
WARHAMMER
40,000
CODEX
HARLEQUINS



HARLEQUINS

WARRIORS OF THE LAUGHING GOD

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INTRODUCTION

As you open this elegant tome, know that you hold in your hands the greatest repository of lore ever assembled regarding the Harlequins of the Laughing God. From their secret wars in the webway to their impossibly graceful dances of battle and bloodshed, this book will help you to gather your collection of Harlequins Citadel Miniatures into a deadly masque.

The Harlequins are the strangest and most enigmatic of all the Aeldari factions. They are warrior acrobats – battlefield performers who make no distinction between war and art, and whose breathtaking feats of agility and violence make them the terror of all those they face. Using the hidden paths of the webway, the masques of the Harlequins strike without warning and kill without mercy. Wreathed in fractal illusion, supported by hurtling jetbikes and lightweight-but-lethal skimming gunships, the Harlequins unleash their weapons upon their enemies, closing to melee range under covering fire before the foe has time to grasp that the battle has begun.

Gaming with a Harlequins army is a unique and exciting challenge for veteran Warhammer 40,000 fans and newcomers alike. Swift and deadly in offence, and reliant on speed and cunning to evade the return fire of the foe, Harlequins encourage both players to think hard about their every move, and reward those who play with flair and panache.

When it comes to building and painting, Harlequins are a joy to work on. Every model is a dynamically posed individual, replete with detail and oozing character and movement. The panoply of the masques is an opportunity to break out your brightest colour palettes, and to try your hand at a wide variety of unusual techniques and artistic flourishes. No matter your standard of painting, a Harlequins army always looks impressive on the battlefield.

Within this book you will find all the information you need to collect a Harlequins army and field it on the tabletop.

GHOSTS OF THE WEBWAY : This section provides a detailed account of how the Harlequins took up arms during the Fall of the Aeldari, their guerilla war against Chaos in the millennia since, and how their masques ritually organise themselves for combat.

BLADES OF CEGORACH: Here you will find a showcase of beautifully painted miniatures displaying the colours and iconography of the masques, and example armies to inspire your own collection.

THE MASQUES OF WAR: This section includes datasheets and weapon rules for every Harlequins unit for you to use in your games of Warhammer 40,000.

WAYFARERS OF THE LABYRINTH: This section provides additional rules, including Warlord Traits, Stratagems and psychic powers, as well as matched play points, that allow you to transform your miniatures into an elegantly murderous Harlequins army.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit warhammer40000.com.





Upon the ghost-plains of Ynaavaire, before the towering Shrine of Lileath's Despair, the Asuryani were brought to their knees by the foul legions of Nurgle. Yet it was at the battle's nadir, when all hope seemed lost and the keening towers sang their melancholic lament, that the Masque of the Midnight Sorrow led the counter-attack. Then were the Plague God's servants hurled back in disarray, and the day won by those who felt the tears of the Maiden burning cold upon their cheeks.





GHOSTS OF THE WEBWAY

Swift beyond belief and impossibly agile, Harlequins flow through battle like silk streamers in a hurricane. As they close with the foe, the Players are in constant motion, a riot of prismatic colour that dazzles the senses. The oncoming Harlequins sprint, leap and weave, the blades and blasts of their terrified enemy whistling around them to little effect.

Harlequins in battle prefer to rely upon speed and skill than brute strength and resilience. Their holo-suits shatter the wearer's outline into a fractal, polychromatic blur, causing each Harlequin to appear as an insubstantial storm of psychedelic colour into which the panicked foe pour their fire to no avail. At the moment of lethal impact, however, the Harlequins prove all too real.

The thunder of gunfire is their backbeat, the screams of the dying their accompaniment as they whirl through the enemy ranks. Every step of the battle is like a dance, each victim as much an unwilling partner as a mortal foe. Blade thrusts come lightning fast, sparks and blood raining down as their victims try desperately to block their attackers' offensive. All the while, the enemy wrestles with their worst fears reflected back at them in the Harlequins' ever-shifting masks.

Where a single Harlequin in battle is a player upon a stage, an entire army of them is a performing company with a bloody tale to tell. Known as masques, these warbands fight with breathtaking synchronicity. Troupes of Harlequins sprint across the battlefield, surging from hidden webway portals to strike without warning. Skyweaver jetbike crews engage the foe in an aerobatic ballet, streaking above the heads of the enemy to hurl spinning star bolas. Explosions blossom one after another, their roar a deafening crescendo accompanied by the howl of Starweaver transports and Voidweaver gunships opening fire.

Amidst the mayhem, the masque's elite choreograph the carnage. Each Troupe Master directs their Players with the skill of an impresario and the strategic genius of a seasoned general. Death Jesters send volleys of fire to cut down key targets, always with an eye for what cruel humour they can find in the kill. Enigmatic Shadowseers use their phantasmic powers to terrify and misdirect, drowning the enemy in nightmare visions, and should one of the dreaded Solitaires deign to join a battle, they can slaughter entire enemy regiments in impossible displays of martial prowess.

To the untrained eye, the onset of a Harlequin masque is a riotous confusion of sound, colour and violence. Yet to refined Aeldari senses, clear patterns are revealed. Every moment is orchestrated; every Player knows implicitly how and when their comrades will strike. This is war made art and art made war, battle fought with perfect rhythm and meaning, and it is as lethal as it is spectacular.

DEVOTEES OF CEGORACH

The Harlequins are superlative battlefield artists, yet they are more than just warriors. Every Harlequin is a devoted servant of Cegorach, the Laughing God, the only Aeldari deity said to have survived the birth of Slaanesh. While depicted as an enigmatic and sinister trickster whose deeds are far from altruistic, Cegorach is also the sworn enemy of the Dark Gods of Chaos, and of Slaanesh in particular. It was Slaanesh – known to the Aeldari as She Who Thirsts – who destroyed their ancient empire and doomed their peoples to a slow and torturous decline. Thus the Harlequins have fought to exact Cegorach's vengeance upon Slaanesh for millennia.

They strike without warning, wreaking devastation before vanishing as suddenly as they came. The Harlequins have slaughtered zealous cults, assassinated mighty Chaos champions, and undone countless foul plans before they could manifest. Sometimes these actions have saved the worlds of other races – most commonly of Humanity – but there is no kindness in the Harlequins' deeds. They are every bit as ineffable as the deity they worship, and if they are concerned with the survival of any species in the galaxy, ultimately it is their own.

The duties of the masques extend beyond warfare. Every Harlequin is a performer, versed in the mythic cycles of the Aeldari and

'They come masked and clad in motley, performers and acrobats and fools. Yet the true fools are they who judge the Harlequins at face value, who underestimate their murderous malice and utter, ruthless dedication to their cause. Show me one who mocks the Harlequins as clowns, and I shall show you a corpse in the making.'

- Autarch Antelyth Thyllian of Craftworld Saim-Hann

the countless allegorical tales that stem from them. The masques travel endlessly through the interstitial dimension know as the webway, moving between craftworlds, Exodite worlds and the Dark City of Commorragh. Wherever they go, the Harlequins ply their performing arts, combining music, dance, ritual combat, nuanced oration, and a breathtaking suite of illusory and psychoactive effects to captivate Aeldari audiences.

The Harlequins perform for more than mere entertainment. Every show they put on is a lesson and a cautionary tale, a fragment of the culture of the ancient Aeldari presented as a reminder and a warning to their modern descendants. The most important dance that the Harlequins perform is the tale of the Fall, the monstrous spiritual apocalypse during which Slaanesh was birthed and the Aeldari all but annihilated. Their vivid performances ensure that the horrors of that time will never be forgotten, and its mistakes never repeated.

The Harlequins have other duties, also. They stalk the webway, seeking to excise the taint of Chaos and alien invasion wherever it is found. They guard the vast repository of forbidden lore known as the Black Library, preventing its dangerous secrets from falling into the hands of those who would do great harm with them. The Harlequins also act as ambassadors, for they alone can travel freely through all the demesnes of the Aeldari; when needs must, the Harlequins have brokered uneasy deals between the Asuryani of the craftworlds and the Drukhari of Commorragh, bidding their kin put aside their differences in order to fight for their peoples' future.

Now, though, the Harlequins face a new peril. The webway, always a fractured and hazardous realm, has been sorely damaged by the opening of the Great Rift. Alien invaders and Chaos-worshipping interlopers spill through its sundered gates in numbers never before seen, endangering all that the Harlequins are and all they strive to achieve. As the danger grows greater, so the masques become ever more vicious and manipulative, calling in favours long owed and committing whatever atrocities they must in the name of the Laughing God. The Harlequins have a higher purpose, a Final Act they mean to see performed in full to the eternal detriment of She Who Thirsts, and they will pay whatever blood price they must in order to see their work complete…

CEGORACH

The Harlequins worship a being known as Cegorach, the Laughing God, also called the First Fool or the Great Harlequin. Cegorach is a trickster god, by turns mocking, sinister, vindictive and enigmatic. His pranks punish gods and mortals alike for overweening pride, and stories such as the Theft of Khaine's Blade and the Wedding of Screams remain cautionary fables in Aeldari culture to this day.

Alone amongst the Aeldari gods, Cegorach survived the Fall and escaped the fate of the rest of the pantheon. The story goes that, while Slaanesh fought with Kaela Mensha Khaine, the Laughing God escaped into the webway and hid amongst its myriad tunnels. These tales suggest that he remains there still, unassailable, laughing at the Gods of Chaos as he hatches bitter plans for revenge.

There are those who claim that Cegorach walks amongst his children from time to time, wearing the disguise of an anonymous Harlequin Player. Whatever the truth of such tales, the Laughing God is the only authority that the Harlequins recognise as they fight their wars and perform their mythic dances across the void in his name.



THE FALL OF THE AELDARI

Long ago, in a time turned to dust and echoes, the Aeldari ruled the stars. The galaxy was theirs to lord over and to explore as they saw fit, and no enemy existed that they could not vanquish with ease. Their rule seemed destined to last in perpetuity, yet it all came to an end in a single moment of unimaginable horror.

The golden age of the Aeldari began in a time before Humanity had even discovered the gift of fire. Their elegant fleets plied the void, acquiring world after world for the Aeldari empire and sweeping aside any that dared defy them. They possessed unparalleled mastery of the webway, the labyrinth dimension whose tunnels spread across the galaxy like the capillaries of a living being, allowing the Aeldari to cross the stellar void in a matter of days. Armed with technologies so sublimely powerful that they seemed like sorcery, possessed of wisdom beyond the ken of any other living race, the Aeldari soon stood in mastery over much of the galaxy.

In that time, the Aeldari lived fulfilling lives, safe in the knowledge that their deaths were but doorways into their next rebirth and another long and pleasurable span of existence. They knew neither fear nor privation, for their technologies were so advanced that they could ignite or extinguish stars on a whim, and any manual hardship their race had ever known was no longer a concern. Freed from the constraints of toil and mortality, possessed of psyches that could experience extremes of emotion and sensation far beyond those known by most beings, the ancient Aeldari were free to pursue their every inclination. Art, science, literature, performance, philosophy and myriad other disciplines became their fascination, as did the unburdened and uninhibited exploration of sensory input and hedonism.



The Heretic Astartes had all but overrun the Imperial world of Nachorn when the Harlequins struck. In a single night of slaughter the war was turned upon its head, and by dawn the servants of Cegorach had vanished without trace or explanation.

The Aeldari had always worshipped a broad pantheon of powerful deities, enshrining their symbolism and teachings within every aspect of their daily lives. Yet gradually, as their power became truly unassailable and the universe surrendered its secrets to them one at a time, the Aeldari began to suffer from delusions of their own functional omnipotence. Their worship of the gods waned, replaced by narcissism and devotion to self-proclaimed prophets of sensation and pleasure.

The magnificent minds of the Aeldari began to consume themselves. Fascination became obsession, nobility curdled into arrogance, and a gradual rot of the soul took hold. The corruption spread slowly, a decline spanning millennia during which the Aeldari became an indolent and self-obsessed people, driven by a singular desire for ever greater and more intense acts of self-gratification. From artistic endeavours that exceeded the bounds of sanity and safety, to obsessive perfectionism that ended in terrible bloodshed, to the insidious rise of the Pleasure Cults, the civilisation of the ancient Aeldari spiralled downwards into darker and more obscene depths. Blood ran red in the streets. Grinning murderers haunted the shadows. Unspeakable horrors were wrought in the name of experience and enlightenment, and the Aeldari gods could do nothing but watch, and rage, and weep.

INEVITABLE DAMNATION

The warp is a dark and dangerous realm that lays behind the skin of realspace. It is an endless, formless ocean of energy in which malefic entities hunt, and whose infinite canvas is shaped by the emotions and desires of mortal minds. It was from a slow accretion of these energies that the Chaos Gods Khorne, Nurgle and Tzeentch had been born, and for all their knowledge the Aeldari failed to realise that their frenzied plunge into depravity was bringing a new deity into being.

The proto-entity that would become Slaanesh coalesced slowly, suckling upon the wanton cruelty and psychotic overindulgence of the Aeldari. The warning signs were there, for those who still retained sufficient grasp on reality to see them. The first to act upon them were the Exodites, who set off in tribes to inhabit far-flung idylls known as maiden worlds. These Exodites were mocked by the majority of the Aeldari, for they eschewed much of their race's supreme technologies and returned instead to a simpler and more spiritual way of life. Yet the Exodites alone would wholly avoid the horror that was to follow.

The next escapees were the craftworlders, those who would come to be known as the Asuryani. These were the Aeldari who pulled back from the brink of damnation, fleeing the death throes of their twisted empire as their parent society grew ever more depraved. They fled aboard vast arks known as craftworlds – planet-sized vessels that were each a self-sufficient realm.

Of those who remained in the webway, the most debased were the forebears of the Drukhari. Eschewing both repentance and escape, they instead sought hidden sanctuaries within which to continue their debauched practises. These Aeldari crafted sub-realms within the webway and ruled over them like malicious gods. Their sanctuaries would not wholly spare them, but nor would they face the full and terrible consequences of an apocalypse that they had done much to cause.

Glutted upon an endless psychic outpouring of lust, cruelty, obsession and pain, Slaanesh at last burst into being as a fully formed Chaos God. His birth scream was a psychic maelstrom, an apocalyptic shock wave of hellish energies that raced out across the Aeldari empire and blasted the souls of its denizens from their bodies. He devoured them all in a gluttonous orgy, growing stronger and more monstrous with every mote of life force he consumed. Blazing with unholy power, Slaanesh set upon the Aeldari pantheon, destroying and devouring each deity in turn. Only Cegorach is said to have escaped, slipping into the labyrinthine webway even as Slaanesh battled mighty Kaela Mensha Khaine.

'We are a people damned by the actions of our forebears. We are brought into existence already doomed, paying a price unending for deeds committed millennia before our birth. The younger races of the galaxy believe that they endure terrible struggles, but what do they know of hardship? What can they possibly claim to understand of struggle, loss, suffering? They who live for an eye-blink amidst teeming empires of souls unnumbered? But we know. We remember, for the Harlequins will never let us forget what our people did, what we so catastrophically wrought, what we must fight to our last, dying breath.'

- Aelythagh Starsigh, warrior-poet of Craftworld Yme-Loc

In a heartbeat, the glorious empire of the Aeldari had been transformed into a twisted realm of blasted ghost-worlds, a place where the infernal energies of the warp spilled out into realspace. Only scattered refugees survived, paltry fragments of a once great people now doomed to a slow decline towards extinction. The Exodites, the Drukhari, the Asuryani and the Harlequins were all that remained of their race, and all were forced to live with the knowledge that She Who Thirsts would hunt their souls for all eternity.

Each faction found their own ways to preserve their souls from Slaanesh, to carry on and survive in a galaxy rendered suddenly hostile and terrifying. None realised, as they strove for meaning, for strength or for simple survival, that they had borne the seeds of vengeance with them into the galactic hinterlands.

The Harlequins of the Laughing God had been, first and foremost, performers within the society of the ancient Aeldari. As that society collapsed they had held to the teachings of their deity, becoming ever more capable of defending them by force and bearing them out into the galaxy aboard craftworlds and Exodite ships, or within shielded Commorrite sub-realms. Now the Harlequins answered the call of Cegorach, the only surviving Aeldari deity, and prepared to exact bloody revenge upon Slaanesh and all his foul get. More would follow in their wake as the millennia passed, for a war had begun, a conflict veiled in illusion and fuelled by a hatred that could never be slaked.

THE SOUL BANQUET

From the moment that Slaanesh burst into being, the soul of every living Aeldari was forfeit. Upon the death of the body, an unprotected Aeldari soul would be dragged into the warp, and thence to an eternity of hideous torment within the gullet of She Who Thirsts. The divergent factions of Aeldari that survived the Fall found ways to avoid this unspeakable fate. The Asuryani of the craftworlds developed spirit stones, beautiful gems that caught the departing soul at the moment of death and protected it long enough to be released into a craftworld's infinity circuit. There the Aeldari souls would be preserved so long as the craftworld itself endured. The Exodites practised a variant of the same strange process, their souls becoming one with the world spirit of their home planet upon their deaths. By comparison, the Drukhari of Commorragh found themselves cursed with an altogether more ghoulish method of self-preservation, forced to feed off the pain and misery of other living beings in order to prevent their own essences being slowly and agonisingly leeched away by Slaanesh. The Harlequins require no such spiritual defences. When a Harlequin falls, Cegorach instantly snatches their souls away, thus denying Slaanesh his feast. How this can be, and what fate awaits those souls within the grasp of the Laughing God, are secrets that the Harlequins have never deigned to share with the rest of their race.



The Masque of the Midnight Sorrow bursts from the webway gate on Osteria just as a Slaaneshi summoning ritual reached its crescendo. Swift and deadly as a starlight blade, they struck down the Daemons and sealed the howling rift, laughing all the while.

WEAPONS OF THE LETHAL ART

The Harlequins wield an impressive array of elegant and remarkably deadly weaponry. Shuriken weapons spit streams of monomolecular discs that slice their targets apart. Psychocrystalline neuro disruptors burn away the nervous systems of their victims while haywire blasters do the same to mechanical systems. Perfectly balanced power swords and zephyrglaives slice through armour as though it were silk.



Arguably the most iconic weapon that the masques carry to war, the Harlequin's kiss is horrifically lethal. A sharpened tube attached to the forearm of the bearer, the kiss can be punched through an enemy's armour and flesh. High-tensile monofilament wire contained within the weapon then uncoils, reducing the target's insides to a gory soup within the space of a single heartbeat.



The Harlequin's embrace is a wrist-mounted weapon which boasts similar technology to that found in the death spinners carried by Warp Spider Aspect Warriors. They are triggered a second before the wearer charges into close combat, and project a cloud of monofilament wire that quickly contracts around the foe, slicing them to bloody chunks in mere seconds.



The Harlequin's caress encases the user's hand in a phase field that allows them to reach through their foe's armour and pluck out their heart as easily as though he were running his fingers through thin air. Many wielders feign fighting unarmed, leading their enemies to overcommit to an offensive and allowing the Harlequin to gracefully dispatch them with an impaling riposte.



The *tredalil*, or star bolas, mounts three weighted plasma charges at the end of mesh-weave cords. These charges arm when the bolas is spun with sufficient vigour. The weapon is designed to be hurled in a scything arc, tangling about its target before its plasma charges explode with the fury of a dying sun.



The shuriken cannon fires monomolecular bladed discs at an astonishing rate, each projectile near invisible to the naked eye but hard enough to scythe through flesh and metal with ease. The Harlequins use these punishing weapons to support their shock assaults, wailing streams of fire ripping through the foe as the Players dash forwards.



The prismatic cannon uses multiple laser arrays set around a fashioned shard of psychocrystal to project a searing beam of energy into the foe. The weapon's apertures can be adjusted in order to focus or broaden its destructive might at will.



Crackling blasts of electromagnetic energy leap from the forked projector-vanes of the haywire cannon with every shot. Capable of scrambling even the most robust electrical systems, a single hit from such a weapon can leave enemy tanks and aircraft powerless and at the mercy of the Harlequins' wrath.

The flip belt is a wonder of Aeldari technology, a portable anti-grav generator keyed to trigger upon the mental command of its wearer. So incredibly lightweight are flip belts that far from hampering their wearer's natural agility, they instead heighten it to the point that Harlequins can leap clean over all but the most towering obstacles, bounding through rubble and wreckage with supernatural ease.





Shuriken pistols are light, compact sidearms much favoured by Harlequins. The slender, graceful lines of these weapons mislead many foes, who discover their deadly stopping power only as a flurry of razor-edged shuriken rip through their flesh. The reliability and featherweight construction of the shuriken pistol means that most Harlequins bear them into battle, the Players' acrobatic combat style perfectly complemented by the firearms they wield.



Fusion pistols cause the molecules of the target to hyper-vibrate, generating so much heat that their victims burst into flames before suddenly liquefying, and then evaporating into nothingness. Though incredibly short-range, the sheer destructive potential of these weapons ensures that they see common usage amongst the masques of the Harlequins. They are best employed annihilating heavily armoured foes – or even enemy vehicles – from point-blank range.



Neuro disruptors are elegant psychocrystalline weapons that fire beams of energy capable of burning away nervous tissue in an agonising instant. Armour offers no protection from these weapons, for it is simply bypassed altogether. Indeed, foes hit by a neuro disruptor show no outward sign of injury, excepting their sudden, violent convulsions as they tumble to the floor. The Harlequins describe this ghastly effect as *ai ethyegh narth* – literally translating as 'the cutting of the strings'.



Each zephyrglaive is perfectly weighted, individually balanced to its wielder and enfolded in a molecular dissonance field. This renders it a lethal weapon of high-velocity aerial murder. Swung from the backs of Skyweaver jetbikes as they streak through the enemy ranks, these blades send heads and limbs spinning through the air in bloody arcs.

Harlequin power swords are named after weapons from Aeldari myth. Many bear titles taken from the blades forged by the smith-god Vaul to appease Khaine and secure the release of his prisoners, the deities Kurnous and Isha, while others may be named for the blades of the House of Eldanesh, one of Khaine's many godly weapons, or the many stolen swords of the Laughing God himself.



HARLEQUIN MASKS

Every Harlequin wears a mask that conceals their true identity while evoking the features of the mythic character whose role they play. Yet these strange devices are far more than mere theatrical accoutrements. When upon the stage, a Harlequin's mask can change its features by the moment, displaying shifting patterns, colours and features to aid their performance. In battle, it is said that those who look into the mask of a Harlequin see their worst fears reflected back at them, an inescapable psychoresponsive bombardment that distracts and terrifies in equal measure. Some Players within a masque may have stranger masks still, such as the ghoulish skull visage of the Death Jester, or the sanity-distorting mirror-mask of the Shadowseer.

THE GREAT STAGE

Shaa-dom (Destroyed)

Syph

The Odeum of Shadows

The Pandemonium Spiral

Cegorach's Pavilion of Mirth

SEGMENTUM OBSCURUS

Commorragh

Talisman of Vaul

The Black Library (Last residual echo)

Grand Shrine of Asuryan

Crucible of Tales

HALO STARS

Craftworld Yme-loc

Scarus Sector

The Boneyard of Dmoch Var

Gothic Sector

Goth

Tempest of Sorrow

Craftworld Lugganath

Moons of Krendrax

Khaine's Fury

Baal

Craftworld Kaelor

Cadia

Craftworld Ulthwé

The Wraith Bridge

The Shrieking Labyrinth

The Blood Gate

THE EYE OF TERROR

Fenris

Craftworld Il-Kaithe

Elysia

CICATRIX MALEDICTUM

Craftworld Altansar

Dark Gates of Rhidal

Zapennec

The Plyxian Nest

Craftworld Iybraesil

The Gloom Gate

Commorragh

The Infinity Spiral

SEGMENTUM SOLAR

Chogros

Terra & Mars

The Maelstrom

The Gates of a Thousand and One Runes

Craftworld Saim-Hann

Catachan

Shrine of Morai-Heg

Chogoris

Trakonn

The Nightmare Moon

The Ancient Congruity

Arc of Eldanesh

Cursus of Alganar

The City of Stars

Catacomb of Architects

Nocturne

SEGMENTUM PACIFICUS

Craftworld Alaitoc

The Conclave of Seers

Commorragh

Anath'lan's Sorrow

Charnac

Grand Avenue of The Serpent

Uralek Prime

Commorragh

Hall of the Weavers

Nephilim Sector

SEGMENTUM TEMPESTUS

Agrax

Athelaq

Reductus Sector

Ath-Ethon

Dûriel

Lyriax

Naiatoc

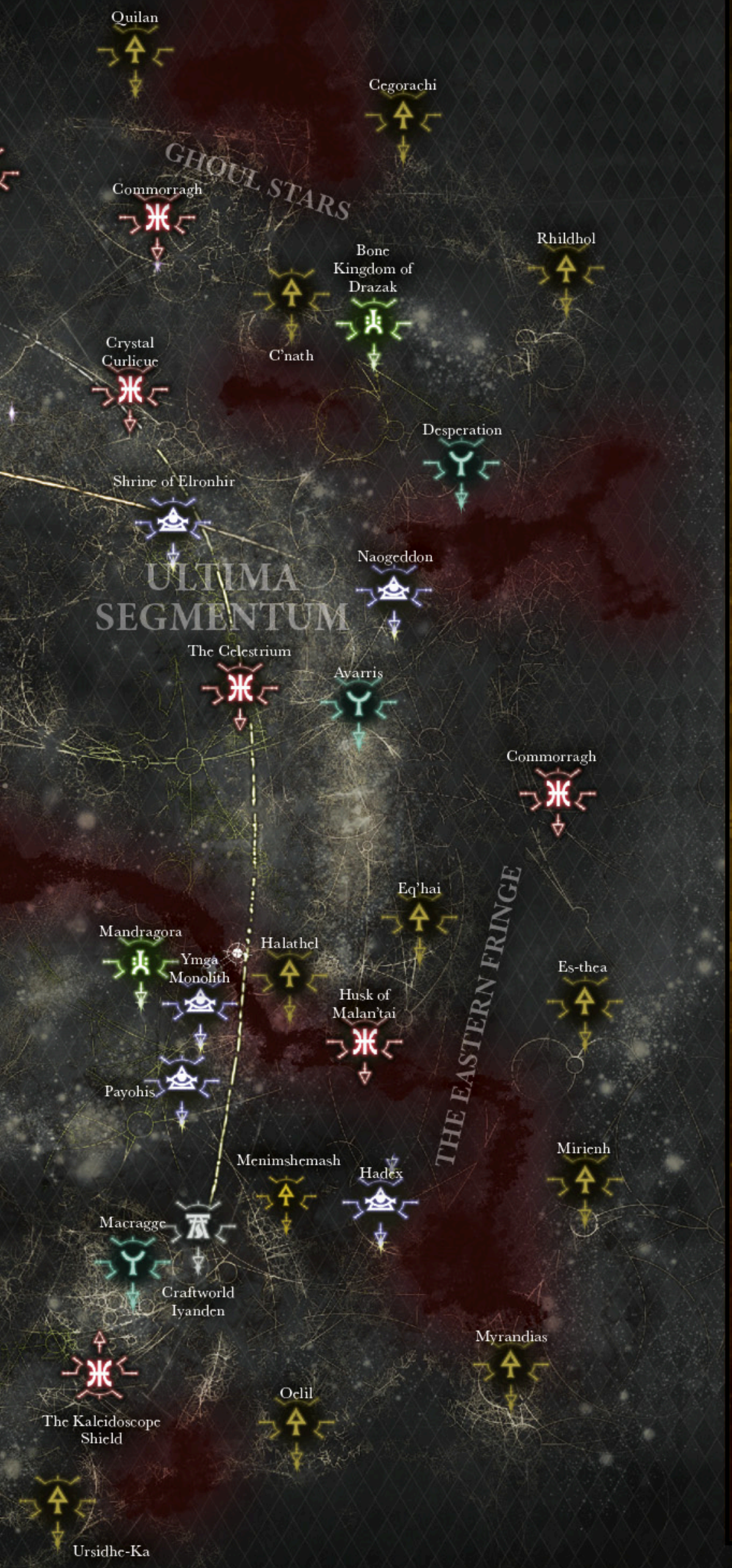
The Trickster's Vault

THE VEILED REGION

Svehlin

Commorragh

Ishariel



Harlequins are able to move across the galaxy by traversing the webway, the quasi-dimensional creation of the race known as the Old Ones. Via the webway, these ancient beings could appear from hidden gateways in reality to strike at their foes without warning. Furthermore, this network allowed the Old Ones to voyage between the worlds of their dominion without risking the fickle tides of the warp. Since the destruction of the Old Ones countless millennia ago, the webway has been the domain of the Aeldari, and though other races have made attempts to invade its tunnels, their successes are never lasting and the costs are always high.

Known by some as the labyrinth dimension, the webway has been envisioned by mortal minds in myriad ways. Some describe it as a galactic tapestry of shimmering strands, others a maze of glowing tunnels, or the veins of some vast living entity. All such accounts fall short of the truth, for the webway defies neat categorisation. It is an elegantly crafted realm located between realspace and the warp, analogous to the surface of a still, dark pool, or a fine silk veil drawn across something indescribably foul.

The webway once spanned the galaxy, even stretching out into the empty void beyond. Those days are long gone. Ravaged by war and catastrophe, many of its tunnels have been torn open or amputated entirely, and a great number of its entrances have been sealed by the Aeldari themselves as a desperate measure to deny their foes access. Despite its degradation, the Aeldari still rely upon the webway for swift travel, and none more so than the nomadic Harlequins.

It is said that Cegorach is the only being in existence who knows every single path through the webway. This might explain how his disciples possess such an intimate knowledge of its twists and turns, for the Harlequins walk the webway without fear, appearing and disappearing at will. So well versed are they in the webway's secret routes that many other Aeldari have credited the servants of the Laughing God with supernatural powers.

The Harlequins utilise their knowledge of the webway's hidden paths to outmanoeuvre their foes and strike from unexpected quarters. In this way, entire masques of Harlequins can position themselves in ambush, guaranteeing the element of surprise. Of course, such a system is not perfect, for the webway has become a broken and dangerous realm. The manifestation of the Great Rift tore at the webway, ripping away spars already weakened by the passage of millennia and unravelling others, laying them open to the warp. Gates long sealed burst open to admit a legion of nightmares, and malefic Chaos worshippers found themselves at liberty to strike at the labyrinth dimension like never before.

KEY

Craftworld

Imperial World

Monitored Site

Webway Gate

Exodite World

Necron World

THE BLACK LIBRARY

Deep within the webway, protected by terrifying sentinels and Troupes of Harlequins, lies the Black Library. To reach this fabled realm, one must court madness itself, travelling secret passages through the webway, evading the gaze of the horrifying entities that stand guard, and unlocking one of the library's cunningly hidden entrances amid veils of riddle and illusion.

The Black Library houses all of the Aeldari's most precious knowledge. It is said to resemble a vast, impossible craftworld that exists only within the labyrinth dimension. There is lore here regarding every deadly galactic mystery the Aeldari have ever encountered. The true nature of the ancient star gods, the fate of the forsaken Phoenix Lord Arhra, even the origins of Chaos itself are but the merest fragments of the Black Library's archives of the forbidden and the forgotten.

In particular, the library's collection focuses upon all that the Aeldari know of Chaos. Within the psychically locked rooms of the Seething Spiral lie grimoires of dark magic, their whispers and snarls shivering the air despite layers of runic wards. Beneath the Dome of Stars Extinguished, innumerable caskets of moonthorn imprison daemonic artefacts and essences. Glowing lights drift through chambers in which ancient blades and alien skulls rest upon rune-carved plinths.

Perhaps most valuable of all the library's many treasures is the collected psychic lore of the Aeldari and the countless species they have encountered. Captured in the crystalline thoughts of the library's long-dead inhabitants, these spectral secrets drift upon the wind like half-formed memories, waiting for a mind strong enough to snare them. On and on the dark corridors wind, a maze of starlit chambers and shadow-drowned oubliettes beyond count. Few mortals indeed have seen the inside of this sinister realm, and none would be foolish enough to speak of it; once someone has witnessed the true nature of the Black Library's sentinels, the fear of their vengeance lingers.

This is not to say that the Black Library remains sacrosanct. It has been assailed many times by those who sought to plunder its secrets. Imperial Inquisitors, arrogant Drukhari Archons and acquisitive Necron Lords have all tried and failed to invade the library, driven off by the swift and deadly strikes of the Harlequins. Yet it is the minions of Chaos who must be battled most often. Hosts of Daemons have tried more than once to plunder the Black Library, while in the waning years of the 41st Millennium the notorious sorcerer Ahriman successfully penetrated its defences, stealing precious lore for his own dark and nefarious purposes.



THE FINAL ACT

Since the Fall, a crystal tome has rested upon an obstinite plinth at the heart of the Black Library, its covers bound shut by chains of light. As fabled events came to pass, so those chains faded one by one until, shortly before the opening of the Great Rift, the tome fell open at last. Within were revealed writings said to have come from Cegorach's own hand. Inspiring and terrifying in equal measure, they revealed a final act that changed utterly the tale of the Fall. Those words presented a slender hope, and began a galactic performance that the Harlequins strive to see fulfilled. Always the strands of fate had warned that Chaos would be victorious during the Rhana Dandra, the fabled great battle at the galaxy's ending. Yet the Final Act promised a new path, Cegorach's ultimate jest that would trick Slaanesh into expending all her energies not to destroy the Aeldari, but to save them. How such a thing could come to pass remains unclear, but the Harlequins are devoted servants of their god, and they will see the Final Act performed no matter the cost.

GODS OF THE AELDARI

The Laughing God was the only Aeldari deity to survive the birth of Slaanesh, yet the teachings and tales of his slain fellows are preserved through the dances of the Harlequins, and the traditions of the craftworlds and Exodites. The Aeldari are a people who see symbolism in all things, and they keep their slain gods and heroes close, lest they forget their teachings and fall again into indolence and madness.

For each deity, the Harlequins know hundreds of stories and dances, each encompassing some adventurous exploit, internecine conflict or lesson imparted. From Asuryan, Phoenix King, eldest of all the gods, come tales of wisdom and patience, firm rule and nobility at all costs. His warlike brother, the Bloody-Handed God Kaela Mensha Khaine, features in stories of murder and warfare, adopting the roles of righteous destroyer and vengeful oppressor with equal ease. Vaul, the crippled smith, Isha, goddess of the harvest and mother of all, Lileath the Maiden and the crone Morai-Heg, all feature in their own tales, and in stories that depict their complex interactions and the allegorical messages they impart.

Since the breaking of Craftworld Biel-Tan, a new god stirs within the consciousness of the Aeldari. Ynnead, the God of the Dead, was brought close to waking by the actions of the visionary Farseer Eldrad Ulthran. Now his followers spread through Aeldari society, promising another way to escape the grasp of Slaanesh and defeat the forces of Chaos. The Harlequins played their part in that tale, and already the dances of some masques are subtly shifting to incorporate ghosts of Ynnead's presence. Yet what Cegorach makes of Ynnead's rise, and how his servants will mesh or clash with the Ynnari in the centuries to come, remains to be seen.



HARLEQUIN MASQUES

A masque is an army and a company of players both. It has no formal leaders, being instead a collective of like-minded devotees of Cegorach. All know their duties through their familiarity with the traditional roles of the characters they have adopted. No Harlequin rules their fellows for long, for all possess an equal voice.

The organisational strictures of a masque hail from ancient days, when Cegorach's devotees were theatrical performers first and foremost. Since the Fall, a place has traditionally been reserved in a masque's structure should a Solitaire lend their considerable abilities to a cause, but they are otherwise unchanged, centred around three distinct Troupes: the Light, the Dark, and the Twilight. Each contains a different cast of characters, grouped by outlook and symbolism. The Light, for example, is especially associated with swift action and the heroic protagonist. By comparison, the Dark represents villainous antagonists and violent endings, while the Twilight is transitory, like the webway or the fateful journey. This structure ensures that each member is aware of their fellows' roles, upon both stage and battlefield. In a similar fashion, each masque plays a unique part in one of the Grand Masques, operating alongside many other masques to enact Cegorach's will throughout the webway and beyond.

Harlequin masques fight with near-prescient efficiency. With the barest direction from their Troupe Master, each Player knows both their own and their comrades' duties. Indeed, despite the lack of a formal military chain of command, masques are capable of acting with far greater synchronicity and discipline than most standing armies. In battle, a masque seems less a group of individuals, and more a single, perfectly coordinated entity.

Further enhancing this incredible efficiency is the fact that each of a masque's mythic plays has its battlefield counterpart, known by the Aeldari as its *saedath*. Essentially a strategic battle plan with an allegorical edge, these inform target priority, overall strategy, and whether the conflict should be led by the Light, Dark, or Twilight. The appropriate saedath will be chosen based upon a range of factors; in some cases, masques specialise in certain mythic cycles, and will rely upon these to the exclusion of all else. In others, the ritual significance of the foe, the battlefield, or even the time of day will inform this decision. Whatever the choice, each saedath is an intricate and brilliantly conceived strategy guaranteed to leave the enemy reeling in confusion.

ALLEGORICAL WARFARE

Perhaps the most famous saedath is that of Cegorach's Revenge. It is the military counterpart to the Tale of the Fall, the bloodiest and most tragic story known to the Aeldari race. Small wonder, then, that its attendant saedath is a vicious strategy valuing headlong slaughter over subtlety or cunning.

A masque performing this saedath relies upon their incredible athleticism and lightning-fast attack craft to propel them swiftly into the heart of the foe. There the Harlequins kill at a blinding pace, depending upon perfectly orchestrated strafing runs from their supporting grav-craft, lethal attacks from their leading players –the dramatis personae – and their own staggering agility to survive the enemy's desperate counter-attacks long enough to prevail.



A performance of Cegorach's Revenge inevitably carries a high cost in lives for both the Harlequins and their foes. Yet this in itself is rich with symbolism, echoing the horrific death toll and scattered survivors of the Fall. The Harlequins pour all of the sorrows and anger of their people into this lethal saedath, transmuting their collective memories of the Fall and their loathing of She Who Thirsts into a devastating onslaught that few foes are prepared to face.

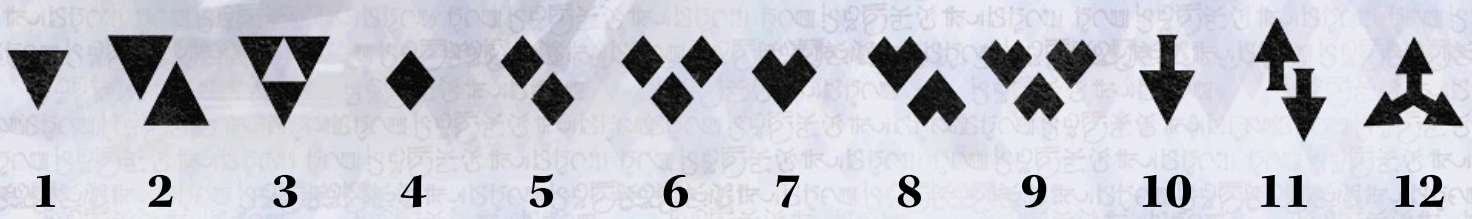
There are countless other saedath, each ideally suited to a specific foe or situation. Some are performed by the majority of masques – The Hundred Swords of Vaul, the Torments of the Fiery Pit, Isha's Weeping and many others are seen from one side of the galaxy to the other. Conversely, certain saedath are the specialisms of particular masques, or else are rarely seen outside the direst or most auspicious conflicts.

The Serpent's Brood is one such performance, feasible only for entirely airborne masques. The ritual steps of this dance echo the deeds of the Weaver Serpents – the demigod serpent beings that were the young of the great Cosmic Serpent – within the mythic tales of Cegorach. The anti-grav attack craft play the roles of their legendary namesakes in this dance. Central to this performance is the skystride, a manoeuvre which sees the Harlequins leap from their Starweaver transports, displaying incredible agility as they flip, kick, bound and pirouette amidst the enemy ranks, every violent impact used as a stepping stone to stay aloft. In this way, the players spring across the heads of the enemy, snapping necks, plucking out eyes and staving in skulls without ever touching the ground. The whole performance takes but moments, before the Harlequins leap back aboard their Starweavers and scream away into the distance while the Skyweavers and Voidweavers cover their retreat.

Other examples of these more specialised saedath include the Heroes' Path, Faolchú's Blade, and Cegorach's Jest. The first sees a trio of dramatis personae – a Death Jester, a Shadowseer, and a Solitaire – slip behind the enemy lines. They attack suddenly, the Death Jester and Shadowseer playing the legendary heroes Ulthanash and Eldanesh, and the Solitaire embodying the monstrous pride that led them into the lair of the Prince of the Ygghs. Faolchú's Blade sees a formation of Skyweavers and Voidweavers scream down upon the enemy, fighting as the ritual embodiment of the Great Hawk's consort as she bore the sword Anaris to Eldanesh's hand. Cegorach's Jest, meanwhile, evokes the Laughing God's efforts to humble the hunter god Kurnous by stealing one of his antlers, Voidweavers and Skyweavers blasting a path to the prize before a Harlequin Troupe lunges in to seize it while the enemy are still reeling.

THE CLASSICAL STRUCTURE OF A MASQUE





Harlequin masques typically use a system of numerical runes to distinguish individual vehicles within their squadrons of Skyweavers and Voidweavers. Each of these symbols is thousands of years old, and carries great significances amongst the Aeldari.



Players commonly display their Troupe rune upon a knee, thigh or shoulder pad. The Troupe runes for the Light, Twilight and Dark are the prism, the heart and the four-pointed star respectively.

Troupe Masters bear a modified version of these runes, bordered by curving arcs. These are the master symbols, and are often presented as outlines rather than solidly blacked out symbols.

THE MIDNIGHT SORROW

KNIVES GLINT IN DARKNESS, NEMESES OF THE DAMNED

The Masque of the Midnight Sorrow numbers many dozens of masques and bands of Players, scattered far across the realms of the Aeldari, all fighting a constant war against the Ruinous Powers. The worshippers of Chaos face few more determined or single-minded foes: these Harlequins will perform any deed to defy She Who Thirsts.

Where reality tears asunder and the horrors of the warp spill forth, there can be found the Masque of the Midnight Sorrow. Their warriors whirl through the blazing hellfires of daemonic breaches and ritual circles, dispensing death to the servants of the Ruinous Powers. Masters of forbidden lore who strike upon the toll of the midnight bell, Harlequins of this Masque are foremost in Cegorach's war against the Dark Gods.

All Harlequins battle the servants of Chaos, yet for the Masque of the Midnight Sorrow this war has become a destructive obsession where no price is too steep for victory. This Grand Masque stalks the webway tunnels around the Eye of Terror, striking fearlessly at Chaos strongholds wherever they can be found. It was the Midnight Sorrow that broke open the Ninefold Vault upon Dementiax and slaughtered its daemonic overlords, and they who defeated Lucius the Eternal's Coils of Perfection upon the Bridge of Blighted Bliss. It was their Shadowseers who forged the Alliance of Bloody Tears during the Bitterblood Wars. Comprising the Midnight Sorrow, the Kabal of the Flayed Skull, and a warhost from Craftworld Yme-Loc, this uneasy alliance purged the renegade fortress world of Filth Pit despite horrific Aeldari losses.

The monomaniacal focus of the Midnight Sorrow has a cost to them not only in lives, but in minds and souls. So intent upon their daemonic foe are these Harlequins that all else fades into obscurity. Their battles and performances focus, without exception, upon the dangers of Chaos, and in recent centuries they have abandoned all other dances in favour of ever more vivid depictions of the Fall. As this mania has overtaken them, so the Players of the Midnight Sorrow have become trapped within their roles. All Harlequins sacrifice a portion of their personality to the character they play, but most retain at least a spark of the being who came before, even if only in the interpretation they bring to their role. Not so the Midnight Sorrow. These grim figures rarely speak, except in ritual form, and care for nothing but the final defeat of Slaanesh.

The Midnight Sorrow were instrumental in Eldrad Ulthran's scheme to awaken Ynnead, and many have taken the colours of the Ynnari. Yet there are those who believe this to be nothing more than an elaborate ruse, a way to manipulate a rival god's followers into spending their lives in Cegorach's cause. Only time will tell…



The symbol of the Masque of the Midnight Sorrow takes the form of a spear driven into the inverse heart of the rune of Twilight. This design reflects the Masque's desire to strike when daylight is slain, before darkness reigns. The costumes worn by Players in the Midnight Sorrow are dark black with offsets of bright yellow, while their motley is red and blue.

THE VEILED PATH

THE FOOTFALL THAT ECHOES WITH ANOTHER'S TREAD

In many ways, the Masque of the Veiled Path epitomises every mistrustful thought and resentful prejudice Humanity has ever held for the Aeldari. Amongst the Asuryani, it is said that to trust the Veiled Path is to step willingly into the void. For all this, they are skilled warriors, and deadly enemies of all who would see the light of the Aeldari extinguished at last.

Tricksters, manipulators and riddle-smiths, the Veiled Path are capricious even by the standards of Harlequins. Even other Grand Masques see the Veiled Path as dangerously untrustworthy, for they have been the architects of countless atrocities. Yet none can deny the list of victories that their duplicity has won them.

The Veiled Path's machinations extend throughout the realms of the Aeldari, and beyond. It was they, for example, who are said to have set the Archon Lady Malys upon the road to her strange encounter in the webway and the arcane bond with Cegorach that resulted. It was they who sent one of their number – under the assumed name of Sylandri Veilwalker – to manoeuvre Prince Yriel into taking up the Spear of Twilight. A Shadowseer wearing the same name guided Belisarius Cawl to his fateful discoveries in the Eriad System, and smoothed the passage of the resurrected Primarch Roboute Guilliman back to Terra during his crusade. Yet that same seer also saw to it that Guilliman was forced to rely upon the aid of the sinister wanderer known only as Cypher, and sealed Magnus the Red in the webway before his confrontation with the Primarch reached a fatal conclusion. To what end these confluences – and countless others – have been arranged, none can say, except the Masque's own seers.



This Grand Masque's battles and performances are hallucinogenic tangles of double-meaning and bewildering mirage. It is not unknown for spectators or allies to vanish without trace, never to be seen again. The Veiled Path have betrayed far more pacts than they have kept, and have stolen away many precious relics and important leaders. Yet far from being repentant, the Veiled Path seem to take a malicious glee in every promise they break and crisis they cause. How much of this is an act and how much genuine malice it is hard to tell, yet some whisper that the Players' grinning masks conceal an ocean of hidden tears. If this is true, then the burden of guilt that the Veiled Path hide must be a dreadful weight indeed.



The Veiled Path's rune is the inverse enigma – a signifier of riddles within riddles, plots within plots. It is associated not only with trickery, but with back-stabbing and an ill-omened demise. The Masque's Players wear green, black, magenta and yellow.

THE FROZEN STARS

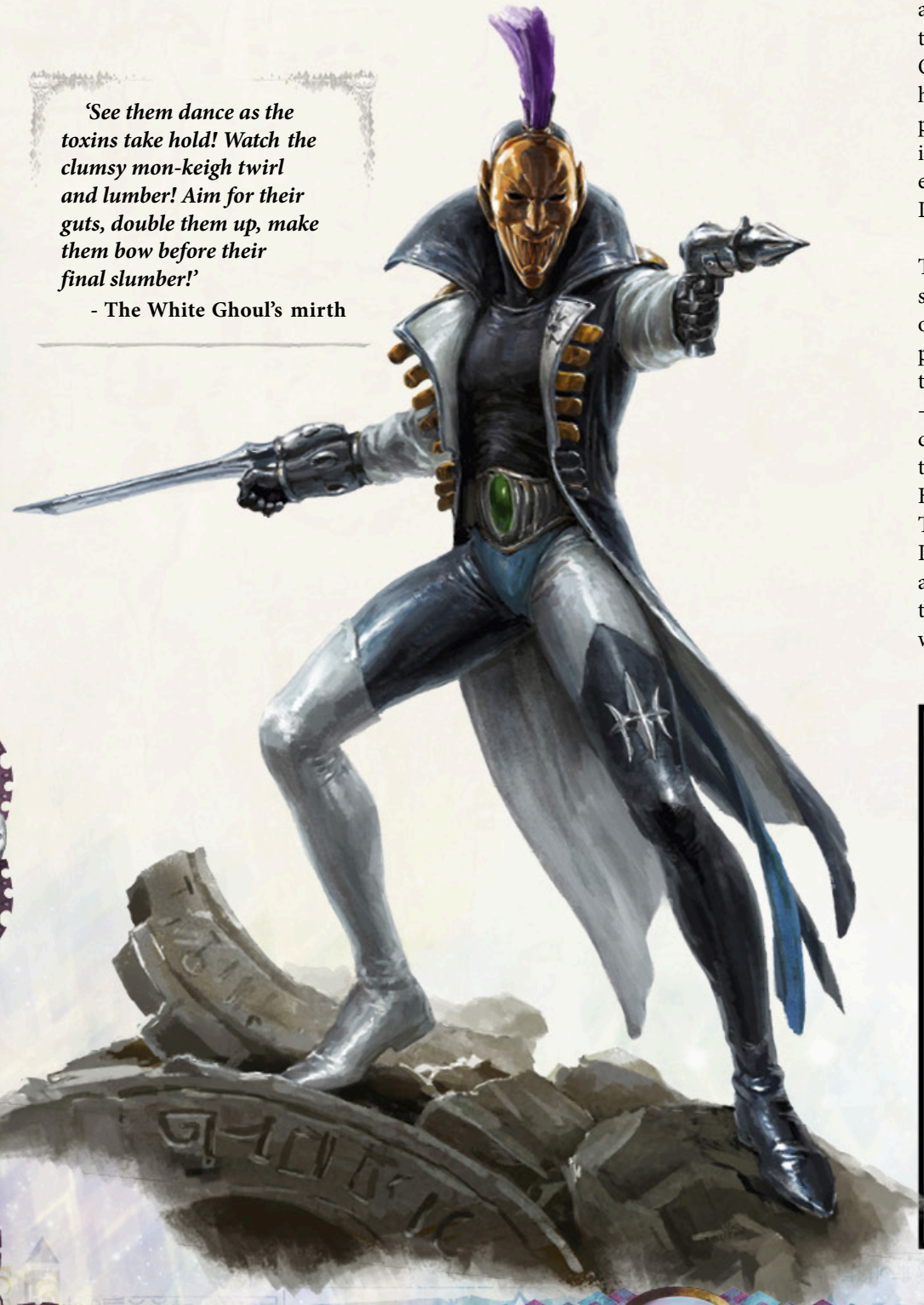
THE JEST THAT TURNS TO SCREAMING, THE WARMTH OF THE VOID

The Frozen Stars strike wherever and however they believe will elicit the greatest and grisliest amusement. In some ways they carry themselves as a force for good, striving to inspire their fellow Aeldari and follow the steps of the Final Act. Yet their cheer is reserved only for those they favour, and their mirth is swift to turn cruel and malevolent.

Playful and sinister in equal measure, the Masque of Frozen Stars is well known for their Players' irrepressible sense of humour. Standing secret vigil over the maiden worlds of the Eastern Fringe, these Harlequins possess a genuine hope for the future of their race. They believe that there is a path to be trod through the horrors of the Rhana Dandra that leads to a bright fortune beyond. Following destinies gleaned by their Shadowseers from a tangle of potential futures, the Masque seeks to redirect the fate of the galaxy, through the destruction of particular key enemies and the precise manipulation of the deeds of others. They wage a war against the slow rot of Chaos, the arrogant might of the Imperium and the reckless expansionism of the T'au Empire, laughing wildly to one another as they murder their foes.

'See them dance as the toxins take hold! Watch the clumsy mon-keigh twirl and lumber! Aim for their guts, double them up, make them bow before their final slumber!'

- The White Ghoul's mirth



The Masque of Frozen Stars cares only for the resurgence of the Aeldari, and nothing else. They view the galaxy's other races as vermin, there only to serve as the butt of their shockingly violent pranks and jests. Humanity, the T'au and countless minor alien empires have all suffered the sudden attacks of this Grand Masque. Often believing the motley-clad warriors were coming to their aid, more than one army has discovered that the enemy of their enemy is by no means their friend. Over the millennia, this Masque's Players have overloaded the reactors of hive cities, plunged mighty spacecraft unshielded into the warp, and set staunch allies at each other's throats, all in the name of the Laughing God's malicious amusement.

The opening of the Great Rift has triggered something within the collective psyche of this Masque. Whether it be the threat posed by newly birthed warp storms to the Eastern Fringe, the rise of the Ynnari – whom the Frozen Stars regard as the dupes of a false deity – or the belief that the Rhana Dandra is upon them, these Harlequins have become near-frenzied. They strike at the forces of Chaos and the Imperium with equal vehemence, butcher aliens without mercy, and, all the while, their hysterical laughter echoes on the winds of war.



The rune of this Masque is that of divergent chance, depicting the pathways of fate propped up on a foundation of certainty and determination. The Frozen Stars are known for their striking black and white costumes.

THE DREAMING SHADOW

THE CURTAIN FALLS IN SILENCE

In the Dreaming Shadow, the fervour and energy of the Harlequins becomes something grimmer and more funereal. They are the guardians of myriad symbolic underworlds; their charge is to ensure that the dead stay dead, and the slumbering never wake.



Beneath the glare of dying stars, the Masque of the Dreaming Shadow performs its sombre dance of war. It is the ancestral duty of this Grand Masque to prevent the rise of an ancient foe, to slay whoever it takes to prevent the rebirth of the Necron Empire. The Players of the Dreaming Shadow are bound together by their morbid demeanour, and by the other Grand Masques' simmering resentment for them. This sentiment, however, is deliberately exaggerated – part act and part truth, and derives from the fact that the war against the Necrons distracts from Cegorach's true battle with She Who Thirsts.

For their part, most other Harlequins hold the Dreaming Shadow's selflessness in high esteem. Yet there are those amongst certain masques – especially the many masques of the Midnight Sorrow – that affect scorn at this Grand Masque's inherent bitterness and sworn duty, dismissing their war against the Necrons as nothing but a sad sideshow. Regardless, the continued efforts of the Dreaming Shadow speak for themselves; they have slowed the awakening of dozens of tomb worlds over recent centuries, and snuffed the ambitions of others altogether.

The saedath performed by the Dreaming Shadow are almost always led by Troupes of the Twilight, for they stand ever upon the threshold between life and death. Their ranks are replete with such characters as the Watchman of the Last Road, the Herald of Heg and the Lockmistress, roles synonymous with maintaining the natural order and preventing evil spirits from rising to bedevil the living. They spend much of their time in battle, gracing the halls of their kin with performances only when they need to replenish their ranks. The Dreaming Shadow recruit with a menacing insistence, often against their new comrades' wills; they believe their duties transcend individual desires, and have no patience for reticence.

The Dreaming Shadow have a long history of sudden and seemingly unprovoked attacks upon Adeptus Mechanicus dig sites, Inquisitorial agents and newly founded Imperial colonies upon outlying planets, and for this, they have become reviled by Humanity. Yet in recent years, the Dreaming Shadow have been reported fighting as allies alongside the defenders of forge worlds and Knight worlds. They have interceded against heretic uprisings, Tyranid invasions, even Drukhari pirate raids, before vanishing again. Imperial authorities have noted that, shortly after these strange conflicts, there always follows an attack or uprising by Necron forces, and that the Harlequins typically reappear in time to join the final fight against the android menace.



The rune of unveiled mystery is worn by this Masque as an ironic comment, symbolising the deadly threat the other Masques have chosen to forget. The Dreaming Shadow's Players wear deep greens and reds, often offset by yellow garb.

THE SOARING SPITE

SMOKE AND STARLIGHT ENTWINE LIKE BLADES

Threading paths through their enemies' fire, the Soaring Spite strike from on high with the suddenness of a lunging serpent. Their victims barely have time to realise their danger before the Harlequins are dispensing death throughout their ranks.

This Grand Masque bases its entire existence upon the tales of the Cosmic Serpent's brood. It performs and fights in an almost exclusively airborne fashion, soaring into battle like the Weaver Serpents of the mythic tales. The Soaring Spite is frequently seen in the company of the Saim-Hann Asuryani, with whom its Players share a spiritual bond. Its performances are also wildly popular within the arenas of the Commorrite Wych Cults. Here, the Masque's Skyweavers swoop and soar, shedding very real blood as they engage in ritual dances and duels with the best challengers the Wych Cults have to offer. Since the Great Rift opened, the Soaring Spite have called upon Drukhari and Asuryani alike to aid them in their battles, forming lethal airborne hosts that fall on the foe like a storm.



'Of all the divine beings and the demigods with whom Cegorach dealt, none were as strange, nor as associated with the Laughing God, as were the Weaver Serpents. These were the Cosmic Serpent's brood – Starweaver, Voidweaver and Skyweaver – whom Cegorach befriended and bested by turns in order to gain their aid. Each of the serpents was as different from one another as they were from the Great Harlequin himself, yet all were drawn into his endless dance.'

- Shadowseer D'yelagh Moonsong

The diamond rune of the Soaring Spite signifies a sense of oneness. The Players of the Grand Masque wear black and magenta with blue and purple motley.



THE SILENT SHROUD

SHADOWS FORMED OF LIGHT AND AIR, THE SILKEN KNIFE

Facing the Harlequins of the Laughing God in battle is a terrifying experience, but few masques are as sinister or unsettling as those of the Silent Shroud. They fight without a word, making barely more sound than a sheet of silk whispering across a corpse's skin, even stealing the voices from their victims that they must scream in helpless silence.

When the Silent Shroud performs, quiet reigns. Its Players speak not a word, and their movements are but the softest sigh upon the air. Even their weapons are muffled through technology and illusion, the hiss of gunfire and the clash of blades echoing dimly as though piercing the veil from another realm. Needless to say, this disorients and unsettles the Masque's foes, only adding to the sensory confusion of the Harlequins' assault.

Everything this Grand Masque does is veiled in secrecy and stealth, and it often appears from nowhere to stage impromptu performances without need for stage or accompaniment. Whether this be amid the bladed spires of Commorragh, or the blood and horror of the battlefield, it matters not to the Silent Shroud.

Those who have fought alongside the Silent Shroud describe a strange feeling of dread that stole across them in the Harlequins' presence. It is not simply that the Silent Shroud do not speak – they rarely display any outward indication whatsoever of communication, beyond the playing of their roles. They simply seem to know what is required of them, evincing an eerie gestalt mind that sees them act always in perfect concert. Some have described this phenomenon as the will of Cegorach, or suggested that elaborate neurotechnology must be at work. Others claim the Silent Shroud are nothing more than ghosts of the webway bound within mortal raiment, their souls trapped forever within the masks they wore in life.

Whatever the case, the Silent Shroud fight an endless psychological war against the many enemies of the Aeldari race. They concentrate their efforts in particular against the servants of Chaos, launching merciless terror raids that leave naught but staring, white-haired corpses in their wake, and use fear and confusion to undermine and erode their enemies' positions until the foe flees in panic.

'One moment we were all but overrun by screaming zealots. The next, the Harlequins were amongst them. I almost felt pity for our enemies that day...'

- Ceghallan of Ulthwé



The Silent Shroud wear bright yellows and oranges. Their rune is the thorn-strangled stave – a mythic weapon used by Kurnous, the hunting god of ancient Aeldari myth, to strike down his prey without making a sound.

THE DANCE WITHOUT END

CRESCENDO OF THE HALF-HEARD SYMPHONY

All Harlequins exhibit an eerie familiarity with the paths of the webway. For the Dance Without End, this familiarity has become something more akin to symbiosis. Their oneness with the labyrinth dimension allows them to walk ways closed even to other Harlequins, and it also compels them to fight hardest of all in the webway's defence.

The Masque of the Dance Without End falls upon its foes like a hammer blow, appearing as if from thin air with guns already blazing. Full of passion and verve, the Players of this Grand Masque are renowned for their performances of the Spiral of Mirth and Madness. This is the cycle of dances, plays and monologues that recount the deeds of Cegorach himself – a specialism that is said to bring these Harlequins closer to their deity. So deep is their connection to the Laughing God that it is rumoured the webway itself flexes and shifts at this Masque's behest. Certainly, the Dance Without End seem always to attack from the most unexpected quarter, vanishing on the breeze should matters go awry.



The Dance Without End traverse the deepest and strangest reaches of the webway, often returning to a confluence known as the Maze of Whispers. The passages of this region are stiflingly still and suffused with a sense of dread, yet through some quirk of fate it survived the opening of the Great Rift wholly undamaged. Since those terrible days, the Dance Without End have used the Maze of Whispers as their base of operations in a war to save the webway. Whether the maze is simply a safe staging ground, or whether it conceals some deeper and darker secret, the Dance Without End will not tell.

No other Grand Masque has fought more furiously in defence of the labyrinth dimension. The Dance Without End have driven invading Daemons back from the very gates of the Black Library. They have struck at Necron dolmen gates that shackled webway tunnels, annihilating them to set those pathways free. They have used flattery and threat in equal measure to forge alliances of Asuryani and Drukhari, and have burst into realspace to butcher Tyranids, Orks and humans alike – any who set foot near a forbidden webway gate find their lives forfeit, whether they knew of its presence or not.

The Dance Without End wear magenta and black with green and blue motley. The rune of myriad paths symbolises Cegorach's knowledge and the endless nature of his war.

THE TWISTED PATH

THE WAY LIT INTO DARKNESS

Not all routes to victory pass through the realms of logic. Sometimes the caprice and madness of Chaos must be met in kind, and strange deeds performed to achieve unexpected ends. Such is the way of the Twisted Path.

This Grand Masque has a chilling reputation for luring victims into the webway to vanish without a trace. During their performances, audience members will be led onto the stage to take part in the play, only to disappear as the Harlequins' twirling dance reaches its climax.

In battle, they steal away friend and foe alike, never to be seen again by their commanders or kin. Where these vanished souls are taken remains a mystery, though rumours abound that it is part of some grand scheme of the Laughing God. Some tales tell of the Masque entering battle alongside humans, T'au or even Orks. It is said that they fight in unsettling concert with these unlikely allies, whose uniforms and vehicles are marked in some subtle way with the rune and colours of the Twisted Path. These unfortunate auxiliaries rarely survive for long, as the leaders of the Twisted Path hurl them into harm's way without compunction, spending hundreds of alien lives to spare handfuls of Aeldari ones. Yet their auxiliaries show not a hint of reticence, even the most fanatical Imperial warrior or brutish Ork laying down their lives in a heartbeat for the Harlequins that fight at their side.

How such strange coercion is achieved – or why – is a mystery that the Twisted Path are in no hurry to explain. Indeed, extracting anything of sense from this Grand Masque is a Herculean task, for their dialogue is peppered with illogical analogies, mind-bending riddles and hints at lore neither safe nor sought for.

Neither are the goals of this Masque clear. Over the millennia they have been sighted fighting from one end of the galaxy to the other, emerging from the webway apparently at random to launch rapid – often costly – attacks before vanishing as suddenly as they appeared. In some places, their arrival destabilises the balance within an entrenched war zone, usually to the detriment of all involved. In others they trigger fresh conflicts, massacre selfless guardians or mighty champions, or inflict untold miseries upon what seem like entirely undeserving victims. Nor do the Twisted Path always fight until the battle is done – their Troupes have been sighted abandoning the fight just as victory seems inevitable, leaving the enemy survivors to wonder why their attackers vanished instead of striking the killing blow. Such erratic behaviour has made many Asuryani and Drukhari reluctant to put their trust in the Twisted Path. If the Masque's Players are troubled by this they do not show it, continuing to pursue their strange agenda with unseemly enthusiasm and twisted glee.



The Masque of the Twisted Path wear the rune of stolen grace, symbolising the souls taken by the Laughing God. They wear red, orange and pink over black.

THE SHATTERED MIRAGE

ECHOES OF TUMULT'S END, THE ENCORE OF LAMENTS

The Aeldari have fought against their ending for millennia, casting other races into harm's way and reading the weave of fate to foresee – and thus avoid – one catastrophe after another. Still it seems to many as though their end draws ever closer. Rather than shy from it, or seek to prevent it, the Shattered Mirage take death as their muse.

The Masque of the Shattered Mirage is the embodiment of the Laughing God's maudlin mirth in the face of his race's demise. Both their kin and their enemies fear this Grand Masque's Players. Their performances are dark and laden with dread, conveying only fatalistic despair to their audiences. Those drawn too deeply into the Shattered Mirage's dances are moved to take up arms – internecine battles have been triggered in the streets of Commorragh by the Shattered Mirage, while even the more reserved Asuryani have launched into grim wars against impossible odds at their urging. It is not hard to see why many Aeldari view this Grand Masque as heralds of ill omen. Still, none are foolish enough to impede their coming.

In battle, the Shattered Mirage fight with a reckless abandon that is horrific to behold, and even in death they take dozens of the foe screaming with them to the grave. To fight the Shattered Mirage is to fight a foe with no fear of death, intent only on the destruction of their enemies no matter the cost.

Nor do the Shattered Mirage shy from using forbidden weapons and calling upon horrific allies to heighten the bloodshed. In recent centuries they have unleashed several weapons of the ancient Aeldari, terrible works of arcane science that even the Drukhari would be hesitant to deploy. They have been seen fighting alongside the creeping shadow-ghouls of Aelindrach, and even make allies of the twisted Haemonculi and their ghastly broods.

For all their hopeless philosophising and acceptance of the end, the Shattered Mirage are actually a spectacular force of destruction. They strike where no enemy would believe them insane enough to, and more often than not their sheer audacity and selflessness secure victory against all odds. This has led some Asuryani to speculate that hopelessness may simply be a role the Shattered Mirage play. Perhaps, they say, their performance is intended to secure eventual victory for the Aeldari through the seeming abandonment of just that resolution.



The rune of the lamented dead is integral to the mindset of the Masque of the Shattered Mirage. Contained within its graceful lines and bladed curves is the ultimate demise of all things, and since the Great Rift opened the Players of the Shattered Mirage have taken to carving this rune directly into their flesh. They wear white and bright-blue garb, with motley of white and earthen hues.

THE REAPER'S MIRTH

A JEST INSCRIBED IN BLOOD, THE BREATH BETWEEN A LAUGH AND A SCREAM

There are few Harlequin masques whose outright cruelty and malice come close to the deeds of the Reaper's Mirth. So wholeheartedly spiteful are their saedath, and so bloody their performances, that they are viewed with something akin to horror by their craftworld kin, and with grudging respect by the Drukhari of Commorragh.

All Harlequins imbue the killing of their enemies with symbolism and significance, but the Reaper's Mirth are the undisputed masters of ironic murder. The Players of this Grand Masque seize any opportunity to take the Laughing God's bloody humour to an extreme. For the Reaper's Mirth, every battlefield is a gory canvas upon which they paint their masterpieces of death. It is not enough to simply kill their enemies – they must be made examples of in the most extravagant manner. The carrion tableaux arranged in the Palace of Crystal Bones, the hideous demise of Gharex V's garrison in the Hall of Echoed Screams and the Fountain of Crimson Tears – an atrocity so cruel that it led to the destruction by Exterminatus of an entire world – these were all works of the Reaper's Mirth, and all will live on in the folklore of the Aeldari and their victims alike as vivid living nightmares.

Because of their penchant for inventive cruelty, this Masque attracts a higher proportion of Death Jesters to join their ranks than do most Harlequin forces. These macabre warriors take sardonic pleasure in fighting alongside the Players of the Reaper's Mirth. They applaud as the Harlequins enact their performances of genocide and horrific destruction, and add their own suggestions to escalate the excesses of violence still further.

This Masque has a disproportionate number of Troupes of the Dark, and its ranks are thick with cruel and macabre personalities such as Khaine Wrathful and the Queen of Shards. Yet perversely, almost every Troupe leader of the Reaper's Mirth plays a role of the Light. These figures make a great show of dismay at the vicious antics of their followers, acting out exaggerated shock and penitence at each excessive killing the Troupes perform. They do not stop the slaughter, but are often witnessed fighting all the harder, as though seeking to atone for their fellows' dark deeds with acts of selflessness.

There is allegory here, of course. Everything the Masque of the Reaper's Mirth do is a reference to the tragedy of the Fall, and with every battle they fight and dance they perform, they seek to remind their people of the dichotomy of light and darkness that lurks within their souls.





The rune of the Reaper's Mirth represents a blooded weapon and the enemy's last breath. These Harlequins wear white, scarlet and purple.

THE DANCE OF AGES

Since the time of the Fall, the Harlequins have fought war unending against the thralls of the Chaos Gods. As the fate of the galaxy's younger races has run its tempestuous course, and ancient foes have risen up from the shadows of myth, the servants of the Laughing God have held true to their purpose. Across countless worlds, in myriad theatres of art and war alike, they have performed their bloody dances and foiled the machinations of Chaos at every turn. Still they fight, as the darkness gathers and doom approaches, for they know that the stakes have never been higher.

-M30 OVERTURE OF AGES

From Light into Darkness

In the wake of the fabled War in Heaven, the Aeldari rise to supremacy as the galaxy's foremost race. Empowered by their supreme technology, they enjoy every luxury and pursue every curiosity. It is a golden age, yet as the millennia pass the magnificence of the Aeldari empire gives way to corruption, indolence and spiritual decay. Pleasure cults spread through their society, and the pantheon of Aeldari gods is gradually abandoned in favour of personal deification and insane excess. Yet the Aeldari are not becoming gods. Instead, the gestalt psychic outpouring from their descent into perverted madness nurtures a new deity in the warp, a Chaos God whose time creeps closer with each new act of debasement and debauchery.

M30-M32 BLEAK EXPOSITION

Loyal Servants

Even as the Aeldari empire decays around them, the masques remain true to the teachings of their god. While some lament the death of the old ways, others revel in mocking the lunacy they see at every turn. The Harlequins continue to perform the ancient dances of their mythic cycles, seeking to remind their people of all that they are throwing away – many amongst their audiences respond with hostility, and the Harlequins are compelled to become ever more martially skilled in order to defend themselves while performing. In this way do the ritual saedath become forever entwined with the Harlequins' dances.

The Fall

A disaster millennia in the making strikes at last. Slaanesh, She Who Thirsts, is brought into existence with a hungry howl that obliterates the empire of the Aeldari. The Chaos God's emergence tears realspace asunder and leaves the malignant wound that Humanity will come to know as the Eye of Terror. The Aeldari, meanwhile, are all but annihilated. Yet amongst the far-flung survivors of this great catastrophe are the Harlequins, and hidden within the webway, Cegorach laughs on. Taking up arms, the Harlequins vanish into the labyrinth dimension to prepare for the war that will consume their future utterly.

M33-M40 RISING BLOODSHED

The War Begins

After centuries of isolation, Cegorach's followers return in spectacular fashion. The Masque of the Midnight Sorrow bursts from the webway portal at Llayen Nuadh to fall upon a horde of Slaaneshi Daemons. Their intervention rescues the embattled warhost of Craftworld Ulthwé, and with their strengths combined they hurl their daemonic foes back into the warp. This is but the first of many such grand entrances, the Grand Masques announcing their return to war with great showmanship.

In Conflict's Wake

Asdrubael Vect seizes power in Commorragh. Few know of his dealings with the Masque of the Veiled Path at this time, or of the dreadful pact he seals with them upon ascending to his throne.

The War of Mirrors

The Silent Shroud face Waaagh! Gutrippa on Sheng's World. Impossibly outnumbered, the Harlequins use the planet's many webway portals to run circles around their Ork foes. Only a handful of Harlequins survive the six-month conflict, but they sow such confusion that the Waaagh! furiously tears itself apart.

Rhildhol's Salvation

The Chaos warband of Lord Fulgulus attacks the Exodite world of Rhildhol. Acting at the behest of a shadowy daemonic patron, Fulgulus systematically poisons the planet's rivers and lakes, and sets a rotfire amidst its forests. His warriors drive back the saurian cavalry of the local Exodites, and begin a vile ritual within Rhildhol's world-spirit shrine. It is then that the Masque of the Soaring Spite, aided by the Wych Cult of Strife, falls upon the Nurgle worshippers. As the ritual nears its peak, squadrons of jetbikes, grav-skimmers and Hellions encircle the Chaos forces before constricting rapidly like the coils of the Cosmic Serpent. Though the Nurgle worshippers fight to defend their position, they are overrun with blistering speed, and their ritual ruined. Fulgulus is the last to fall, pierced with the twin blades known as the Serpent's Fangs.

Fall of Pardassos

The Dreaming Shadow infiltrate the chronostatic tomb fortress of Nemesor Torlak on Pardassos. By sabotaging the tomb complex's temporal matrices, the Harlequins trigger a singularity cascade that exterminates most of the Necrons before they can awaken. Incensed, Torlak leads his Lychguard to hunt down the intruders, but is caught in an ambush by the Masque's Death Jesters, who gun him down by ricocheting their fire off the shields of his bodyguards.

The Cull

Imperial forces attempt to plunder forbidden archeotech on the dying world of Karadox. Several masques of the Midnight Sorrow strike without warning, orchestrating a blistering campaign of hit-and-run attacks against the Explorator dig teams and their guards. Eventually the terrified humans flee, abandoning their tainted prize without ever learning the horrors it would have unleashed.

Strange Saviours

The fortress world of Magnor Prime comes under sustained attack by the Night Lords Heretic Astartes. For weeks, the Astra Militarum defenders are picked apart in terror raids, finding their skinned comrades chained to their defences as dawn breaks each day. The garrison are on the brink of revolt when the Harlequins of the Veiled Path appear as though from nowhere. Desperate enough to heed the advice of xenos, the Imperial officers follow the intelligence offered by the Harlequins' Shadowseers, deploying their surviving troops to counter enemy attacks before they begin. The war turns as the Night Lords go from ambushers to ambushed, and are forced to fight with increasing savagery to hold their own. After another

fortnight of costly violence, the Harlequins enter the fight. Faced by allied human and Aeldari forces, the remaining Night Lords melt away into the warp. Magnor Prime is saved, and the Veiled Path leave as mysteriously as they came.

M40-M41 TEMPESTUOUS CLIMAX

Giant Slayers

Knights of House Terryn claim the maiden world of Velos for the Imperium. In response, the Frozen Stars deploy swarms of Voidweavers in the saedath known as the Giants' Lament. Though the cost is high, the invaders are wiped out, not a single super-heavy war engine making it back to the Imperial landing craft.

The Daemons' Dance

A Solitaire duels Skulltaker – Khorne's greatest daemonic herald – before the Gate of Souls, mirroring the hatred between Khorne and Slaanesh. At the duel's height, the Solitaire drops his guard and is slain, an act representative of Slaanesh's utter defeat. The psychic echo of the Solitaire's self-sacrifice resonates through the warp, repelling a horde of Slaaneshi Daemons that were about to breach the Gate of Souls and descend upon Craftworld Lugganath.

A Single Blade

After his bodyguards are drawn away by a series of diversionary attacks, the Tzeentchian Sorcerer Yelgth'ir is slain in his inner sanctum by a Troupe Master of the Weeping Dawn. None but the Harlequins know the full ramifications of his demise, but across the galaxy the fates of three planets are altered for the better. All are worlds where blackstone pylons lurk buried deep beneath the planetary crust.

The Last Laugh

The Veiled Path make a surprising offer of aid to defend the Imperial naval base at Roth against pirates. However, as battle is joined, they turn upon their allies, ending this seemingly unprovoked attack by venting the surviving defenders into space.

The Maedrax Encore

The Dreaming Shadow begin a decade-long campaign against the tomb worlds of Maedrax, fighting to stem the rising Necron tide after Craftworld Ulthwé's failure to do so.

The First Sign

As the Thousand Sons Sorcerer Ahriman learns the first of several truths that will lead him to an attack upon the Black Library, the first clasp of light around Cegorach's crystal tome flickers and disappears.

Curiosity's Cost

T'au Empire explorers board the empty husk of Craftworld She'enshar. Just days after their arrival, the T'au are driven off by Harlequins of the Frozen Stars, who surge from the craftworld's webway portals to violently evict the interlopers.

The Bloody Punchline

The collapse of a Necron dolmen gate creates a rent in reality, and allows a horde of Khornate Daemons to spill into the webway. There seems to be nothing that can stop this onrushing mass from crashing into the gates of the Black Library, and quite possibly staving them in. Yet the danger is undone as the Veiled Path awaken a little-used webway gate and allow the Daemons to spill out onto the Imperial fortress world of Magnor Prime. The resultant war rages for over a year and leads to the mutual destruction of the daemonic and Imperial forces, ensuring that the Black Library remains undisturbed.

A Dangerous Debt

Led by a conclave of Shadowseers, the Midnight Sorrow aid Inquisitor Sophia Vilimas in defeating the Alpha Legion on Safehaven. A massive daemonic incursion is prevented, but in the battle's wake the seers inform Vilimas that she now owes them a debt – one they will soon collect.

A Mysterious Victor

A Great Harlequin wins the Commorrite Dance of the Blinding Blade, fighting with impossible speed and skill. Whispers abound that this shadowy figure, who vanishes soon after his victory, was none other than Cegorach himself.

The Black Prelude

The Dreaming Shadow bring a warning to the forge world of Noctillus Dhega-Nox. Disinterested in their cryptic offerings, the Tech-Priests order their Skitarii to drive the Harlequins off.

Thirteen days later, the Dreaming Shadow return, this time in force. They strike at high-value targets across the planet, overloading the reactors of a Titan manufactorum, assassinating Archmagos Fabricatus Phogali, and cutting off fuel supplies to several critical munitions macrofactorums.

Shocked and furious, the Magi of Noctillus Dhega-Nox call for – and receive – massive military assistance from the nearby Imperial worlds. By the time the Imperial response reaches the forge world, the Harlequins are nowhere to be found. Instead, the Imperial forces are suddenly engaged by an invading fleet of warships identified as belonging to the Oruscar Dynasty of Necrons.

Twilight Falls

In the midst of Craftworld Iyanden's most desperate battle for survival, Prince Yriel takes up the cursed Spear of Twilight. He is compelled to seize his destiny in this way by a Shadowseer of the Veiled Path. The enigmatic seer vanishes soon after, Iyanden's fate assured and the role of the Veilwalker played to its conclusion.

A Promise Kept

While battling Tyranids on Deshil, Ultramarines Strike Force Apollon find their senses clouded by visions. The swarm is driven back by spectral figures, even as the Adeptus Astartes slump into unconsciousness. Upon awakening, they are horrified to find themselves strapped to the surgical tables of the Haemonculi of Commorragh. Of their captors there is no sign, but the Haemonculi croon delightedly over a debt settled in blood.

Faolchú's Wrath

Several masques combine their forces into a Grand Masque in order to topple the Echospire on the shrine world of Baedros. In the process, they earn the undying enmity of the Space Wolves, whose honour is besmirched by this bloody disaster.

Cegorach's War

Rumours circulate through the disparate branches of Aeldari society as the Harlequins are seen at war in unprecedented numbers. Their recruitment rates rise commensurably, and disquiet spreads at the sinister implications of these phenomena.

Dark Harvest

In a string of bloody battles, the Midnight Sorrow trap sixty-six Heralds of Slaanesh within runic stones. Uncomfortably similar in appearance to Aeldari waystones, each is entrusted to the care of a different Troupe Master. The jewels are worn upon the Harlequins' breasts as though to mock the spirit stones of their craftworld kin, though the purpose of this shocking practice remains unclear.

Bloodied Shards
Amidst the crystalline deserts of Jai'Hallaer, the Masque of the Veiled Path meets a vast Khornate warband in battle. Using illusion and guile, the outnumbered Harlequins lead their rage-blinded foes into the Shattered Rift, before crushing them in a razor-edged landslide.

The Seeker Denied
Led by the Dance Without End and the Silent Shroud, a Grand Masque coalition battles to stop Ahriman entering the Black Library. They are aided by warriors of Craftworlds Ulthwé and Lugganath.

The Death of Dúriel
The maiden world of Dúriel, conquered long ago by the Imperium, faces invasion by splinters of Hive Fleets Leviathan and Kraken. To prevent the swarms combining their strength, a band of Harlequins brokers an alliance between Craftworlds Biel-Tan and Iyanden, along with the Drukhari of Commorragh. The ensuing war is fought on a truly apocalyptic scale that sees the planet itself annihilated in the name of victory.

This war is the final sign. Deep within the Black Library, the crystal tome of Cegorach falls open at last.

Storm Winds Rise
The galaxy burns, the fires of war lighting a bloody stage. As the Harlequins begin to follow the steps of the Final Act, they are led in their interstellar dance by their Shadowseers, and by the Players of the Twilight. A time of changing fates looms as the storm gathers, and the mantle of the Veilwalker is taken up once again, the better to direct Humanity onto the path that they must follow.

Within the Black Library, the Maze of Whispers and other obscure webway fastnesses, masques gather in readiness. More are seen aboard the craftworlds, amidst the spires of Commorragh and amongst the forests of the Exodite worlds, performing their altered Tale of the Fall and prophesying the coming of the Rhana Dandra. Dark times approach, it is said, and the servants of the Laughing God are their harbingers, but also an embodiment of hope that they might be endured.

M41 DARK DENOUEMENT
The Sundered Path
As the fury of the Great Rift tears its way across the galaxy, its shock waves batter the elegant spars of the webway. Rune-sealed gates overload, imploding to leave screaming rents that empty straight into the madness of the warp. Webway gates are forced open, leaving the way clear for any malign entity to invade – or spill out from – the labyrinth dimension. Sub-realms collapse and webway spars tear loose, and by the time the initial onslaught subsides, extensive damage has been done from one end of the galaxy to the other.

Monsters in the Dark
Behind the veil of the Noctis Aeterna, the Solitaire known as the Spectre of Despair stalks Imperial Governor Sylas Ghorondine. No explanation is offered for the Solitaire's murderous mission, and neither reason nor force can stay its pursuit. Trapped within the Nykos System by the lack of warp travel, Governor Ghorondine flees from one world to the next, expending entire regiments of bodyguards. The Spectre of Despair cuts a red path through them all. Finally, run to ground within his fortified palace on Nykos Secundus, the governor abuses his authority to leverage the deployment of an Eversor Assassin against the Solitaire. The two ghoulish figures engage in a blisteringly swift battle across the battlements of the governor's palace. Dozens of palace guards are butchered simply for stepping into the path of the ferocious combatants, and the Solitaire is sorely wounded over and again. Yet at last he lures his berserk assailant into the governor's sanctum before dealing the Assassin a fatal blow. The resultant bioplasmic meltdown obliterates the Eversor, the Solitaire, and the hapless Governor Ghorondine in a searing blast.

Creeping Shards
Guided by dissonant harmonies only they can hear, the Dance Without End locate a series of webway spars succumbing to daemonic infestation. Via a shattered rune-gate, the Crystal Labyrinth of Tzeentch is taking over the tunnels like frost creeping slowly across a pane of glass. Taunted by the reflections of Daemons visible within the crystalline shards, the Harlequins begin a slow and sombre dance that winds gradually down until they fall one by one into slumber. Projecting their dreaming selves through the surface of the twisted mirrors, they take the fight to the invaders within their own domain.

Cegorach's Fist
Several masques of the Shattered Mirage begin a campaign of violence against the Heretic Astartes of the Red Corsairs. Their target is an ancient and terrifying Blackstone Fortresses that lurks upon the fringes of the Maelstrom – the Harlequins launch a series of blistering raids, bursting from the webway gate at the fortress' heart to surprise the garrisoning force of Red Corsairs. With them come a rogue faction of Asuryani from Craftworld Yme-Loc, who seek to aid the Harlequins in the capture and control of this ancient 'Talisman of Vaul.'

A Pantheon Reborn
The Great Unclean One known as Rotigus rambles from one maiden world to the next upon the Eastern Fringe. He brings with him the Deluge of Nurgle. The brackish waters and slimy effluvia of this storm rot the forests and raise gelid floodwaters to drown wildlife already stricken by a foul and mutating curse of fecundity. On each world so beset, masques of the Frozen Stars appear. Fighting their way to the site of the planets' world-spirit shrines, they perform dances of such startling beauty that all who see them are moved to floods of tears. Even as the Aeldari weep, so the rains falling from the skies transform from diseased filth to cleansing waters that glow like moonlight. Wherever these purifying monsoons sweep over the landscape, the power of Nurgle is undone and the corruption reversed.

Rumour spreads through the Exodite tribes that the Frozen Stars seek more than just to defeat Rotigus' foul plans – it is whispered that if enough Aeldari weep for the corruption of their maiden worlds, their combined sorrow may somehow release the goddess Isha from her imprisonment within Nurgle's foetid manse. Whether such a thing is even possible, none can say, but with Cegorach's continued survival and the slow awakening of Ynnead still ongoing, some amongst the Aeldari dare to hope that they may know a pantheon again before the Rhana Dandra ends.

Ynnead's Mask
Several prominent masques introduce the character of Ynnead into their dances. Most portray the god as a character of the Twilight, though dependent upon the masque in question he is cast as a saviour, a liar, or even – in the case of masques of the Frozen Stars – a fool and a time-waster. All of these dances lead to the creation of new saedath that allow the Harlequins to incorporate their forces with any Ynnari they fight alongside.

The Mockers' War

Isolated by warp storms, Explorator fleet Uhl-Ohm-7 puts down upon a nameless world covered in ghostly ruins. There they are ambushed by the Reaper's Mirth. The Death Jesters accompanying the Masque engage in a cruel contest to inflict the most ironic demise they can, culminating in an act of sabotage that sees five hundred Skitarii crushed together in an instant by the collapse of a depolarised void-shield generator.

A Muse is Made

Khaine's Gate, a dam against the warp at the heart of Commorragh, bursts open, allowing daemonic hordes to flood through the Dark City. During the furious fighting to drive the Daemons back into the immaterium, Asdrubael Vect is undone. Having sent his elite Incubi to join the offensive against the foe, Vect is hacked apart by hissing Mandrakes in his sanctum. Kabalites in unmarked Raiders strike at every safehold within which Vect has concealed some fragment of himself for regenerative purposes. Some whisper that this coup is the work of Lady Malys, but the Archon herself remains icily aloof.

The Veiled Path stage a wake unlike any other for Vect. Those loyal to the former Overlord attend, as do many who hated him and wish only to gloat before going to war for his crown. Only Lady Malys fails to appear. By the time her absence raises alarm, it is too late. In the midst of their performance, the Harlequins saturate the wake with potent airborne hallucinogens and unleash their fury on the reeling Archons. Carnage erupts as the exits to the grand hall vanish as though they had never been, and ally and enemy alike are murdered without mercy. Vect himself rises from a column of dark energy to preside over the slaughter, very much alive and declaring himself a living Dark Muse.

In the aftermath of the massacre, shock waves roll out through Commorrite society. Vect's position is rendered nigh-unassailable, and only those Archons who had sworn suitable pacts of loyalty to him are regenerated on his command. Most of them, at any rate. As for the Veiled Path, they vanish into the webway, leaving the Supreme Overlord of Commorragh firmly in their debt.

Unity Through Blood

Following the fracture of Biel-Tan, many of its now fleetborne elements clash angrily over the direction their peoples should take. The fires of their military might remain undimmed, but a very real danger looms that the shattered craftworld's disparate factions may turn that fire upon one another. Disaster is averted when the Frozen Stars travel from one warship to the next, warning of a daemonic threat to the Exodite worlds known as the Three Sisters. They whip the Asuryani into a xenophobic fury at the human cults whose rituals allowed the Daemons passage into realspace. The Harlequins fight alongside their Aeldari brethren in the purges that follow, first upon the Three Sisters and then upon the hive world of Khazhar, where the Players present themselves as allies to the Imperial forces before contriving to bring down their capital city's void shields just before the Swordwind strikes.



The Dance of the Great Falcon

The Imperial agri world of Methuselax is overrun by a splinter fleet of Hive Fleet Hydra. Vast eater-swarms sweep over the planet's macro-herds and crop continents, replicating ceaselessly until an undulating sea of Rippers covers much of the planet. This chitinous living ocean risks spilling through the webway gate concealed at Methuselax's southern pole, and so a number of masques of the Soaring Spite lead a coalition of Saim-Hann Asuryani and Wych Cult Drukhari to destroy the threat.

Unable to land upon ground swarming with Tyranid organisms, the Aeldari instead remain airborne. They skim above the fanged ocean, launching pinpoint strikes against synaptic node-beasts and engaging in ferocious airborne duels with the Tyranids' winged abominations. Jetbikes and sleek fighter craft weave between bloated living air-mines. Troupes of Harlequins leap from Starweavers onto the carapaces of factory-sized broodbeasts, sowing plasma charges to crack them open before leaping back aboard their craft.

Casualties are high – Rippers surge upwards in tidal waves and seething spouts of chitin and claws, dragging Aeldari down to be instantly devoured. Winged monsters blast aircraft from the skies, sending them spiralling down to be gnawed apart in seconds. Yet in the end, the war becomes so costly and the yield of biomass so meagre that the hive ships dissolve their remaining invasion forces and drift away into the void, leaving a dead world and a safe webway gate in their wake.

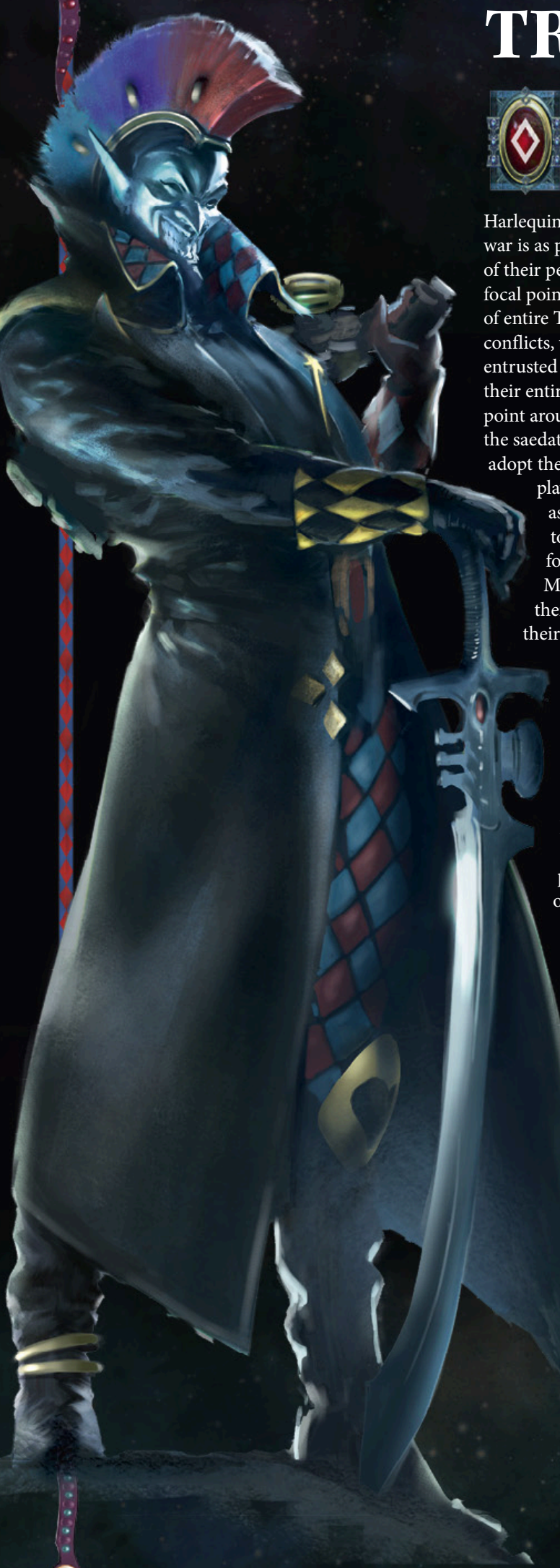
The Siege of Terror

Gharros, a Sorcerer of the heretical Iron Warriors, raises a mighty fastness – the Indomitasmium – on the death world of Toros, directly in the flight path of Craftworld Iyanden. Though constructed unopposed, any Iron Warriors that emerge from the fortification are set upon by the Masque of the Silent Shroud, their voices stolen from them just moments before their lives are ended. Realising that he is besieged, Gharros arrogantly digs in, mocking his lightly armed foes' ability to overcome his fortress. Yet chamber by chamber, corridor by corridor, an eerie pall of silence begins to fall across the Indomitasmium. Those caught in the zones of dread silence for too long find their senses fading until they are rendered deaf, blind and dumb. Weeks pass and still the Harlequins strike down every Iron Warrior that dares emerge, accepting painful losses in order to maintain their strange siege. Eventually, with his Cultists driven mad with terror and his elite Iron Warriors dwindling, Gharros launches a furious breakout attempt. The sheer grim ferocity of the attack sets the Silent Shroud reeling, yet at the battle's height their Shadowseers steal the words of Gharros' summoning ritual from his lips as he is about to complete it. Robbed of their impregnable fortress and their daemonic allies both, and with a sense-stealing miasma spreading through their ranks, the Iron Warriors dig in for a last stand just a mile short of their extraction craft, but the Silent Shroud do not attack. Instead, as quietly as they came, they vanish. Gharros is given just long enough to feel a spark of hope for his survival before lights in the sky announce the arrival of the Asuryani of Iyanden. The battle that follows is as short as it is one-sided…



Upon the bloody fields of Llayen Nuadh, the Harlequins of the Midnight Sorrow plunged from the webway and directly into battle against the daemonic hordes of Slaanesh. They struck like an iridescent storm, fractal light and illusory images whirling through the air around them as they cut a bloody path into their enemy's ranks.





TROUPE MASTERS

Troupe Masters are choreographers of conflict, directing their comrades' reactions to the changing fates of battle, and ensuring the Harlequins' performance in the theatre of war is as perfect as it can be. By consent of their peers, the Troupe Masters become focal points for the successes and failures of entire Troupes of Harlequins. In many conflicts, the most talented will even be entrusted with leading the performance of their entire masque, becoming the central point around which the violent scenes of the saedath revolve. Such warriors often adopt the title of Great Harlequin, and play the role of Cegorach – or some aspect of his personality. Closer to the lead Players of a cast than formal commanders, Troupe Masters are elevated by the will of their brothers and sisters, playing their role until it is time for another to take their place.

Troupe Masters embody everything it means to be Light, Dark or Twilight. Thus Troupe Masters of the Light will hurl themselves into battle like the headstrong heroes of ancient myth, adopting such aggressive, protagonist roles as the Duke of the Hidden Realm, or the Eldanari Prince. Troupe Masters of the Dark, by comparison, are sinister and vindictive, always seeking some way in which to flamboyantly finish off the foe. Troupe Masters of the Twilight see cycles of transition in everything, often seeming obsessive, even insane in their attention to nuance and detail, until the precise moment their true genius reveals itself.

A Harlequin Troupe Master's battlefield garb is more extravagant than that of the Troupe's other warriors, marking them out as a leader in the maelstrom of combat. Whereas Players wear elegantly cut jackets or ritually folded tunics clasped about the waist, Troupe Masters sport high-collared greatcoats that billow and whirl dramatically with each bone-crunching kick or graceful flick of the blade. Many Troupe Masters display their Troupe rune upon the coat's lapel or hem, while others adhere instead to the Players' practice of bearing it upon the shoulder, thigh or knee. The rune of their Grand Masque is usually marked upon a sash, though this is by no means consistently done.

Troupe Masters often wield shimmering power swords, their energised blades slicing through the thickest armour with ease. Some also carry small but powerful haywire grenades: wraithbone spheres laced with electroreactive psychocircuitry. When hurled at an enemy war machine, these devices unleash an energy pulse that can exorcise machine spirits, burn out complex systems and drain power cores in moments. Some Troupe Masters even carry ancient and terrible relics taken from the armouries of the Black Library, enigmatic tools of war whose effects are as strange as they are terrifying.

'THE LAUGHING GOD LOOKED UPON THE FIELD OF WAR AND SAW THERE SHINING ALL THE STEPS OF A DANCE THAT HAD YET TO BE. AND AS HE SAW, SO TOO DID HIS HARLEQUINS, AND SO THEY BEGAN THE WHIRLING STEPS THAT DREW THEIR UNWILLING PARTNERS TO THEIR DEATHS.'

- From the Tale of Cegorach's Song



Troupe Masters wear grotesque masks that mock the sinister, ugly face of war. Their ever-shifting features flicker between nightmarish horror and leering, sardonic humour at the mortal plight of their foes.

TROUPES

Harlequin Players perform with breathtaking skill, whether their stage is a wraithbone-and-glass amphitheatre bathed in crystalline light, or the firelit hell of the battlefield. They tumble, sprint and leap, every squeeze of the trigger and slash of a blade bringing death to the enemy.

No Aeldari is born a Harlequin, and all manner of strange tales persist concerning how this metamorphosis occurs. Some are supposedly drawn from amid bustling crowds, beckoned into the shadows by a masked figure only they can see. Others simply vanish from their personal chambers. Still others are swept up in a Harlequin performance and stolen away, lose an ill-judged wager with a Troupe Master, or follow mysterious laughter and skirling music through a webway gate, never to be seen again. Every Aeldari culture has dozens of strange – often cautionary – tales regarding the Harlequins, and while some are doubtless embellished or wholly apocryphal, many more contain an eerie core of truth.

To become a Harlequin means erasing all that has come before, be it friends, family, path or purpose. However it happens, once an Aeldari becomes a Harlequin every aspect of their old identity is erased. Each joins a Light, Twilight or Dark Troupe, and assumes a new role at the behest of their Troupe Master. These roles – each known by a ritual character name such as the Webway Witch, the Sun Prince, or Shaimesh the Poisoner – inform every facet of the Harlequin's personality from that moment on. Just as the Aeldari of the craftworlds funnel every aspect of their psyche into a single discipline – or 'Path' – so the Harlequins turn their minds absolutely to playing their allotted role. No matter who they were in their former life, a Harlequin's character becomes their moral compass and their adopted 'true' self. Known as the *theyldh*, this process of becoming is far more intense than anything experienced by even the most sublimely talented performers of the galaxy's other races.

Harlequins make use of weapons and wargear that are esoteric, even by the standards of their eldritch race. Along with their terrifying masks, and the *dathedi* holo-fields that distort their outlines, Harlequins utilise flip belts to bound gracefully through the anarchy of battle. These compact anti-gravitic generators allow a Troupe to advance rapidly across rubble-strewn fields and shell-shattered terrain, leaping in unison over flaming wreckage and plunging chasms. The desperate attacks of their enemies find only empty space as the Troupe darts from target to target with vicious aplomb.

A Troupe's offensive technologies are no less incredible. Though they often carry the iconic Harlequin's blades, these warriors may instead bear other deadly close-range devices along with a variety of lethal sidearms, from the sleek shuriken pistol to the devastating neuro disruptor and fusion pistol. Many factors influence which weapons a Player will use, such as the saedath they are performing and the specific part they will undertake. Some Troupes are uniformly equipped, allowing them to unleash a focused chorus of blades and blasts upon their foes, while the Players of other Troupes take a melange of implements that together produce various harmonies of violence.



SHADOWSEERS



Shadowseers use manipulation of the mind as their foremost weapon. In battle, they turn their victims' senses against them, blinding eyes, driving brave men mad, or gouging fatal psychosomatic wounds. At the same time, they shield their allies from harm, wreathing them in veils of illusion until the moment comes to strike. Enigmatic masters of trickery and misdirection, the Shadowseers' prodigious psychic abilities are a powerful tool in the ongoing war against the servants of Chaos.

In the Harlequins' performances, the Shadowseers play the role of Fate. They act as narrators, speaking in monologue while their fellow Players whirl and spin around them. It is the Shadowseers' subtle psychic abilities, coupled with the hallucinogenic payload of the *creidann* grenade launchers they wear upon their backs, that provide diverse illusions for their shows. Blasts of multicoloured light, glowing swirls of blinding mist and white-hot illusory flame – all are conjured forth with consummate showmanship.

Shadowseers are skilled in reading the skeins of the future. However, their second sight is differently honed to that of Farseers; they are not concerned with the literal manipulation of events, but rather the fulfilment of the mythic roles that others unknowingly assume. Concealing their identities with stage names, Shadowseers act as envoys to their craftworld or Commorrite kin, their faceless masks revealing nothing of their thoughts or intentions. The rest of their ritual garb reveals little more in the way of personal identity. While their holo-suits incorporate a version of their Grand Masque's colours and rune, occasionally displaying the device of whichever Troupe they most often fight alongside, there is nothing personalised, no way to discern any identity but that which they choose.

In battle, all Shadowseers make use of their creidann grenade launchers to sow terror and madness amongst their foes. The fluted psychoplastic tubes atop the grenade launcher hurl canisters of hallucinogenic gas through the air according to preprogrammed fire patterns. With their dispersal and timers set to perfectly complement their masque's chosen saedath, these munitions release hissing clouds of mind-altering gasses and sprays of kaleidoscopic light. The slightest exposure leads victims to perceive the Harlequins as ghostly apparitions or twisted monsters, transforms allies into leering ghouls, and drives those afflicted to run mad, turning their weapons upon one another, and themselves.

Traditionally, every Shadowseer also carries a miststave – a weapon that channels their mental force to crush armour plates and shatter bones. Against living victims, even a glancing blow from such a weapon scrambles their perceptions, clouding the mind with contradictory illusions and reducing sight to a slow-motion blur. Should a Shadowseer ever be given the opening to press the head of their miststave to a victim's temple and focus their full willpower through it, they can blank their enemy's mind, drive them irrevocably mad, or even implant new memories and desires that enslave the victim to the Shadowseer's hidden whims.



DEATH JESTERS

The arrival of a Death Jester upon the battlefield is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart in sprays of blood and scalded flesh as the weapon's gene-toxins cause them to combust horrifically from within. Such an entrance is apt indeed, for the sinister Death Jesters play the role of Death in the Harlequins' performances.

Without exception, Death Jesters possess a grisly sense of humour that leads them to seek new and inventive ways to terrorise, torment and eventually kill their victims. They can sometimes be heard chuckling or humming softly in the midst of battle, and will occasionally pause to sketch a deep bow or offer mocking applause to foes whose horrible fates have especially entertained them.

Killing the foe is not enough for a Death Jester. To make war worthwhile, they must intersperse murder with ironic humour. Slaying an officer at the crescendo of a rallying speech so that all his efforts are reversed, panicking sappers so they flee into their own freshly laid minefield, or wounding a heavy-weapon trooper so that their shot flies wide and destroys the very objective they were defending – these are the kinds of cruel deed in which Death Jesters find their amusement. Indeed, there are few in the galaxy as talented or imaginative when it comes to writing the tragic comedy of war, and few more vehemently hated by their enemies.

Amid the masques, Death Jesters move as they will, garbed in armour said to incorporate the bones of their predecessors. They are regarded with wary amusement by their fellows, for they are as morbid and unpredictable as they are gifted. Yet their dedication to the Laughing God is beyond question, and in the heat of battle the covering fire of the Death Jesters saves the lives of their comrades time and time again.



Corporal Mallins stood in a muddy trench, firing at ghosts. He and his surviving men sprayed las-blasts at the blurs of light and colour rushing closer across no man's land. If they hit anything, he saw no sign of it. The enemy were almost upon them, but soon it wouldn't matter. Mallins stole a glance over his shoulder. He saw Colonel Drask and the surviving commanders of the Mordian 10th a hundred yards to the rear, waiting on the landing pad. Above them, descending as fast as its pilots dared, an Aquila Lander came to snatch them away to safety. Mallins and his men had only to stave off the xenos until Drask was extracted, and then they could go to meet the Emperor with their heads held high.

A sudden hail of enemy fire pulled his attention back to the fore. Trooper Gafyn began to scream, the sound ever more shrill and panicked. He convulsed, his flesh flushing crimson, veins standing out like ropes, and Mallins had just enough time to dive clear before Gafyn exploded like a human bomb. Shaking, pasted in gore, Mallins rose to see a ghoulish figure perched on a nearby ruin. It wore skeletal armour and a flowing greatcoat, and held the long-barrelled cannon that had slain Gafyn. Mallins raised his gun to fire, but before he could pull the trigger the figure adjusted its aim and let fly again. The shots whispered over the trench, and Mallins span in time to see them shatter the lander's canopy. Seconds later, blood sprayed the inside of the armaglass cockpit and the lander plunged. Colonel Drask and his retinue vanished in a roaring fireball as their extraction shuttle, the means of their salvation, instead became the instrument of their deaths. Numb, shaking, Mallins looked back in time to see the skeletal figure give a mocking bow before it levelled its cannon towards him and fired again.

SOLITAIRES

Solitaires are incredible warriors, able to move faster than the naked eye can follow. None, even amongst the Harlequins, know the true limits of their abilities. Tales exist of Solitaires running up sheer fortress walls, spilling from the shadows inside locked bunkers, even slowing time itself. Their impossible acrobatics are such that no blade can strike them, nor bolt or blast find its mark upon their flesh. In battle they are utterly lethal, their scything kicks and hammer-blow punches coming so fast that most foes are dead before they even realise the fight has begun. Each individual Solitaire is the equal of a host of lesser warriors.

The first the foe knows of the Solitaire's onset is a shimmering blur of light and colour streaking through their ranks. Then the killing begins. Soldiers fall, eyes widening as heads are severed, throats opened, and hearts pierced. Blood falls like monsoon rain in the wake of a killer too fast to be seen. Only when the Solitaire pauses for a second amidst the slaughter do the enemy get a glimpse of their executioner – a domino field swirling around a lithe form, a grotesquely masked head tilted at a curious angle as the monster regards those it hunts. As the Solitaire flows into motion again, the deaths of those who remain are but moments away.



Solitaires are the strangest of all Harlequins. They conceal themselves amongst craftworld or Commorrite society, hiding their true nature as they wander from place to place. Only occasionally will these dread figures reveal the monster that lurks beneath the facade, joining a masque for a performance or battle before drifting on once more. At such times they speak and are spoken to only in ritual form, and are feared by most Aeldari as an ill omen.

This mien of horror stems from the fact that, alone among the Harlequins, the Solitaire plays the role of Slaanesh. As a result, the Solitaire's role commands ultimate fear and respect. It also makes them the most dangerous of all Harlequins, for a Solitaire treads the Path of Damnation, their essence doomed to be devoured by She Who Thirsts. Knowledge of their soul's forfeiture means a Solitaire will ensure the cost to their foes is dear indeed before they meet their end.

Despite the dark fate that awaits them, it is said that Solitaires are touched by the Laughing God – that they have his insight into the Fall, and even the nature of the universe. It is believed that the Solitaires know what will occur during the Rhana Dandra, who will prevail and what will remain of a galaxy saved or damned. Many Aeldari believe that to speak to a Solitaire is to invite a grisly demise, and that should an individual accidentally address or touch one of these lonely beings, they would be better to take their own lives there and then.

'We were deep in the wilds, surveying a xenos ruin amidst the jungle when it struck. It moved so swiftly, veiled behind some variety of heretical technology, that I could cogitate neither its nature nor its attack pattern. It tore the heads from my robots. It butchered my Corpuscarii before they could summon the motive force. Why it left me alive, I do not know, but its visage is seared forever into my memory banks. Omnissiah save me.'

- Magos Explorator Zabos-Rhi Tal

SKYWEAVERS

Skyweavers descend upon the enemy like a prismatic storm, trailing cloaks of hallucinatory colour and light as they punch through the enemy ranks. Skimming dangerously low, their pilots whoop with glee and an eerie moan fills the air as the Players spin their star bolas in rapid arcs before letting the weapons fly. Guns blazing, the Skyweavers tear onwards, the thumping concussion of plasmic blasts lighting their wake.

Where the traditional jetbikes of craftworld Guardians or Commorrite Reavers are single-seat craft, Harlequin Skyweavers accommodate both a pilot and a rider, each playing a specific role. While the Skyborne Prince steers the arrow-fast craft and fires the main gun, the Great Falcon fights from the jetbike's rear. Many wield star bolas: weighted plasma charges that are hurled to wrap around necks, limbs or gun barrels. The ferocious detonations of these wicked devices can easily tear a Space Marine in two, or sever the leg of an armoured walker.

Though star bolas are undeniably powerful weapons, they are but one half of the ritual armaments of the Skyweaver, and some Players choose to go into battle bearing long-bladed zephyrglaives instead. These weapons are wielded with consummate skill, carving arcs through the air as they lop heads from shoulders or bisect torsos in fans of blood.

In Aeldari mythology, the Skyweaver was the youngest and most capricious of the Cosmic Serpent's brood. The Cosmic Serpent is a significant totem to the Harlequins, for he is said to have existed in both the material and psychic universes at the same time, and his strange and capricious young acted as occasional allies to Cegorach. Depicted as a gestalt being composed of hundreds of small flying serpents, the Skyweaver spoke always in riddles, and was forever hurried and distracted by his myriad desires. As a boon to the Laughing God, the Skyweaver is said to have scattered himself across the heavens, each facet telling a subtly different tale of Cegorach's deeds. Thus did the Skyweaver spread confusion amongst the Laughing God's foes, striking down many with its fiery bite when their backs were turned.

Traditionally, a masque incorporates two bands of Skyweavers, their aerobatic prowess serving to add a breathtaking edge of speed and danger to the Harlequins' performances. However, there are those Grand Masques, such as the Masque of the Soaring Spite and the Masque of the Leering Moon, who prefer to field great swarms of Skyweavers, their deployment a ritual acknowledgement of the multifarious nature of the serpent that the jetbikes are named for. During conflicts such as the Gorlian Scourging or the Bladed Curtain's Fall, these tactics have proved incredibly effective, the enemy outflanked and overrun by hosts of light grav-craft performing the Dance of the Cosmic Serpent's Brood.



STARWEAVERS

Starweavers hurtle into battle at breakneck speed. The craft swoop and spiral effortlessly through incoming fire, anti-grav engines screaming as they bear their Harlequin passengers unerringly into the maelstrom of combat.

These craft are lightly armoured but incredibly nimble, their agility combining with the lightning reflexes of their crews to ensure that – while enemy ordnance might be able to cut them in half with a single blast – the foe's marksmen will barely ever land a telling shot. Further protection is offered by flickering layers of holo-fields and mirage launchers that reduce the craft to little more than a technicolour blur when on the move.

Alongside these cunning countermeasures, the Starweaver packs a hefty punch, mounting multiple heavy weapons that provide supporting fire for the Harlequin passengers once they have leapt into the fray. These vehicles' shuriken cannons are ideal for scything down enemy infantry, spitting withering hails of fire that shred living targets in seconds and send the survivors diving for cover.

The Starweaver is named for the first and greatest son of the Cosmic Serpent. Starweaver was the most noble and courageous of his serpentine kin, and swiftly made common cause with the Laughing God, whose courage and wildness he greatly admired. The serpent freely gave his aid to Cegorach and, in tales such as the Humbling of Eldanesh or the Flight from the Grave of Stars, even suffered the Harlequins' deity to ride through danger upon his back. So do the Harlequins mount their Starweaver transports with reverence, for their actions echo those of Cegorach himself.

DIVINE HERITAGE

The myths of the ancient Aeldari tell of great heroes who descended from and fought with the gods, and from whom the later Aeldari bloodlines can be traced. The greatest of these were Eldanesh and Ulthanash, mighty warriors and firm rivals both. There are almost as many myths concerning these noble figures as there are of the gods themselves, and of course the Harlequins perform corresponding dances for many of them. The saedath that accompany these tales are markedly raw and emotional, evoking the achievements of lone warriors in the face of overwhelming opposition, the arrogance and excellence of competing heroes, and the tragic sacrifice of the one to save the many. Particularly visceral is the Dance of the Hero's Demise, which tells the tale of Eldanesh's final battle against wrathful Khaine. A masque will enact this performance only in the face of inevitable defeat, sacrificing themselves in as costly and courageous a fashion as they can.

VOIDWEAVERS

The howl of heavy weapons heralds the arrival of the Voidweavers. Considering the lightness of their build, Voidweavers carry an impressive loadout of firepower. However, their lightweight psychoplastics and gravimetric weaves ensure that Voidweavers are in no way encumbered by their arsenal. Instead, the potent combination of versatile weapons, hypervelocity attack runs and polychromatic camouflage make these streamlined vehicles exceptionally dangerous. A full squadron can easily rip apart a heavy battle tank, or reduce a squad of the foe to smoking offal with a single volley. Operating as ambush hunters, they strike before the enemy realises their danger, and scream away before return fire can be brought to bear.

An unusual feature of the Voidweaver is its rear-facing shuriken cannon, which can either be operated manually by the Harlequin gunner or left to follow the guidance of its targeting matrix. The weapon's placement allows it to guard the Voidweaver's rear, laying down sawing arcs of fire against pursuing foes.

Even the location of the Voidweaver's aft weapon possesses a ritual significance for the Harlequins. The vehicle is named after the second of the Cosmic Serpent's brood. The legends tell that, ever in its elder brother's shadow, the Voidweaver became an ill-tempered, brooding creature. It would fight at the slightest provocation, and revelled in proving its superiority over others. Meanwhile, its caution was such that it sprouted a second head, looking always behind so that the Voidweaver would never be surprised by its foes. In the mythic stories, this serpent never allowed Cegorach to ride upon its back, but after the Laughing God bested it in a trial of cunning, the Voidweaver lent its strength to Cegorach's own, acting as his sentry and accomplice on numerous occasions.

Just as the serpent watched over Cegorach, so do Voidweaver crews lend their strength in support of their comrades. Assuming the part of fanged huntsmen, they are cold and taciturn, yet their scowls turn to hungry grins when given the chance to shed the blood of their foes.





BLADES OF CEGORACH

The armies of the Harlequins are a vivid and spectacular sight upon the battlefield. Here you will find a showcase of expertly painted Citadel Miniatures that elegantly display the vibrant colour schemes and iconography of the masques at war.



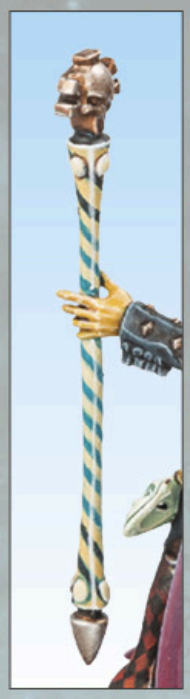
The Shadowseer's mask is blank and reflective.



Metallic checks decorate the hallucinogen grenade launcher.



This Shadowseer belongs to the Masque of the Midnight Sorrow.



A spiralling pattern lends a macabre cheer to the Shadowseer's miststave.

'What you would try to conquer with a million guns and blades, and countless wasted lives, I shall lay low with but a single, perfect lie.'

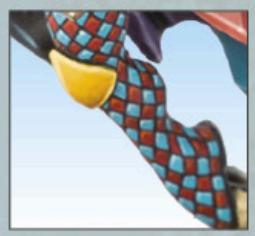
- The Elyeve Nevermourn

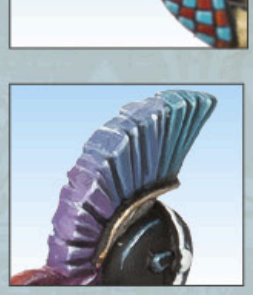


Amongst the lush jungles and soaring ruins of the maiden world of Theltheghlyr, a host of Slaaneshi Daemons attempts to seize a vital webway gate. They are met in force by the Masque of the Midnight Sorrow and the Masque of Frozen Stars, whose nimble warriors, hurtling jetbikes and deadly heroes slaughter the servants of Slaanesh without mercy.



As the Assault Marines of the Imperial Fists attempt to turn the Aeldari flank, they are met by the players of the Frozen Stars, who burst from the jungle mists to tear the Imperial warriors apart with precision firepower and flashing blades.





Harlequins wear brightly coloured garb.



Player of the Midnight Sorrow



This Player displays the symbol of the Masque of the Midnight Sorrow.



The rune of the Midnight Sorrow



Harlequin's caress



A Midnight Sorrow Troupe Master of the Twilight



The heart rune of a Player of the Twilight





Player with Harlequin's kiss



Player with neuro disruptor



Player with Harlequin's caress



The rear crewman of this Skyweaver jetbike wields a star bolas.









The prism rune on the Skyweaver's crew show that they belong to a Troupe of the Light.







This Skyweaver jetbike and its crew bear the colours of the Masque of the Midnight Sorrow.



Squadrons of Skyweaver jetbikes are identified by different colourations on their fins.



A squadron of Skyweaver jetbikes hurtles through the dawn mist to bring sudden death to their enemies.



Voidweaver gunship

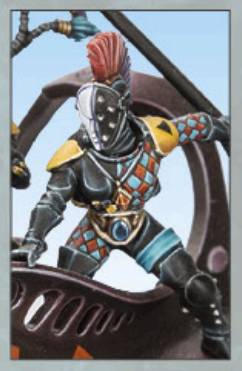


This Voidweaver has a prismatic cannon.





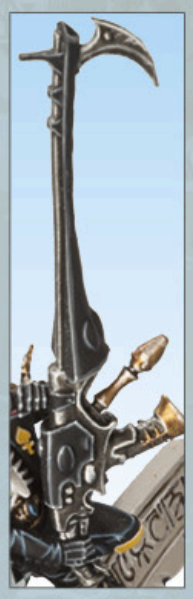
This Starweaver bears the symbol of the Masque of the Midnight Sorrow upon its carapace and dorsal fins.



Harlequin passenger riding into battle



Starweaver of the Masque of the Midnight Sorrow, equipped with shuriken cannons



Shrieker cannon



Death Jester of the Masque of the Midnight Sorrow



Death Jesters wear macabre motley to exaggerate their grotesque appearance.



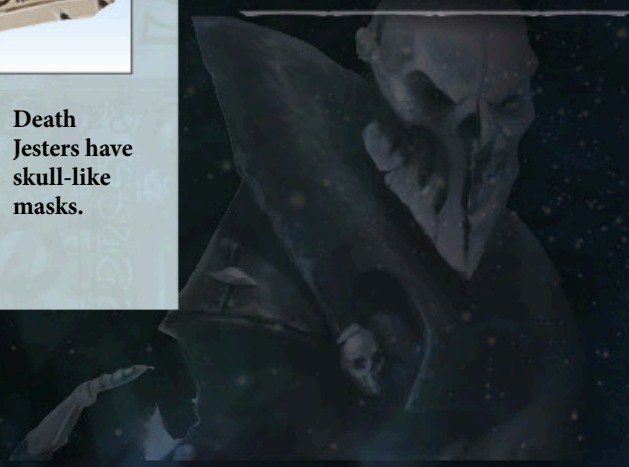


Death Jesters have skull-like masks.

'Do you believe that your actions are your own? That it is free will that guides your hand? You are but puppets, dancing upon strings held in death's cold claw. So come, dance for me upon the stage of battle. Fight for me. Scream for me.

Die for me…'

- The Gaunt Princeling, Death Jester of the Frozen Stars





Amongst the promethium refineries of Antoria, the Masque of the Midnight Sorrow meets the sorcerous Thousand Sons in open battle. As the Tzeentch-worshipping heretics attempt to bind the lost souls of Antoria's populace in a great summoning ritual, the Harlequins surge into combat to stop them.

The Masque of the Dreaming Shadow leap into battle against the awakening Necron legions upon the barren moon of Cospech.



Domino field fractal distortion



The Solitaire wields the quintessential exemplar of Cegorach's weapons, the Harlequin's kiss.



The Solitaire's mask apes the features of Slaanesh.



Solitaire

'THEY WALK A LONG AND LONELY PATH OF DAMNATION, FOREVER HAUNTED BY THE KNOWLEDGE THAT AT ITS END WAITS SHE WHO THIRSTS, EYES GLINTING WITH ENDLESS HUNGER. YET THERE IS A POWER IN SUCH HOPELESSNESS, A COLD AND DESOLATE FOCUS THAT RENDERS THEM AS DEADLY AS A DYING STAR.'

- Asurchein on the Nature of the Solitaire



Player of the Masque of the Silent Shroud

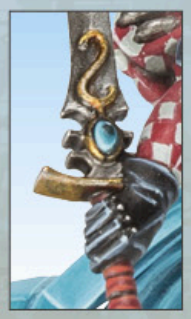


Player of the Penumbral Masque





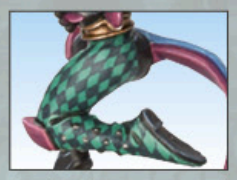
Player of the Masque of the Reaper's Mirth





Player of the Masque of the Shattered Mirage





Player of the Masque of the Dance Without End



Bursting from the concealment of the webway, the Masque of the Soaring Spite fall upon the revolting servants of the Plague God Nurgle.



Upon Isthael Beta, the cruel warriors of the Black Legion discover that the webway gate they seek to capture is watched over by deadly guardians.

WEBWAY WARRIORS

The Harlequins are a dynamic and exciting army to collect, their individual Troupes and elegant way of war offering many exciting possibilities. The force pictured here represents an ideal starting point for such a collection.

Collecting your Warhammer 40,000 army is a very personal experience. For some, inspiration springs from the look and feel of an army, its background, the range of models that it is made up of, or the panoply of colours in which it is painted. Others are drawn to the army's capabilities on the battlefield, the way in which it fights and the abilities that make it uniquely powerful. There is no right way to collect an army – any of the above will lead to a collection to be rightly proud of.

The force shown on this page is just one of many ways to begin a collection of Harlequins. Painted in the colours of the Masque of the Midnight Sorrow, it is a small and compact force that fulfils the requirements for a Battle-forged Patrol Detachment.

The backbone of this fledgling masque is a Troupe of Harlequins, collectively named the Flickering Blade. A Troupe of the Light, this band of killers are incredibly fleet-footed, allowing them to close swiftly with the enemy while relying upon their natural agility and holo-fields to protect them from incoming fire. Once in combat, they will quickly butcher many times their number of foes. Supporting this band come a pair of lightning-fast Skyweavers – the Stars of Inrith – that add incredible speed and potent firepower to the force. Finally, leading the Harlequins to battle is the Troupe Master known as the Prince of Whispers, a potent warrior, inspirational leader and warlord of the Twilight.



The Prince of Whispers leads his band of Harlequins across the tainted landscape of a Daemon-cursed world, racing to strike down the foul servants of the Chaos Gods in Cegorach's name.



THE MASQUE UNLEASHED

With every character, squad and vehicle built and painted, a collection grows from a mere warband to a full-sized army capable of dominating the battlefields of the 41st Millennium. Presented here is just such a force.

Building up from the foundation of the Harlequins shown on the previous page, this collection has been expanded to become a full-blown Harlequin masque ready for war. It is intended to represent one of the masques of the Midnight Sorrow, and has been assembled in such a way as to be ready to face any enemy across the tabletop, no matter what weapons they wield or troops they can call upon. Like all Harlequin armies, the comparatively lightly armoured nature of the fighters in this masque means that they must use their speed and manoeuvrability to the utmost in order to avoid harm until they reach battle – once they are in range to engage their foe, their martial prowess is such that their enemies will be quickly torn apart.

The masque is led into combat by the complete array of heroic protagonists available to the Harlequins. Coordinating the army is the Troupe Master known as the Prince of Whispers, whose mastery of shifting, shadowy tactics and ever-changing plans leaves his opponents wrong-footed. Advising and guiding the Prince's saedath is the Elyeve Nevermourn, a Shadowseer. This unsettling figure is forever surrounded by spectral mists and a susurrus of disembodied voices that disturb his foes and leave their minds wide open to his terrifying illusions. The remaining two heroes that lead this force are the dread Solitaire known as the Mourner's Shadow – a veritable engine of quicksilver destruction – and the murderous Death Jester known as the Spectre's Smile.



The core of this masque consists of three Troupes of Harlequins. Armed with a variety of fearsome close-quarters weaponry and capable of seizing vital objectives, it is the Flickering Blade, the Echoes of Mirth and the Red Chorus who will overwhelm the foe and conquer the battlefield. Where many races might support such an infantry core with lumbering war engines, the Harlequins instead deploy wind-riding jetbikes to outpace and outshoot their foes. Two squadrons of Skyweavers make up the masque's deadly flanking force, while their Starweaver – *Chariot of Eldanesh* – bears one of the Harlequin Troupes swiftly into battle. Meanwhile, the Voidweaver known as *Khaine's Roar* lays down lethal covering fire against the heaviest enemy targets using its haywire cannon.

Fast and deadly, this force fulfils the requirements for a Battle-forged Battalion Detachment, meaning its controlling player has three additional Command Points to spend on crucial and potentially game-winning Stratagems.

1. **Troupe Master**
   The Prince of Whispers
2. **Shadowseer**
   The Elyeve Nevermourn
3. **Solitaire**
   The Mourner's Shadow
4. **Death Jester**
   The Spectre's Smile
5. **Harlequin Troupe**
   The Flickering Blade
6. **Harlequin Troupe**
   The Echoes of Mirth
7. **Harlequin Troupe**
   The Red Chorus
8. **Skyweavers**
   The Serpent's Fangs
9. **Skyweavers**
   The Stars of Inrith
10. **Starweaver**
    Chariot of Eldanesh
11. **Voidweaver**
    Khaine's Roar

THE MASQUES OF WAR

This section contains all of the datasheets that you will need to fight battles with your Harlequins miniatures, and the rules for all of the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout this book you will come across a keyword that is within angular brackets, specifically <**MASQUE**>. This is shorthand for a keyword of your own 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 'In the Fight phase, re-roll failed wound rolls for friendly **MIDNIGHT SORROW** units that are within 6" of this model.'



'STRIKE NOT WHERE YOUR ENEMY EXPECTS YOUR BLADE TO FALL, NOR EVEN WHERE LOGIC DICTATES. STRIKE INSTEAD WHERE YOUR BLOW WILL HAVE THE GREATEST MEANING. LEAVE YOUR LESSON WRIT LARGE IN BLOOD UPON THE FIELD OF BATTLE.'

- Extract from the Teachings of Cegorach



The Skyweavers raced along the canyon in tight formation. Rock walls raced past bare inches away on either side, while lightning tore through the roiling clouds overhead. The Knight of Faolchú clung to her perch upon the fighting platform of her jetbike, exalting in the howl of the wind whipping by. Were her pilot to make the slightest error they would both meet their end. The closeness of death was exhilarating. Battle lay ahead, just beyond the canyon's maw, and she felt its savage music already pulsing through her blood. The Prince of Dust shot her a barely perceptible nod over his shoulder, his leering mask giving nothing away as he hunched over the jetbike's controls. In response, the Knight of Faolchú began to spin her star bolas, the role of the Eager Huntress consuming her utterly.

The trio of elongated jetbikes shot from the mouth of the canyon like shuriken, and straight into the maelstrom of war. The Knight saw that her kin had already struck from the webway gate, outflanking their foe from within the spar of the labyrinth dimension just as she knew they would. Every step had been taken precisely as the Dance of the Falcon's Wrath dictated – elegant violence paired with ferocious grace. The performance was flawless, and the mon-keigh were reeling in disarray.

A trio of Starweavers was streaking through the confusion towards the primitives' leaders, their passengers poised to deliver the coup de grace at the crescendo of the dance. Between them and their targets, a band of enemy soldiers was massing around a bellowing, black-coated officer. Now came the Skyweavers' role, their appointed moment. Streaking through a blizzard of fire, spiralling and jinking with balletic ease, the jetbikes shot lengthways over the massed enemy firing line. As they went, their cannons ploughed bloody furrows through the foe. The Knight let fly her bolas, a high-pitched thrum ringing out as it spun through the air. She looked eagerly over her shoulder in time to see the officer consumed by her fiery wrath. The enemy line collapsed. The dance continued…



TROUPE MASTER

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Troupe Master	**8"**	**2+**	**2+**	**3**	**3**	**5**	**5**	**9**	**6+**

A Troupe Master is a single model armed with a shuriken pistol, Harlequin's blade and plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion pistol	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.
Neuro disruptor	12"	Pistol 1	4	-3	D3	If the target is a **VEHICLE**, this weapon has a Damage of 1.
Shuriken pistol	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.
Harlequin's blade	Melee	Melee	User	0	1	-
Harlequin's caress	Melee	Melee	+2	-2	1	-
Harlequin's embrace	Melee	Melee	+1	-3	1	-
Harlequin's kiss	Melee	Melee	+1	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-
Plasma grenade	6"	Grenade D6	4	-1	1	-

WARGEAR OPTIONS

- This model may replace its shuriken pistol with a neuro disruptor or fusion pistol.
- This model may replace its Harlequin's blade with a power sword, Harlequin's embrace, Harlequin's kiss or Harlequin's caress.

ABILITIES

Rising Crescendo: This model can Advance and charge in the same turn. In addition, it can Fall Back and still shoot and/or charge in the same turn.

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

Holo-suit: This model has a 4+ invulnerable save.

Choreographer of War: In the Fight phase, re-roll failed wound rolls for friendly **<MASQUE>** units that are within 6" of this model.

FACTION KEYWORDS: AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS: CHARACTER, INFANTRY, TROUPE MASTER



SHADOWSEER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shadowseer	8"	2+	2+	3	3	5	3	9	7+

A Shadowseer is a single model armed with a shuriken pistol, hallucinogen grenade launcher and miststave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hallucinogen grenade launcher	18"	Assault 1	*	*	*	If a unit is hit by this weapon, roll 2D6 – if the roll is equal to or greater than the target unit's Leadership, it suffers D3 mortal wounds.
Neuro disruptor	12"	Pistol 1	4	-3	D3	If the target is a **VEHICLE**, this weapon has a Damage of 1.
Shuriken pistol	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.
Miststave	Melee	Melee	+2	-1	D3	-

WARGEAR OPTIONS

- This model may replace its shuriken pistol with a neuro disruptor.

ABILITIES

Rising Crescendo: This model can Advance and charge in the same turn. In addition, it can Fall Back and still shoot and/or charge in the same turn.

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

Holo-suit: This model has a 4+ invulnerable save.

Shield from Harm: Your opponent must subtract 1 from wound rolls for any attacks made against friendly **<MASQUE> INFANTRY** units that are within 6" of any models with this ability.

PSYKER

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Phantasmancy discipline (pg 73).

FACTION KEYWORDS: AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS: CHARACTER, INFANTRY, PSYKER, SHADOWSEER



The Shadowseer known as the Mirage of Hope springs into battle, turning the enemy's discipline to madness and panic with his psychic powers.

'There were so few of them. No tanks, no artillery, just this… handful… of xenos. We expected an easy fight. Then the madness started to spread, men began to scream, to turn upon one another. The things I saw… Even now I cannot trust my own mind. Execute me, I beg you. Maybe that will finally wipe away the nightmares.'

- Tribunal testimony of Sergeant Gastor, Cadian 654th

TROUPE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Player	8"	3+	3+	3	3	1	4	8	6+

This unit contains 5 Players. It can include up to 7 additional Players (**Power Rating +1 per model**). Each model is armed with a shuriken pistol, Harlequin's blade and plasma grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion pistol	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.
Neuro disruptor	12"	Pistol 1	4	-3	D3	If the target is a **VEHICLE**, this weapon has a Damage of 1.
Shuriken pistol	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.
Harlequin's blade	Melee	Melee	User	0	1	-
Harlequin's caress	Melee	Melee	+2	-2	1	-
Harlequin's embrace	Melee	Melee	+1	-3	1	-
Harlequin's kiss	Melee	Melee	+1	-1	D3	-
Plasma grenade	6"	Grenade D6	4	-1	1	-

WARGEAR OPTIONS

- Any model may replace its shuriken pistol with a neuro disruptor or fusion pistol.
- Any model may replace its Harlequin's blade with a Harlequin's embrace, Harlequin's kiss or Harlequin's caress.

ABILITIES

Flip Belt: ~~Models in this unit can move across models and terrain as if they were not there.~~

Holo-suit: Models in this unit have a 4+ invulnerable save.

Rising Crescendo: Models in this unit can Advance and charge in the same turn. In addition, they can Fall Back and still shoot and/or charge in the same turn.

FACTION KEYWORDS: AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS: INFANTRY, TROUPE



A Troupe of Harlequins of the Midnight Sorrow follow their Troupe Master into battle.



A Death Jester perches for a moment amidst the ruins of the battlefield, savouring the demise of the foe.

DEATH JESTER

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Death Jester	8"	2+	2+	3	3	5	4	9	6+

A Death Jester is a single model armed with a shrieker cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shrieker cannon	When attacking with this weapon, choose one of the profiles below. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.					
- Shrieker	24"	Assault 1	6	-1	1	Each time an **INFANTRY** model is slain by an attack made with this weapon, its unit suffers D3 mortal wounds. If any models in a unit are slain by this weapon, subtract 2 from that unit's Leadership characteristic until the end of the turn.
- Shuriken	24"	Assault 3	6	0	1	-

ABILITIES

Rising Crescendo: This model can Advance and charge in the same turn. In addition, it can Fall Back and still shoot and/or charge in the same turn.

Deadly Hunter: This model may target a **CHARACTER** even if it is not the closest enemy unit.

Holo-suit: This model has a 4+ invulnerable save.

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

Death Is Not Enough: If any models flee from a unit in the same turn that it has been attacked by this model, then you can choose the first model that flees instead of your opponent choosing.

FACTION KEYWORDS: AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS: CHARACTER, INFANTRY, DEATH JESTER

SOLITAIRE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Solitaire	12"	2+	2+	3	3	5	8	9	6+

A Solitaire is a single model armed with a Harlequin's caress and Harlequin's kiss. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harlequin's caress	Melee	Melee	+2	-2	1	-
Harlequin's kiss	Melee	Melee	+1	-1	D3	-

ABILITIES

The Path of Damnation: The Solitaire can never have a Warlord Trait.

Blitz: 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 its Move characteristic until the end of this turn. In addition, its Attacks characteristic is increased to 10 until the end of this turn. This ability may not be used if the model has been selected as the target of the *Twilight Pathways* psychic power in your previous Psychic phase.

Rising Crescendo: The Solitaire can Advance and charge in the same turn. In addition, it can Fall Back and still shoot and/or charge in the same turn.

Impossible Form: The Solitaire has a 3+ invulnerable save.

Flip Belt: ~~The Solitaire can move across models and terrain as if they were not there.~~

FACTION KEYWORDS: AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS: CHARACTER, INFANTRY, SOLITAIRE



A Solitaire streaks into battle like a bolt of cursed lightning.

Brother Agrippus fired his bolter, feeling satisfaction as another of the elusive xenos came apart in a spray of blood. The Ultramarine swiftly ejected the clip from his weapon, slapping another into place with a crunch.

Swinging the weapon up, he narrowed his eyes as he saw a flicker of light amidst the ruins. Targeting subroutines in his auto-senses twitched and warnings chimed as something shot towards him at breakneck pace. Agrippus squeezed his trigger and sent a stream of bolts whipping across the battlefield. He had a fleeting impression of something leaping over the shells, pirouetting through the air in a storm of light and colour. He adjusted his aim, but the thing was coming at him too fast even for his post-human reflexes. Agrippus grunted in surprise as pain shot through him and warning runes exploded across his vision. He looked down to see a sharpened tube driven through his chest-plate. He looked up again, into the motionless visage of something lithe and dreadful that wore a blank-eyed, daemonic face. There was a moment of incredible pain as fire uncoiled in his chest, then Agrippus knew no more.

SKYWEAVERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skyweaver	**16"**	**3+**	**3+**	**3**	**4**	**3**	**3**	**8**	**4+**

This unit contains 2 Skyweavers. It can include up to 2 additional Skyweavers **(Power Rating +5)** or up to 4 additional Skyweavers **(Power Rating +9)**. Each model is equipped with a shuriken cannon and star bolas.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Haywire cannon	24"	Assault D6	4	-1	1	If the target is a **VEHICLE** and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead.
Shuriken cannon	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.
Zephyrglaive	Melee	Melee	+1	-2	2	-
Star bolas	12"	Grenade D3	6	-3	2	-

WARGEAR OPTIONS

- Any model may replace its star bolas with a zephyrglaive.
- Any model may replace its shuriken cannon with a haywire cannon.

ABILITIES

Rising Crescendo: Models in this unit can Advance and charge in the same turn. In addition, they can Fall Back and still shoot and/or charge in the same turn.

Blur of Colour: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

Holo-suit: Models in this unit have a 4+ invulnerable save.

Mirage Launchers: Your opponent must subtract 1 from any hit rolls made against this unit in the Shooting phase.

FACTION KEYWORDS: AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS: BIKER, FLY, SKYWEAVERS



'We are one with our steeds. We are the Weaver Serpents, and they us, fractured facets of a fractured whole. As the Skyweaver writhed and swarmed and danced upon the aetheric gale, so do we dance through the skies upon the hot winds of war. As his bite was fire and blades, so too is ours.'

- The Knight of Faolchú

VOIDWEAVER

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Voidweaver	**16"**	**3+**	**3+**	**5**	**5**	**6**	**3**	**8**	**4+**

A Voidweaver is a single model equipped with two shuriken cannons and a haywire cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Haywire cannon	24"	Assault D6	4	-1	1	If the target is a **VEHICLE** and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead.
Prismatic cannon	When attacking with this weapon, choose one of the profiles below.					
- Dispersed	24"	Assault D6	4	-2	1	-
- Focused	24"	Assault D3	6	-3	D3	-
- Lance	24"	Assault 1	8	-4	D6	-
Shuriken cannon	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.

WARGEAR OPTIONS

- This model may replace its haywire cannon with a prismatic cannon.

ABILITIES

Blur of Colour: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

Holo-fields: This model has a 4+ invulnerable save.

Mirage Launchers: Your opponent must subtract 1 from any hit rolls made against this model in the Shooting phase.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

FACTION KEYWORDS: AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS: VEHICLE, FLY, VOIDWEAVER



Voidweavers escort a Starweaver on a vital attack run into the heart of the foe's defences.

5 POWER

STARWEAVER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Starweaver	**16"**	**3+**	**3+**	**5**	**5**	**6**	**3**	**8**	**4+**

A Starweaver is a single model armed with two shuriken cannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken cannon	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.

ABILITIES

Open-topped: 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 (except with Pistols) if this model is within 1" of an enemy unit. Note that, due to their Rising Crescendo ability, the passengers can shoot if this model Falls Back.

Blur of Colour: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

Holo-fields: This model has a 4+ invulnerable save.

Mirage Launchers: Your opponent must subtract 1 from any hit rolls made against this model in the Shooting phase.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any models disembark. On a 6 it explodes, and each unit within 6" suffers 1 mortal wound.

TRANSPORT

This model can transport 6 **<MASQUE> INFANTRY** models.

FACTION KEYWORDS

AELDARI, HARLEQUINS, <MASQUE>

KEYWORDS

VEHICLE, TRANSPORT, FLY, STARWEAVER



6 POWER

WEBWAY GATE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Webway Gate	-	-	-	-	8	14	-	-	3+

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

ABILITIES

Shimmering Arrival: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 12" from the enemy deployment zone and any enemy models, and more than 3" from any other terrain features or the centre of any objective markers.

Eldritch Aura: This model has a 5+ invulnerable save.

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, friendly units can still target enemy units that are within 1" of this model.

Webway Strike: After you set up this model, any **AELDARI** units you have not yet set up during deployment, other than Fortifications, can be set up in a webway spar rather than being set up on the battlefield. One unit in a webway spar can emerge from each friendly Webway Gate at the end of each of your Movement phases – set them up wholly within 3" of the Webway Gate and more than 9" away from any enemy models. If all friendly Webway Gates have been destroyed, any units that have not yet arrived from a webway spar are considered to be slain.

Webway Gate: When measuring distances to and from a Webway Gate, measure from the closest point of the model. If a Webway Gate is destroyed, remove both arch pieces from the battlefield.

FACTION KEYWORDS: AELDARI

KEYWORDS: VEHICLE, BUILDING, WEBWAY GATE



The skin of reality ripples as the Harlequins of the Laughing God emerge from a webway gate.

WEAPONS OF THE MASQUES

The Harlequins utilise an array of ritual weapons that are designed to complement their speed, agility, and penchant for taking the fight to the foe on their own terms. Prismatic cannons, shuriken weaponry and an array of lethal close-combat devices render their onslaught nigh unstoppable. The profiles for all of these weapons are detailed below.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion pistol	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.
Hallucinogen grenade launcher	18"	Assault 1	*	*	*	If a unit is hit by this weapon, roll 2D6 – if the roll is equal to or greater than the target unit's Leadership, it suffers D3 mortal wounds.
Haywire cannon	24"	Assault D6	4	-1	1	If the target is a **VEHICLE** and you roll a wound roll of 4+ for this weapon, the target suffers 1 mortal wound in addition to any other damage. If the wound roll is 6+, the target suffers D3 mortal wounds instead.
Neuro disruptor	12"	Pistol 1	4	-3	D3	If the target is a **VEHICLE**, this weapon has a Damage of 1.
Plasma grenade	6"	Grenade D6	4	-1	1	-
Prismatic cannon	When attacking with this weapon, choose one of the profiles below.					
- Dispersed	24"	Assault D6	4	-2	1	-
- Focused	24"	Assault D3	6	-3	D3	-
- Lance	24"	Assault 1	8	-4	D6	-
Shrieker cannon	When attacking with this weapon, choose one of the profiles below. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.					
- Shrieker	24"	Assault 1	6	-1	1	Each time an **INFANTRY** model is slain by an attack made with this weapon, its unit suffers D3 mortal wounds. If any models in a unit are slain by this weapon, subtract 2 from that unit's Leadership characteristic until the end of the turn.
- Shuriken	24"	Assault 3	6	0	1	-
Shuriken cannon	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.
Shuriken pistol	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.
Star bolas	12"	Grenade D3	6	-3	2	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Harlequin's blade	Melee	Melee	User	0	1	-
Harlequin's caress	Melee	Melee	+2	-2	1	-
Harlequin's embrace	Melee	Melee	+1	-3	1	-
Harlequin's kiss	Melee	Melee	+1	-1	D3	-
Miststave	Melee	Melee	+2	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-
Zephyrglaive	Melee	Melee	+1	-2	2	-



'Consider yourselves blessed, for in your death screams echoes the endless mirth of the Laughing God...'

- Death Jester, The Herald of Agonies

Surging across the battlefield in a multicoloured storm of blades, the Harlequins of the Laughing God fight alongside their Aeldari cousins to annihilate the daemonic servants of Slaanesh. No mercy is given as the Asuryani vent their hatred and disgust upon their ancient enemies until blood and ichor runs in rivers across the field of battle.



WAYFARERS OF THE LABYRINTH

In this section you'll find rules for Battle-forged armies that include Harlequins Detachments – that is, any Detachment which only includes HARLEQUINS units (as defined below). These rules include the abilities below and a series of Stratagems. This section also includes unique Warlord Traits, Psychic Disciplines, Relics and Tactical Objectives. Together, these rules will reflect the character and fighting style of the Harlequins in your games of Warhammer 40,000.

HARLEQUINS UNITS

In the rules described in this section we often refer to '**HARLEQUINS** units' and '**HARLEQUINS** Warlords'. This is shorthand for a unit or Warlord that has the **HARLEQUINS** keyword. Note that other Aeldari, such as the Craftworlds and Drukhari, deviate significantly in terms of organisation and fighting styles. These Aeldari cannot make use of any of the rules or abilities listed in this section, and instead have their own rules.

YNNARI is a keyword that some units in this book can gain when taken as part of a Reborn army, as detailed in other publications. If a Detachment includes any **YNNARI** units, it is no longer a **HARLEQUINS** Detachment and will not gain either of the abilities listed below.

ABILITIES

HARLEQUINS Detachments gain the following abilities:

DEFENDERS OF THE BLACK LIBRARY

Though they fight with incredible fluidity and rarely seek territorial gain, the Harlequins guard well that which is sacred to them.

If your army is Battle-forged, all Troops units in **HARLEQUINS** Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls that objective marker even if there are more enemy models within range of it. If an enemy unit has a similar ability, then the objective marker is controlled by the player who has the most models within range as normal.

Masque Forms

Each masque has its own esoteric specialisms, its own method of performance that renders its saedath unique.

If your army is Battle-forged, all units in a **HARLEQUINS** Detachment gain a Masque Form, so long as every unit in that Detachment is from the same masque. The Masque Form gained depends upon the masque they are drawn from, as shown in the table on the right. For example, all units in a **MIDNIG§HT SORROW** Detachment gain the Art of Death form.

If you have chosen a masque that does not have an associated Masque Form, you can choose the form that best suits the fighting style and battlefield strategies of the warriors that hail from it.



'The Harlequins fight alongside us, that much is certain. But do they fight with us? For us? That, I have less faith in. Whatever they once were is gone, subsumed by their masks, their saedath, their Laughing God and his enigmatic agenda. So must I wonder; are we aught more than tools to them? Or do the servants of Cegorach use us and our Drukhari and Exodite cousins just as we manipulate and direct the younger races of this troubled galaxy? If so, to what ends? Their strength is welcome, but their intentions trouble me deeply.'

- Farseer Gaeloch of Craftworld Iybraesil

MASQUE FORMS



MIDNIGHT SORROW: THE ART OF DEATH

The warrior acrobats of the Midnight Sorrow move with exceptional purpose and singular dedication upon the field of battle.

Units with this form can move an additional D6" when they Fall Back. In addition, units with this form can consolidate up to 6".



VEILED PATH: RIDDLE-SMITHS

Harlequins of the Masque of the Veiled Path are tricksters without peer, and to meet them in battle is to encounter hallucination and misdirection from every quarter.

At the start of each Fight phase roll two dice and discard the highest result. Until the end of the phase, each time your opponent targets a unit with this form and makes a hit roll that, before modifiers, exactly matches your dice result, that hit roll fails.



FROZEN STARS: HYSTERICAL FURY

The Masque of Frozen Stars fight with frenetic glee, slaying in a mirthful frenzy that is terrifying to behold.

If a unit with this form charges in the Charge phase, add 1 to their Attacks characteristic until the end of the ensuing Fight phase.



SOARING SPITE: SERPENT'S BROOD

The Masque of the Soaring Spite wage war in an almost exclusively airborne fashion, striking from the skies without warning.

Models with this form that can **Fly**, or that are embarked upon a **TRANSPORT** that can **FLY**, treat all Pistol weapons they are equipped with as Assault 1 weapons during a turn in which they (or the transport they are embarked upon) Advanced. In addition, these models do not suffer the penalty to their hit rolls for shooting Assault weapons during a turn in which they Advanced.



DREAMING SHADOW: SOMBRE SENTINELS

The Harlequins of the Dreaming Shadow are steeped in the grotesque and the ghastly; their only fear is that their eternal watch might falter or fail.

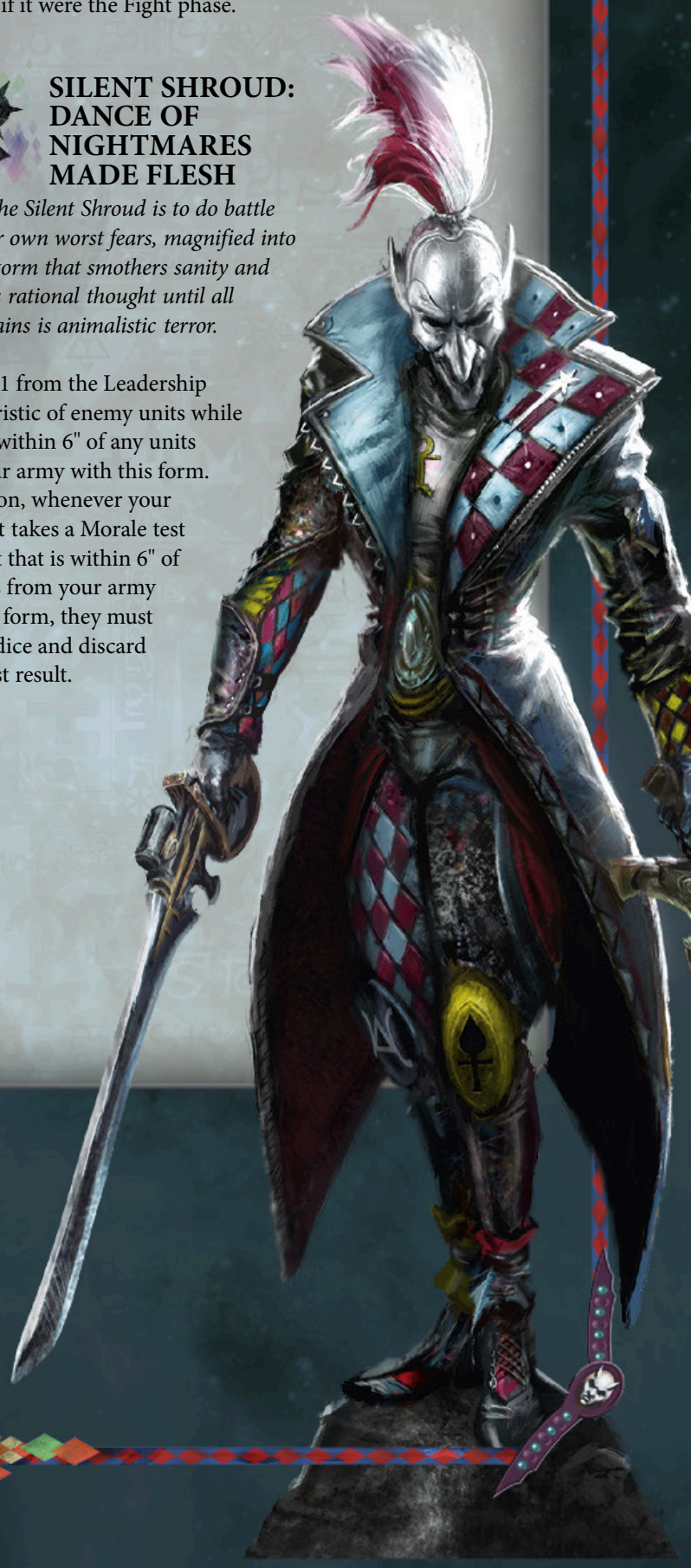
When a unit with this form fails a Morale test, only one model from this unit must flee. In addition, each time a model with this form is slain or flees, roll a D6 before removing that model: on a 4+, that model can either shoot with one of its ranged weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.



SILENT SHROUD: DANCE OF NIGHTMARES MADE FLESH

To fight the Silent Shroud is to do battle with your own worst fears, magnified into a silent storm that smothers sanity and suffocates rational thought until all that remains is animalistic terror.

Subtract 1 from the Leadership characteristic of enemy units while they are within 6" of any units from your army with this form. In addition, whenever your opponent takes a Morale test for a unit that is within 6" of any units from your army with this form, they must roll two dice and discard the lowest result.



STRATAGEMS

If your army is Battle-forged and includes any HARLEQUINS Detachments, excluding Auxiliary Support Detachments, you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. These help to reflect the unique strategies and fluid tactics used by the Harlequins on the battlefield.

GREAT HARLEQUIN
2CP

Harlequins Stratagem

One amongst the masque seems different this day, their presence magnified, their skill sublime. Who – or what – now lurks behind their mask?

Use this Stratagem before the battle. Select a **TROUPE MASTER** from your army. That unit gains the **GREAT HARLEQUIN** keyword and the following ability: '**Will of the Laughing God:** In the Fight phase, re-roll hit rolls of 1 for friendly **<MASQUE>** units that are within 6" of this model.' You can only use this Stratagem once per battle.

ENIGMAS OF THE BLACK LIBRARY
1CP/3CP

Harlequins Stratagem

When the need is great and the hour dark, the grim treasures of the Black Library are released into the care of Cegorach's chosen few.

Use this Stratagem before the battle. Your army can have one extra Enigma of the Black Library for 1 CP, or two extra Enigmas of the Black Library for 3 CPs. All of the Enigmas of the Black Library that you include must be different and be given to different **HARLEQUINS CHARACTERS**. You can only use this Stratagem once per battle.

WEBWAY ASSAULT
1CP/3CP

Harlequins Stratagem

Stealthily slipping from the webway, the players of the Harlequins creep behind enemy lines before they launch their assault.

Use this Stratagem during deployment. If you spend 1 CP, set up one **HARLEQUINS INFANTRY** or **BIKER** unit from your army in the webway instead of placing it on the battlefield. If you spend 3 CPs, set up two such units in the webway instead. Any number of units in the webway can emerge at the end of any of your Movement phases – set each unit up anywhere on the battlefield that is more than 9" from any enemy models. You can only use this Stratagem once per battle.

PRISMATIC BLUR
1CP

Harlequins Stratagem

The Harlequins accelerate into a lightning-fast sprint, weaving and tumbling to magnify the effects of their domino fields.

Use this Stratagem after a **HARLEQUINS** unit from your army has Advanced. That unit has a 3+ invulnerable save until the start of your next turn.

HEROES' PATH
2CP

Harlequins Stratagem

The Dance of the Heroes' Path depicts how overbearing pride led Eldanesh and Ulthanash on a deadly quest into the den of the Prince of the Ygghs.

Use this Stratagem at the start of a Movement phase in which a **DEATH JESTER**, a **SOLITAIRE** and a **SHADOWSEER** from your army are within 6" of each other. Remove all three models from the battlefield. At the end of that Movement phase, you can set up each model anywhere on the battlefield that is more than 9" from any enemy units.

CEGORACH'S JEST
1CP

Harlequins Stratagem

The Dance of Cegorach's Jest sees enemy units harried mercilessly unto their absolute destruction.

Use this Stratagem when an enemy unit Falls Back from a **HARLEQUINS** unit from your army, after the enemy unit has finished moving. Provided no other enemy units are within 1" of your unit, it can shoot the enemy unit that Fell Back as if it were the Shooting phase.

THE HUNDRED SWORDS OF VAUL
1CP

Harlequins Stratagem

One amongst the hundred swords of Vaul was nothing but a fake. In this dance, so too is one band amongst the Harlequins' ranks not what it seems.

Use this Stratagem at the start of the first battle round, before the first turn begins. Select one **HARLEQUINS** unit from your army. Remove this unit from the battlefield and redeploy it anywhere within your deployment zone. If you select a **TRANSPORT,** all units embarked inside remain so when it is redeployed. If both armies have units that can redeploy, roll off. The winner chooses whether to place their units first or second. You can only use this Stratagem once per battle.

TORMENTS OF THE FIERY PIT

1CP

Harlequins Stratagem

This dance sees the suffering of Vaul transformed into incandescent – if fleeting – might.

Use this Stratagem in the Fight phase, before attacking with a **HARLEQUINS CHARACTER** from your army that has lost any wounds this battle round. Until the end of the phase, increase the Strength characteristic and Attacks characteristic of that model by 2.

VESSEL OF FATE

1CP

Harlequins Stratagem

Sensing that the moment long foreseen has arrived at last, the Shadowseer casts caution aside and hurls their all into a psychic bombardment against the foe.

Use this Stratagem in your Psychic phase. A **SHADOWSEER** from your army can attempt to cast one additional psychic power this phase.

WAR DANCERS

3CP

Harlequins Stratagem

The Harlequins' steps and strikes flow together into a blur of light as they overwhelm their enemies.

Use this Stratagem at the end of the Fight phase. Select a **HARLEQUINS** unit from your army that has already fought this phase. That unit can immediately pile in and fight an additional time.

WARRIOR ACROBATS

1CP

Harlequins Stratagem

When the moment is right, the Harlequins flow across the battlefield like streaks of coloured light.

Use this Stratagem in the Movement phase when a **HARLEQUINS INFANTRY** unit from your army Advances. Add 6" to the unit's Move characteristic for that Movement phase instead of rolling a dice.

SHRIEKING DOOM

1CP

Harlequins Stratagem

Seeing the perfect morbid jest in the offing, the Death Jester takes particular care to place their shots just… so…

Use this Stratagem before a **DEATH JESTER** from your army shoots a shrieker cannon or Curtainfall (pg 77) using the weapon's shrieker profile. Increase the weapon's Strength characteristic by 1 and its Damage characteristic to D3 until the end of the phase.



FIRE AND FADE

1CP

Harlequins Stratagem

Not for the Harlequins the attrition of a drawn-out firefight. They simply strike then vanish like ghosts.

Use this Stratagem after a **HARLEQUINS** unit from your army shoots in your Shooting phase. The unit can immediately move 7" as if it were the Movement phase (it cannot Advance as part of this move). However, it cannot charge in the same turn that it does so.

DRAMATIC ENTRANCE

1CP

Harlequins Stratagem

None can match the breathtaking athleticism of the Harlequins.

Use this Stratagem at the end of your opponent's Charge phase. A **HARLEQUINS CHARACTER** from your army that is within 6" of an enemy unit can perform a Heroic Intervention, and move up to 6" when it does so.

ISHA'S WEEPING

1CP

Harlequins Stratagem

This dance sees the Harlequins respond to their losses with ever more exaggerated grief and wildness, their frantic movements rendering them hard to target.

Use this Stratagem at the end of any phase. Select a **HARLEQUINS** unit from your army that suffered casualties during the phase. Improve that unit's invulnerable save by 1 (to a maximum of 3+) until the end of the turn.

MIRTHLESS HATRED

1CP

Harlequins Stratagem

The Chaos God Slaanesh is reviled by all Aeldari, who despise his followers with a ferocious loathing. The devotees of the Laughing God, however, harbour a particular hatred for She Who Thirsts.

Use this Stratagem when a **HARLEQUINS** unit from your army is chosen to fight. Re-roll failed hit rolls and failed wound rolls for attacks for this unit that target **SLAANESH** units until the end of the phase.

THE LABYRINTH LAUGHS

1CP

Harlequins Stratagem

Like some living thing, the webway itself spits forth fresh warriors to spite those who have done it harm.

Use this Stratagem when a **WEBWAY GATE** from your army is destroyed but before you remove the model from the battlefield. Immediately set up one **AELDARI** unit from your army that has not yet been deployed from the webway, wholly within 3" of the Webway Gate and more than 1" away from any enemy models. After you have done so, remove the Webway Gate from the battlefield as normal.

LIGHTNING-FAST REACTIONS

2CP

Harlequins Stratagem

Harlequins weave and dodge with incredible speed, and can even catch bullets out of the air with mocking ease.

Use this Stratagem when a **HARLEQUINS** unit from your army is targeted by a ranged or melee weapon. Subtract 1 from all hit rolls made against that unit for the rest of the phase.

HAYWIRE GRENADE

1CP

Harlequins Stratagem

Haywire grenades send out a powerful electromagnetic pulse that can cripple enemy vehicles.

Use this Stratagem before a **HARLEQUINS** model from your army throws a plasma grenade at a **VEHICLE** unit. You only make a single hit roll for that grenade but, if it hits, the enemy unit suffers D3 mortal wounds instead of the normal damage.

NO PRICE TOO STEEP

2CP

Midnight Sorrow Stratagem

Death is seen as just another sacrifice to the Midnight Sorrow, one they are ever willing to make in order to defeat the scourge of Chaos once and for all.

Use this Stratagem when a **MIDNIGHT SORROW CHARACTER** from your army is slain. Before removing the model as a casualty, it can fight as if it were the Fight phase. If that character was a **SOLITAIRE**, or it was slain by a **CHAOS** unit, add 1 to its Strength and Attacks characteristics when resolving that fight.

CAPRICIOUS REFLECTIONS

1CP

Veiled Path Stratagem

That which is, is not. That which is not, might perhaps be. That which might be is upon you with blade already in hand.

Use this Stratagem at the end of your opponent's Charge phase. Select a **VEILED PATH** unit from your army. That unit can immediately perform a Heroic Intervention as if it were a **CHARACTER**.

MALICIOUS FRENZY

2CP

Frozen Stars Stratagem

Laughing like lunatics, the Players of the Frozen Stars channel their hatred and hysteria into a burst of martial destruction.

Use this Stratagem before a **FROZEN STARS** unit from your army fights in the Fight phase. Until the end of the phase add 1 to wound rolls for attacks by this unit that target enemy **INFANTRY, BEASTS** or **BIKER** units.

AN EXAMPLE MADE

1CP

Dreaming Shadow Stratagem

The heroes of the Dreaming Shadow slay their victims with especial vehemence to show the importance of their quest.

Use this Stratagem in your Shooting phase. Select a **DREAMING SHADOW CHARACTER** from your army. Until the end of the phase, each successful hit roll made by this model causes 2 hits (hit rolls of 6+ made by this model cause 3 hits on the target instead).

SKYSTRIDE

1CP

Soaring Spite Stratagem

The Harlequins of this masque excel in the Dance of the Weaver Serpents, not even touching the ground as they fight.

Use this Stratagem just before a **SOARING SPITE INFANTRY** unit consolidates. Instead of moving towards the nearest enemy model, the unit consolidates up to 6" towards the nearest **SOARING SPITE TRANSPORT** from your army. If all models in the unit end this move within 3" of the transport, the unit may immediately embark upon it (if it has sufficient capacity remaining) as if it were the Movement phase (and can do so even if they disembarked from the transport during the same turn).

THE SILKEN KNIFE

2CP

Silent Shroud Stratagem

As the Harlequins launch their attack, a pall of terrible silence and suffocating fear falls across the enemy, leaving them numbed and near catatonic.

Use this Stratagem at the start of the Charge phase. Select a **SILENT SHROUD** unit from your army. Enemy units cannot fire Overwatch against that unit in this phase.

WEBWAY AMBUSH

1CP

Harlequins Stratagem

Webway Gates pose an ever-present threat to the Aeldari's foes.

Use this Stratagem at the end of your Movement phase. Choose a **WEBWAY GATE** from your army. Either two units in a webway spar can emerge from that Webway Gate this turn, or one unit can emerge from that Webway Gate this turn and can be set up wholly within 3" of it and more than 1" away from any enemy models.

PHANTASMANCY DISCIPLINE

The psychic abilities of the Shadowseers focus upon illusion and misdirection, the manipulation of fate and the turning of the enemy's mind upon itself with lethal consequences. So subtle are they that many foes do not even recognise their peril.

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Phantasmancy discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

1. TWILIGHT PATHWAYS
Eerie half-lit tunnels blink into existence, opening new paths of manoeuvre and attack.

Twilight Pathways has a warp charge value of 6. If manifested, select a friendly **HARLEQUINS** unit within 3" of the psyker and visible to it. 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.

2. FOG OF DREAMS
The Shadowseer sends forth her consciousness like a creeping mist, baffling the senses of the enemy.

Fog of Dreams has a warp charge value of 6. If manifested, select an enemy unit within 18" of the psyker and visible to it. Until the start of your next Psychic phase, your opponent must subtract 1 from hit rolls for that unit that target **HARLEQUINS INFANTRY** units.

3. MIRROR OF MINDS
A maddening clash of wills consumes the victim's mind as reality falls away.

Mirror of Minds has a warp charge value of 7. If manifested, select an enemy unit within 24" of the psyker. Then, both players roll a D6. 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.

4. VEIL OF TEARS
Sketching a gesture in the air, the Shadowseer snatches the image of the Harlequins from the minds of their foes, hiding them from sight.

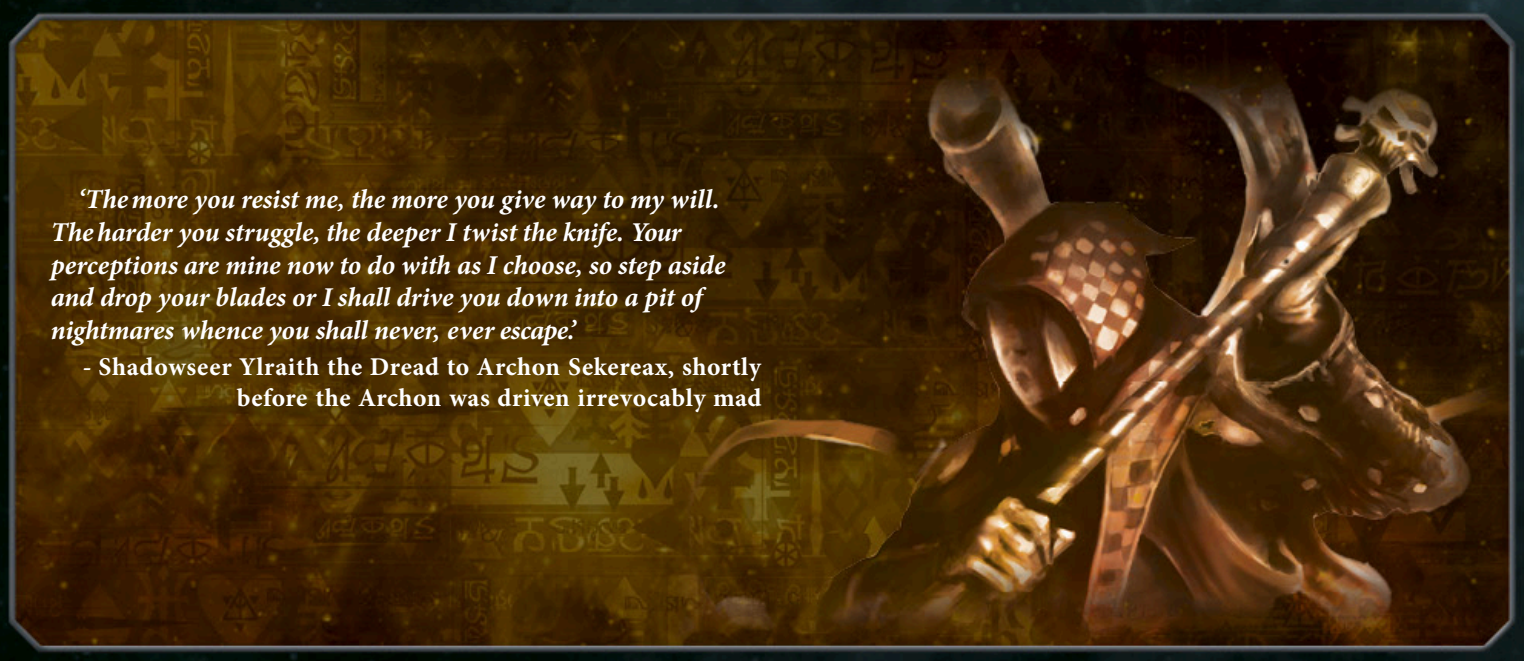
Veil of Tears has a warp charge value of 7. If manifested, select a friendly **HARLEQUINS INFANTRY** unit within 18" of the psyker. Until the start of your next Psychic phase, subtract 1 from hit rolls for attacks made against that unit.

5. SHARDS OF LIGHT
Blades of polychrome energy dazzle the foe, inflicting horrific and disorientating psychosomatic wounds.

Shards of Light has a warp charge value of 7. If manifested, select an enemy unit within 18" of the psyker and visible to it. That unit suffers D3 mortal wounds and must subtract 1 from its Leadership characteristic until the start of your next Psychic phase.

6. WEBWAY DANCE
The veils between realspace and the webway grow thin, allowing the Harlequins to jink away from danger with quicksilver speed, only to reappear unharmed moments later.

Webway Dance has a warp charge value of 7. If manifested, then until the start of your next Psychic phase, roll a D6 whenever a friendly **HARLEQUINS** unit within 6" of the psyker loses a wound; on a 6 that wound is not lost.



'The more you resist me, the more you give way to my will. The harder you struggle, the deeper I twist the knife. Your perceptions are mine now to do with as I choose, so step aside and drop your blades or I shall drive you down into a pit of nightmares whence you shall never, ever escape.'

- Shadowseer Ylraith the Dread to Archon Sekereax, shortly before the Archon was driven irrevocably mad

WARLORD TRAITS

The Harlequins' leaders employ ritual forms and incredible natural talent to coordinate their warriors in battle.

If the Warlord of your army is a **HARLEQUINS CHARACTER**, you can either pick their Warlord Trait from the Harlequins Warlord Traits below or roll a D6 and consult the table to randomly generate it.

D6 RESULT

1 LUCK OF THE LAUGHING GOD
To be possessed of supernatural fortune is a sure sign of Cegorach's favour.

Re-roll hit rolls, wound rolls and damage rolls of 1 for your Warlord.

2 FRACTAL STORM
In the cut and thrust of battle, this Warlord performs rapid movements that maximise the effect of their holo-suit to better evade their enemy's blows.

Your Warlord has a 3+ invulnerable save against melee weapons.

3 A FOOT IN THE FUTURE
The Warlord flows like starlight across the field of battle, time itself seeming to part before their otherworldly grace.

Add 2" to your Warlord's Move characteristic. In addition, add 1" to the distance your Warlord can move each time it Advances, Falls Back, charges, performs a Heroic Intervention, piles in or consolidates.

4 PLAYER OF THE LIGHT
Players of the Light hurl themselves into battle like the headstrong heroes of myth.

Re-roll failed charge rolls made for your Warlord and any friendly <**MASQUE**> units whilst they are within 6" of your Warlord.

5 PLAYER OF THE DARK
Players of the Dark are sinister and vindictive, always seeking a flamboyant end for their foes.

Each wound roll of 6+ made for your Warlord's attacks in the Fight phase inflict one mortal wound in addition to their normal damage.

6 PLAYER OF THE TWILIGHT
Players of the Twilight see cycles of transition in everything, including the ebb and flow of battle. They often seem needlessly obsessive in their attention to nuance – until their genius is suddenly revealed.

Once per battle you can re-roll a hit roll, wound roll or save roll made for your Warlord. In addition, if your army is Battle-forged and your Warlord is on the battlefield, roll a D6 each time you or your opponent uses a Stratagem. If the result exactly matches the number of Command Points spent to use that Stratagem, then you gain that many Command Points.

MASQUE WARLORD TRAITS

If you wish, you can pick a Masque Warlord Trait from the list below instead of using the Harlequins Warlord Traits table to the left, but only if your Warlord is from the relevant masque.

MASQUE	TRAIT
Midnight Sorrow	**Nemesis of the Damned:** *This Warlord has honed their martial skills in countless battles against the followers of the Dark Gods.* Each hit roll of 6+ for your Warlord in the Fight phase scores 2 hits instead of 1. In addition, add 1 to hit rolls made by your Warlord against **CHAOS** units.
Veiled Path	**Webway Walker:** *This Warlord steps into reality like a lie becoming truth.* During deployment, you can set your Warlord up in the webway instead of placing them on the battlefield. Your Warlord can emerge at the end of any of your Movement phases – set them up anywhere on the battlefield more than 9" from any enemy units. Furthermore, you can use the Webway Assault Stratagem (pg 70) twice.
Frozen Stars	**Our Kin Shall Rise Again:** *This Warlord's sheer determination keeps them in the fight.* Roll a D6 each time a model from a **FROZEN STARS** unit from your army within 6" of your Warlord loses its final wound; on a 6 that wound is not lost, and the model not slain. This Warlord Trait has no effect if the unit is under the effects of the *Webway Dance* psychic power (pg 73).
Dreaming Shadow	**Warden of the Dead:** *This Warlord is a gatekeeper for unquiet spirits.* Add 1 to any Sombre Sentinels rolls (pg 69) made for **DREAMING SHADOW** units from your army within 6" of your Warlord (add 2 instead whilst there are any **NECRONS** units on the battlefield).
Soaring Spite	**Skystrider:** *This Warlord is one with the way of the Weaver Serpents.* Your Warlord can disembark from a **TRANSPORT** even after it has moved.
Silent Shroud	**The Final Joke:** *Even in death, this Warlord reaches out to slay their hated foes.* If your Warlord is slain in the Fight phase, roll a D6. On a 2+, the unit that killed your Warlord suffers D3 mortal wounds after it has finished making all its attacks. On a 6, the enemy unit suffers D6 mortal wounds instead.



Harlequins of the Masque of the Midnight Sorrow surge into battle.

The Sun King stood at the heart of a perfectly orchestrated maelstrom. Light and sound, blood and blades whirled around him with perfect timing and elegance. With each gesture, each spoken word and crisply delivered line, he hurled more of his comrades into battle. With pride in his chest he saw them cut through the enemy and drive them helplessly along their own steps of the dance.

A crescendo approached, the culmination of his efforts in a bloody yet painstakingly wrought melding of violence and art. It was beautiful, he thought, as he leapt to join the fray. Simply and magnificently beautiful.

ENIGMAS OF THE BLACK LIBRARY

The Black Library conceals many strange and eldritch artefacts whose powers are ill-understood by all but the Harlequins. Only Cegorach's chosen may wield these tools in battle, and even then only with the greatest of care.

If your army is led by a **HARLEQUINS** Warlord, then before the battle you may give one of the following items to a **HARLEQUINS CHARACTER**.

Note that some weapons replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Enigmas of the Black Library your characters have on your army roster.

THE MASK OF SECRETS

Many believe the Mask of Secrets to be no more than a dark fable, yet it is very real, kept within a shadowed vault deep within the Black Library. All who look upon this mask see distorted reflections of their own faults and failings, the slightest doubt or regret twisted into a horrific swarm of phantasms that scream and wail as they claw at the psyche of the victim. Those who wear the Mask of Secrets fear nothing while the mask remains upon their face, yet it is said that in the long run they must pay a terrible price for this temporary boon.

The bearer increases their Leadership characteristic by 1. In addition, all enemy units reduce their Leadership characteristic by 1 whilst they are within 6" of the bearer.

THE STORIED SWORD

An exquisite and perfectly weighted weapon, the Storied Sword has a starmetal blade and a tooled wraithbone grip. Inscribed upon the sword in minute script is the entire tale of the Fall of the Aeldari, as narrated by the Shadowseers. As the wielder of this weapon fights, they find their mind filling with images of that terrible time, impossible psychic snapshots of the greatest tragedy ever to befall their race. Driven into a killing fury by the horrors they have seen, the wielder fights all the harder, determined to prevent any such terrible events from transpiring ever again.

Model with power sword only. The Storied Sword replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Storied Sword	**Melee**	**Melee**	**+1**	**-3**	**D3**
Abilities: Re-roll failed hit rolls for this weapon.					

THE SUIT OF HIDDEN KNIVES

This remarkable holo-suit contains a sub-weave of psychocrystalline blades that flicker in and out like razor-sharp fans as they fight. For most beings, wearing such a thing would be a death sentence. For the perfectly poised Harlequins it is a thrilling challenge and a potent weapon, allowing them to slice and stab their enemies with every weave, dodge and pirouette they perform.

Roll a D6 each time a hit roll of 1 is made for an enemy model targeting the wearer in the Fight phase. On a 2+, that model's unit suffers a mortal wound after the unit has resolved all of its attacks.

CRESCENDO

This masterwork shuriken pistol was first bestowed upon a Troupe Master of the Veiled Path. Supposedly, it was given as a gift by a wanderer of the webway, who members of that masque claim was none other than the Laughing God. While many doubt the word of the Veiled Path in this, there can be no denying that Crescendo is a beautifully crafted and uniquely potent firearm. When the pistol's trigger is pulled, micro-distortion engines engage within its housing. The effect is to step Crescendo's wielder slightly ahead of time, allowing an impossible volley of firepower to be unleashed.

Model with shuriken pistol only. Crescendo replaces the bearer's shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Crescendo	**12"**	**Pistol D6**	**4**	**0**	**2**
Abilities: Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.					

THE STARMIST RAIMENT

At first glance there is little to distinguish the Starmist Raiment from a typical holo-suit, save that it is woven through with gossamer-thin strands of what looks like liquid silver. Yet when the wearer moves, they are engulfed in a shimmering cloud of refracted starlight that blinds and confuses the foe. This effect is magnified when the wearer moves quickly, the blurred glow swelling to become a blazing corona almost impossible to see through. So does the wearer mimic Aelos, the heavenly star flung by Cegorach himself, that smote Vaul's treacherous assistant Ghaevyll and blinded him for his deceits.

The wearer has a 3+ invulnerable save against ranged weapons. In addition, enemy units cannot fire Overwatch at the wearer during a turn in which the wearer Advanced.

THE LAUGHING GOD'S EYE

A pendant of rune-carved wraithbone, this potent artefact is said to draw the watchful eye of Cegorach himself. Psychic powers flicker and die in the pendant's presence, for the Laughing God will not suffer his children to be beset by the tendril of the warp. This aura of abnegation extends not only to the pendant's wearer, but billows like a concealing cloak to shield nearby allies. So does Cegorach watch over his followers, guarding them from the predations of She Who Thirsts.

Friendly **HARLEQUINS** units automatically pass Morale tests whilst they are within 6" of the wearer. In addition, roll a D6 each time a friendly **HARLEQUINS** unit suffers a mortal wound in the Psychic phase whilst they are within 6" of the wearer – on a 6, that mortal wound is ignored.

CEGORACH'S ROSE

Representing the barbed gift given in jest by the Laughing God to the crone Morai-Heg, Cegorach's Rose contains thorned monofilaments of shadowsilk. Existing in the penumbra between realspace and the labyrinth dimension, these shadowsilk strands bypass even the thickest armour as though it did not exist. Once within the body of the victim, the rose's threads uncoil, a blossom of molecule-thin blades unfurling at the end of each. The foe is slain instantly as a thicket of bloody, bladed roses blossoms within their chest.

Model with Harlequin's kiss only. Cegorach's Rose replaces the bearer's Harlequin's kiss and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Cegorach's Rose	Melee	Melee	+1	-1	D3

Abilities: Re-roll failed wound rolls for this weapon. When attacking **Infantry**, this weapon has a Damage of 3.

MIDNIGHT'S CHIME

This silvered metal rod is so slender as to be little more than a sliver. Yet when it is struck just so, Midnight's Chime resonates with the cacophony of battle. With every heartbeat the dissonant chorus rises, coming in waves that roll across the battlefield like the tolling of an enormous bell. Inspired, the Harlequins of the Midnight Sorrow surge forth with fresh purpose to seize victory upon the stroke of midnight.

MIDNIGHT SORROW model only. Once per battle, at the beginning of the Fight phase, the bearer can activate Midnight's Chime. Until the end of the phase all **MIDNIGHT SORROW** units increase their Attacks characteristic by 1 whilst they are within 6" of the bearer.



THE MIRRORSTAVE

This strange stave glints with images of its wielder's enemies, reflecting their finest moments of martial achievement back at them in warped and distorted mockery. So does it bind their strength and skill and turn it against them, allowing its bearer to grace them with a truly ironic demise.

VEILED PATH Shadowseer only. The Mirrorstave replaces the bearer's miststave and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Mirrorstave (shooting)	12"	Assault 6	*	-1	1
The Mirrorstave (melee)	Melee	Melee	*	-1	D3

Abilities: The wound roll required for this weapon in the Shooting phase is equal to the target unit's unmodified Ballistic Skill. For example, if the weapon targets a unit with a Ballistic Skill of 3+, the weapon will wound on rolls of 3+. The wound roll required for this weapon in the Fight phase is equal to the target unit's unmodified Weapon Skill. If the unit contains models with different Ballistic Skill/Weapon Skill characteristics, use the best characteristic in the unit. If the target's Ballistic Skill/Weapon Skill characteristic is '-', then the wound roll required is 6+.

THE GHOULMASK

The Tale of the Six Spirits describes how Cegorach drove away the malign ghosts of the warp by twisting his features into that which each feared most – banishing those whose own weapon was fear. The hideous Ghoulmask embodies that victory, its surface woven with psychocircuitry that rapidly assesses the empyric composition of hostile psychic manifestations and banishes them.

FROZEN STARS model only. The wearer of the Ghoulmask can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a **PSYKER** (if the bearer is already a **PSYKER**, it may attempt to deny one more psychic power than normal). In addition, add 1 to Deny the Witch tests made for the bearer.

CURTAINFALL

This dread weapon possesses a twisted animus so pronounced that it is kept within a thrice-sealed vault deep within the Black Library. Though the composition of the cannon's gene-toxins remains a shrouded secret, their effects are well known: victims collapse in upon themselves as though a vacuum had opened within them, their screams reaching fever pitch in the instant before they detonate in a cloud of hyper-condensed bone shrapnel.

DREAMING SHADOW Death Jester only. Curtainfall replaces the bearer's shrieker cannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Curtainfall (shrieker)	30"	Assault 1	7	-3	1
Curtainfall (shuriken)	30"	Assault 3	7	-2	1

Abilities: When attacking with this weapon, choose one of the profiles above. Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. Each time an **INFANTRY** model is slain by an attack made with this weapon's shrieker profile, its unit suffers D3 mortal wounds. If any models in a unit are slain by this weapon, subtract 2 from that unit's Leadership characteristic until the end of the turn; this modifier is not cumulative with that caused by a shrieker cannon.

FAOLCHÚ'S TALON

Embossed with scenes from the legend of noble Faolchú, this gauntlet allows its wearer to interface with Harlequin grav-craft and enhance their performance. Engines thrum with fresh power and controls respond with breathtaking elegance at the talon's touch.

SOARING SPITE model only. While the wearer is embarked on a **SOARING SPITE TRANSPORT**, that vehicle may move an additional 6" in the Movement phase. In addition, if a **SOARING SPITE TRANSPORT** is destroyed while the wearer is embarked upon it, you do not need to roll any dice to see if any disembarking models are slain or if the transport explodes – no disembarking models are slain and the transport does not explode.

THE SCINTILLANT VEIL

This flip belt crawls with eldritch runes that swim into view on its surface as though emerging from a veil of mist, before vanishing again. An eerie keening emanates from it, a sound that seems to hover just beyond the range of conscious hearing, and all those exposed to it see a shimmering fog fall across their vision, thick with half-percieved flickers of things lost, things feared, and things that will swiftly drive them mad.

SILENT SHROUD Troupe Master or Shadowseer only. Increase the range of all the wearer's aura abilities by 3".

TACTICAL OBJECTIVES

Following the steps of their saedath and the unerring direction of their protagonists, the Harlequins fight every battle on their own terms. The theatre of war becomes a stage upon which their enemies are but unwilling extras in the tale of the Harlequins' inevitable victory.

If your army is led by a **HARLEQUINS** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Harlequins player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Harlequins Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are used normally.

D66	TACTICAL OBJECTIVE
11	The Dance of Death
12	Strike and Evade
13	Trickery and Deception
14	The Joy of Lament
15	Take the Stage
16	Principal Performance

11 THE DANCE OF DEATH — *Harlequins*

The time has come to perform the dance of death – unsheathe your blades and leave the corpses of your foes in your wake.

Score 1 victory point if at least one enemy unit was destroyed during your turn.

12 STRIKE AND EVADE — *Harlequins*

Strike the foe but do not linger, for there are countless more tales yet to tell.

Score 1 victory point if at least one **HARLEQUINS** unit from your army Fell Back and charged during this turn. If 3 or more **HARLEQUINS** units from your army did this, score D3 victory points instead.

13 TRICKERY AND DECEPTION — *Harlequins*

Deceive your foe whilst hiding your own goals in plain sight.

When this Tactical Objective is generated, each player secretly nominates an objective marker. At the end of your turn, each player declares if you control their nominated objective marker. Score 1 victory point if you control either objective marker. If you control both of them, or if you control one that was nominated by both players, score D3 victory points instead.

14 THE JOY OF LAMENT — *Harlequins*

Laughter can turn to sorrow in the blink of an eye…

Score 1 victory point if at least one enemy unit Fell Back or failed a Morale test during this turn.

15 TAKE THE STAGE — *Harlequins*

The battlefield is a living stage, and your players must take their places at a moment's notice.

Score 1 victory point if you control the objective marker whose number corresponds to the current battle round number – e.g. in battle round 3, you score 1 victory point if you control objective marker 3. This Tactical Objective cannot be achieved during the seventh or subsequent battle round.

16 PRINCIPAL PERFORMANCE — *Harlequins*

At the heart of every great performance is a leading hero, destined to face a great villain.

Score 1 victory point at the end of the battle if your Warlord has not been slain. Score D3 victory points instead if your Warlord has not been slain but your opponent's has. Score 3 additional victory points if your Warlord has not been slain, and killed your opponent's Warlord.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value. Points values in red are in-line errata, correct as of Chapter Approved 2018.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Death Jester	1	45
Shadowseer	1	125
Skyweavers	2-6	30
Solitaire	1	84
Starweaver	1	79
Troupe	5-12	13
Troupe Master	1	70
Voidweaver	1	68
Webway Gate	1	120

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Fusion pistol	7
Hallucinogen grenade launcher	0
Haywire cannon	15
Neuro disruptor	10
Prismatic cannon	20
Plasma grenades	0
Shrieker cannon	0
Shuriken cannon	10
Shuriken pistol	0
Star bolas	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Harlequin's blade	0
Harlequin's caress	7
Harlequin's embrace	6
Harlequin's kiss	7
Miststave	0
Power sword	4
Zephyrglaive	6





Performing the Dance of the Weaver Serpents, the Harlequins fall upon the Chaos Cultists and sweep them away.

Upon the damned world of Khardel, amidst the gilded ruins of an Imperial world destroyed by its own vacuous narcissism and unwarranted pride, the Harlequins of the Midnight Sorrow descend on the rays of the planet's final sunset to annihilate the Slaaneshi scourge.

WE THINK YOU'D LIKE...

Beneath the skin of the galaxy lurks the eldritch menace known as the Necrons. Having long ago made a devil's bargain to swap the frailties of flesh for undying metal, they now stir to murderous wakefulness on worlds uncounted after millions of years of slumber, and seek to reclaim the stars from those who have usurped them.

