: Xenos Vol 1	
<b>Harlequin's Blade</b>	Melee	Melee	User	0	1	-	Warhammer 40,000: Index: Xenos Vol 1	
<b>Prismatic Grenade</b>	6"	Grenade	D6	4	-1	1	-	Warhammer 40,000: Index: Xenos Vol 1

## Elites [6 PL, 110pts]

### Solitaire [6 PL, 110pts]

**Selections:** Harlequin's Caress [7pts], Harlequin's Kiss [9pts]

**Categories:** FACTION: <MASQUE>, FACTION: AELDARI, CHARACTER, FACTION: HARLEQUINS, INFANTRY, ELITES

**Rules:** *Rising Crescendo*

**Abilities:** *Blitz, Flip Belt, Impossible Form*, **Unit:** *Solitaire*, **Weapon:** *Harlequin's Caress, Harlequin's Kiss*

Abilities	Description	Ref
<b>Blitz</b>	Once per battle, instead of making a normal move with the Solitaire, you can make a Blitz move with it. If you do so, add 2D6" to the model's Move characteristic for this turn. In addition, the model's Attack characteristic is increased to 10 for the rest of the turn. This ability may not be used if the model has been selected as the target of the "Twilight Pathways" psychic power in the previous Psychic Phase.	Warhammer 40,000: Index: Xenos Vol 1 p71
<b>Flip Belt</b>	This unit can move across models and terrain as if they were not there.	Warhammer 40,000: Index: Xenos Vol 1
<b>Impossible Form</b>	The Solitaire has a 3+ invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1 p71

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Solitaire</b>	12"	2+	2+	3	3	5	8	9	6+	Warhammer 40,000: Index: Xenos Vol 1 p71

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Harlequin's Caress</b>	Melee	Melee	5	-2	1	-	Warhammer 40,000: Index: Xenos Vol 1
<b>Harlequin's Kiss</b>	Melee	Melee	4	-1	D3	-	Warhammer 40,000: Index: Xenos Vol 1

## Troops [24 PL, 436pts]

### Troupe [7 PL, 150pts]

**Categories:** FACTION: AELDARI, FACTION: <MASQUE>, INFANTRY, FACTION: HARLEQUINS, TROOPS

#### Player [1 PL, 30pts]

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

#### Player [1 PL, 30pts]

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

#### Player [1 PL, 30pts]

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

#### Player [1 PL, 30pts]

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

#### Player [1 PL, 30pts]

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

Abilities	Description	Ref
<b>Flip Belt</b>	This unit can move across models and terrain as if they were not there.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-suit</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Player</b>	8"	3+	3+	3	3	1	4	8	6+	Warhammer 40,000: Index: Xenos Vol 1 p69

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fusion Pistol</b>	6"	Pistol	1	8	-4	D6 If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	Warhammer 40,000: Index: Xenos Vol 1
<b>Harlequin's Embrace</b>	Melee	Melee	4	-3	1	-	Warhammer 40,000: Index: Xenos Vol 1
<b>Prismatic Grenade</b>	6"	Grenade D6	4	-1	1	-	Warhammer 40,000: Index: Xenos Vol 1



**Troupe [7 PL, 150pts]**

**Categories:** FACTION: AELDARI, FACTION: <MASQUE>, INFANTRY, FACTION: HARLEQUINS, TROOPS

**Player [1 PL, 30pts]**

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

**Player [1 PL, 30pts]**

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

**Player [1 PL, 30pts]**

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

**Player [1 PL, 30pts]**

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

**Player [1 PL, 30pts]**

**Selections:** Fusion Pistol [9pts], Harlequin's Embrace [6pts]

**Rules:** *Rising Crescendo*

**Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Fusion Pistol, Harlequin's Embrace, Prismatic Grenade*

Abilities	Description	Ref
<b>Flip Belt</b>	This unit can move across models and terrain as if they were not there.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-suit</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Player</b>	8"	3+	3+	3	3	1	4	8	6+	Warhammer 40,000: Index: Xenos Vol 1 p69

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fusion Pistol</b>	6"	Pistol	1	8	-4	D6 If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	Warhammer 40,000: Index: Xenos Vol 1
<b>Harlequin's Embrace</b>	Melee	Melee	4	-3	1	-	Warhammer 40,000: Index: Xenos Vol 1
<b>Prismatic Grenade</b>	6"	Grenade D6	4	-1	1	-	Warhammer 40,000: Index: Xenos Vol 1

**Troupe [10 PL, 136pts]****Categories:** FACTION: AELDARI, FACTION: <MASQUE>, INFANTRY, FACTION: HARLEQUINS, TROOPS**Player [1 PL, 24pts]****Selections:** Harlequin's Kiss [9pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Kiss, Prismatic Grenade, Shuriken Pistol***Player [1 PL, 16pts]****Selections:** Harlequin's Blade [1pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Blade, Prismatic Grenade, Shuriken Pistol***Player [1 PL, 16pts]****Selections:** Harlequin's Blade [1pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Blade, Prismatic Grenade, Shuriken Pistol***Player [1 PL, 16pts]****Selections:** Harlequin's Blade [1pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Blade, Prismatic Grenade, Shuriken Pistol***Player [1 PL, 16pts]****Selections:** Harlequin's Blade [1pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Blade, Prismatic Grenade, Shuriken Pistol***Player [1 PL, 16pts]****Selections:** Harlequin's Blade [1pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Blade, Prismatic Grenade, Shuriken Pistol***Player [1 PL, 16pts]****Selections:** Harlequin's Blade [1pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Blade, Prismatic Grenade, Shuriken Pistol***Player [1 PL, 16pts]****Selections:** Harlequin's Blade [1pts], Shuriken Pistol**Rules:** *Rising Crescendo***Abilities:** *Flip Belt, Holo-suit*, **Unit:** *Player*, **Weapon:** *Harlequin's Blade, Prismatic Grenade, Shuriken Pistol*

Abilities	Description	Ref
<b>Flip Belt</b>	This unit can move across models and terrain as if they were not there.	Warhammer 40,000: Index: Xenos Vol 1
<b>Holo-suit</b>	Models in this unit have a 4+ Invulnerable save.	Warhammer 40,000: Index: Xenos Vol 1

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Player</b>	8"	3+	3+	3	3	1	4	8	6+	Warhammer 40,000: Index: Xenos Vol 1 p69

Weapon	Range	Type	S	AP	D	Abilities	Ref	
<b>Harlequin's Blade</b>	Melee	Melee	User	0	1	-	Warhammer 40,000: Index: Xenos Vol 1	
<b>Harlequin's Kiss</b>	Melee	Melee	4	-1	D3	-	Warhammer 40,000: Index: Xenos Vol 1	
<b>Prismatic Grenade</b>	6"	Grenade D6	4	-1	1	-	Warhammer 40,000: Index: Xenos Vol 1	
<b>Shuriken Pistol</b>	12"	Pistol	1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.	Warhammer 40,000: Index: Xenos Vol 1

## Selection Rules

**Rising Crescendo:** Units with this ability can Advance and charge in the same turn. In addition, they can Fall Back and still shoot and/or charge in the same turn. (Warhammer 40,000: Index: Xenos Vol 1 p68)

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