

New Psychic Powers

Replace the Phantasmy Discipline with this one:

D6	Psychic Power
0	<p>Veil of Tears <i>Veil of Tears</i> has a warp charge value of 7. If manifested, select a visible friendly Harlequins unit within 3" of the psyker. The psyker and the target unit can reroll all failed saving throws.</p>
1	<p>Dance of Shadows <i>Dance of Shadows</i> has a warp charge value of 7. If manifested, select a visible friendly Harlequins unit within 18" of the psyker. Enemy units must be within 12" of the target unit in order to be able to select it as a target in the Shooting Phase.</p>
2	<p>Peal of Discord <i>Peal of Discord</i> has a warp charge value of 7. If manifested, all enemy units within 9" suffer 2D6 Strength 4, AP 0 hits as if hit with a shooting weapon.</p>
3	<p>Twilight Pathways <i>Twilight Pathways</i> has a warp charge value of 6. If manifested, 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 <i>Twilight Pathways</i> on a unit more than once in each Psychic phase.</p>
4	<p>Fog of Dreams <i>Fog of Dreams</i> has a warp charge value of 7. If manifested, select a visible enemy unit within 18" of the psyker. Until the start of your next Psychic phase, your opponent must subtract 1 from all hit rolls for that unit that target Harlequin Infantry units.</p>
5	<p>Mirror of Minds <i>Mirror of Minds</i> has a warp charge value of 8. If manifested, select an enemy unit within 24" of the psyker. Then, both players roll a dice. If the Harlequin player's roll is equal to or higher than their opponent's, then the target unit suffers 1 mortal wound. Repeat this process until the target is destroyed, or the enemy player rolls a result that is higher than the Harlequin player's roll.</p>
6	<p>Grand Procession <i>Grand Procession</i> has a warp charge value of 9. If manifested, all Harlequin units within 12" choose one of the following benefits, which lasts until the end of this player turn (each unit can choose a different benefit):</p> <ul style="list-style-type: none"> • Add 1 to all hit rolls in the Shooting Phase • Add 1 to all hit rolls in the Fight Phase • Add 4 to all charge rolls in the Charge Phase • When piling in and consolidating, the unit can move 6" instead of 3"

A Shadowseer automatically knows the 0 power as well as a number of powers in his data sheet.

Progression System

At the end of each mission the player will receive a certain number of Reward Points (RP) that can be used to upgrade individual characters.

Requirement	Reward Points
Participate in Mission	2
Complete Mission	3*
Complete an Act (maximum 1 per mission)	4
Secondary Objectives	1 each

*this number may change in certain missions

Reward Points can be used to upgrade any character at the cost of a number of RP equal to the level they are being upgraded to. For example, to upgrade from level 2 to 3 would cost 3 RP.

All characters are assumed to start at Level 0, which means the first upgrade costs 1 RP.

Acts

If the Harlequins can perfectly orchestrate their movements and attacks their synergy will pay off even more. At the beginning of each Harlequin turn the Harlequin player can pick one Act that he will attempt to complete. If completed, the effects are activated as described.

Act / Requirements	Effect
<p>Exposition</p> <ul style="list-style-type: none"> Requires at least 4 Harlequin units, or all original units from start of game if less than 4 Every Troupe must end their turn at least 18" away from where they started Every Character must end their turn at least 12" away from where they started Any Solitaires must perform a Blitz Any vehicles and bikes must Advance their full distance 	<p>A Plan Revealed</p> <p>For D3 turns:</p> <ul style="list-style-type: none"> All models in the Harlequin army can reroll any Advance rolls and Charge rolls. All models can Advance and fire Assault and Heavy weapons with no penalty
<p>Climatic Barrage</p> <ul style="list-style-type: none"> Requires at least 4 Harlequin units, or all original units from start of game if less than 4 Every unit that has at least one ranged weapon must shoot in the Shooting Phase and kill at least one enemy model Every Infantry and Biker unit must fight in the Fight Phase and kill at least one enemy model 	<p>The Enemies Fall</p> <p>For D3 turns:</p> <ul style="list-style-type: none"> Add 1 to all hit and wound rolls for all Harlequin units Assault and Heavy weapons become Pistol weapons while an enemy is within 1" of the model's unit

Shadowseer's Upgrades

Level	Upgrade
1	<i>Psychic Knowledge.</i> The Shadowseer knows one additional psychic power.
2	<i>Grand Shield.</i> The Shadowseer's Shield from Harm special rule is extended from 6" to 12".
3	<i>Psychic Boon.</i> The Shadowseer adds 1 to all Psychic tests and Deny the Witch tests.
4	<i>Loremaster.</i> The Shadowseer knows all the psychic powers of his discipline.
5	<i>Psychic Master.</i> The Shadowseer can attempt to manifest one additional psychic power per Psychic phase, and Deny the Witch one additional time per turn.

Troupe Masters' Upgrades

Level	Light	Twilight	Dark
1	<i>Luck of the Laughing God.</i> Reroll all hit, wound, and saving rolls of 1.		
2	The Master and its Troupe get a free turn before the game starts.	Once per game in the Movement phase, this Master and its Troupe may swap places with another Master and its Troupe that is on the table, as close as possible to the original positions.	Enemy units within 1" of the Master roll 2d6 instead of 1d6 for their Morale tests.
3	<i>Fractal Storm.</i> The Master has a 3+ invulnerable save.		
4	The Master and its Troupe can Deep Strike (9" restriction).	Any wound rolls of 6+ by this Master in close combat inflict D3 mortal wounds in addition to their normal damage.	Once per game at the end of any battle round after the first, this Master and its Troupe get a free turn.
5	The Master and its Troupe adds 1 to its Movement stat, as well as 1 to any Advance and Charge rolls.	Once per game in the Movement Phase the Master and its Troupe may move 24" ignoring any terrain or models instead of normal movement. They cannot charge in the same turn.	If this Master is removed as a casualty as the result of a close combat attack, both players roll off. If the Master's player wins the roll off (reroll ties) then the model that inflicted the final wound is removed as a casualty as well.

Death Jester's Upgrades

Level	Upgrade
1	<i>Horrible Visions.</i> Any unit attacked by this model suffer a -2 penalty to their Leadership until the end of this game turn.
2	<i>Rapid Shrieker.</i> The Death Jester may fire its Shrieker cannon twice in each Shooting Phase and in Overwatch.
3	<i>Deadly Salvo.</i> When firing the Shrieker cannon, any hit rolls of 6+ are resolved with a Damage of 3 instead of 1.
4	<i>Undeniable accuracy.</i> This model gains a +1 to all hit rolls and wound rolls when firing its Shrieker cannon.
5	<i>Nightmarish Gaze.</i> Any units that attempt to charge this Death Jester suffer a -3 to their Charge rolls. If they fail their charge then the Death Jester can immediately fire at them as if it were the Shooting Phase.