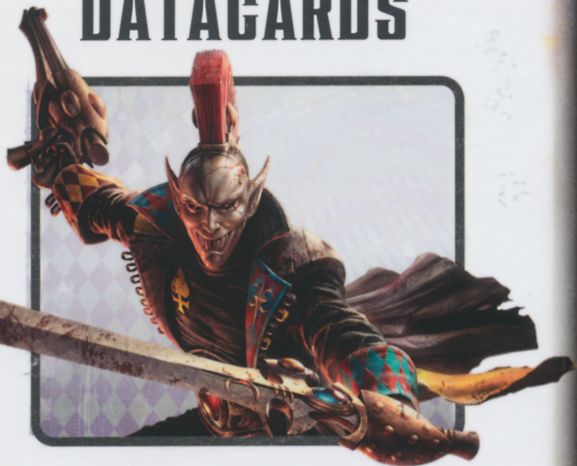


WARHAMMER[®] 40,000

DATACARDS



HARLEQUINS[™]

WARHAMMER[®] 40,000

This set contains the 7 Phantasmancy Discipline psychic powers from *Codex: Harlequins*, printed on individual cards as a handy reference for use in your battles, and a complete deck of Tactical Objectives cards, including the 6 unique Harlequins Tactical Objectives.

*You will need a copy of
Warhammer 40,000: The Rules
to use the contents of this set.*

Not suitable for children under 36 months.
Retain packaging for future reference.
Games Workshop recommends this
product for ages 12 and over.

MADE IN CHINA

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PHANTASMANCY

1. DANCE OF SHADOWS *Warp Charge 1*

The Shadowseer uses his powers of illusion to exaggerate the play of light and shadow around his allies. The effect swiftly intensifies, shrouding the unit in a whirling vortex of gloom, shot through with blinding pulses of light.



Dance of Shadows is a **blessing** that targets a single friendly unit within 18". Whilst the power is in effect, all models in the target unit have the Stealth and Shrouded special rules.



PHANTASMANCY

2. PEAL OF DISCORD *Warp Charge 1*

Drawing in a slow breath of Warp energy, the Shadowseer throws back their head and sings out a perfect note, interwoven with a horrific banshee scream. Soaring and plunging, the wave of sound rolls outward, a crashing discordia that shatters bones, bursts brains, and leaves the few survivors bleeding and befuddled.



Peal of Discord is a **nova** power with the following profile:

Range	S	AP	Type
9"	4	-	Assault 2D6, Concussive



PHANTASMANCY

3. SHARDS OF LIGHT *Warp Charge 1*

The Shadowseer reaches out and plucks blades of light from thin air. Though nothing but illusion, this trick is so realistic that it fools the senses utterly, the blades inflicting horrific psychosomatic wounds as they whistle through the air to blind and impale.



Shards of Light is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	3	-	Assault 3D6, Blind



PHANTASMANCY

4. FOG OF DREAMS *Warp Charge 2*

Soft and subtle, the Shadowseer sends his consciousness forth like a creeping mist. Moment by moment his thoughts seep into those of the foe, veiling their sight and baffling their senses. Soon enough the foe see only a whirling bank of lambent silver mist. The sounds of battle echo weirdly through this icy mark, and shadows prowl beyond the edge of sight. The enemy are left deaf, blind, and all but helpless as the Shadowseer's comrades descend upon them.



Fog of Dreams is a **malediction** with a range of 24". Whilst the power is in effect, the target unit can only fire Snap Shots and, when rolling To Hit in close combat, will only hit on To Hit rolls of a 6.



PHANTASMANCY

5. LAUGH OF SORROWS

Warp Charge 2

The Shadowseer sends barbed strands of pure malice whipping out to plunge into the minds of the foe. With his victims snared, the Shadowseer begins to twitch and jerk his fingers, each tug ripping forth unnatural mirth from the victims' psyches. Within moments the unwilling puppets are howling and shrieking with laughter, convulsing so hard that bones snap and organs burst. As the horrified hilarity reaches a crescendo, the Shadowseer rips forth his psychic barbs, plunging the survivors into such heart-stopping misery that many die there and then.



Laugh of Sorrows is a **witchfire** power with a range of 24". The target must take two separate Leadership tests; the target unit will suffer one Wound for each point the first Leadership test was failed by, and one Wound for each point the second Leadership test was passed by. Armour and cover saves cannot be taken against Wounds caused by *Laugh of Sorrows*.

PHANTASMANCY

6. MIRROR OF MINDS

Warp Charge 2

The Shadowseer singles out a foe and appears to them as an apparition, lodged in their subconscious. Reality falls away before the helpless victim, replaced by a warped mirrormaze of the Shadowseer's making. Though only seconds pass in the real world, within the victim's mind they must strive against the Shadowseer's will for days, months, even years in their efforts to escape. Many never do. Their souls erode until nothing remains but a ghost, wandering mad and alone within the prison of their own mind.



Mirror of Minds is a **focussed witchfire** power with a range of 24". The target model and the Shadowseer both roll a D6 and add their respective Leadership values to the result. If the scores are drawn, or if the Shadowseer's score is higher, the target suffers a single Wound with no armour or cover saves allowed. Continue to repeat this process until either the target model is slain or the target model rolls a higher score than the Shadowseer.

PHANTASMANCY

VEIL OF TEARS

Warp Charge 1

PRIMARIS POWER

Sketching a gesture in the air, the Shadowseer snatches the image of the Harlequins from the minds of the foes, and plucks it out, hiding them from sight.



Veil of Tears is a **blessing** that targets the Shadowseer and his unit. Whilst the power is in effect, an enemy unit wishing to target the Shadowseer or his unit must roll 2D6x2. If the Shadowseer or his unit are not within this distance in inches, the enemy unit may not fire this turn.



THE DANCE OF DEATH

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

11

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during your turn.

TYPE: HARLEQUINS

STRIKE AND EVADE

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

12

Score 1 Victory Point at the end of your turn if at least one friendly unit successfully left a close combat it was locked in due to its Hit & Run special rule during your turn. If 3 or more friendly units did this, score D3 Victory Points instead.

TYPE: HARLEQUINS

TRICKERY AND DECEPTION

Delight in deceiving your foe, sowing confusion and doubt whilst hiding your own goals in plain sight.

13

When this objective is generated, both players each secretly nominate an Objective Marker. Score 1 Victory Point at the end of your turn if you control either of these Objective Markers. If, at the end of your turn, you control both of them, or if you control one that was nominated by both players, score D3 Victory Points instead.

TYPE: HARLEQUINS

THE JOY OF LAMENT

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

14

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Morale, Pinning or Fear test during your turn.

TYPE: HARLEQUINS

TAKE THE STAGE

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

15

Score 1 Victory Point at the end of your turn if you control the Objective Marker whose number corresponds to the current turn number. For example, if this Tactical Objective is Active in turn 3, you score 1 Victory Point if you control Objective Marker 3. This Tactical Objective cannot be achieved during the seventh or subsequent turns.

TYPE: HARLEQUINS

PRINCIPAL PERFORMANCE

At the heart of every great performance is a leading hero, destined to face a great villain. Only fate knows whether such a confrontation will end in triumph or tragedy.

16

Score 1 Victory Point at the end of the game if your Warlord is alive. Score D3 Victory Points at the end of the game instead if your Warlord is still alive and your opponent's Warlord has been destroyed (score D3+3 Victory Points instead if the enemy's Warlord was destroyed by your Warlord in a challenge).

TYPE: HARLEQUINS

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

21

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

22

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

23

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

24

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

25

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

26

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: TAKE & HOLD

SECURE OBJECTIVE 4

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

34

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: STORM & DEFEND

RECON

You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.

41

If the mission has the Mysterious Objectives mission special rule, score 1 Victory Point if every objective on the battlefield has been identified at the end of this, or any previous turn.

TYPE: SEIZE GROUND

BEHIND ENEMY LINES

Break through the foe's army and cut off his lines of escape.

42

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

HOLD THE LINE

It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.

43

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

TYPE: SEIZE GROUND

ASCENDENCY

The battleground is won one yard at a time. Continue to establish a strong military presence in the area.

44

Score D3 Victory Points if you control any three Objective Markers at the end of your turn.

TYPE: SEIZE GROUND

SUPREMACY

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.

45

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

DOMINATION

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

46

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

OVERWHELMING FIREPOWER

A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

BLOOD AND GUTS

Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

NO PRISONERS

Exterminate your enemy, show them no mercy.

53

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

HUNGRY FOR GLORY

You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.

54

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

TYPE: PURGE

PSYCHOLOGICAL WARFARE

Break the enemy's morale, make your foes tremble before you.

55

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

TYPE: PURGE

HARNESS THE WARP

Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.

56

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

TYPE: PURGE

KINGSLAYER

The enemy commander is a powerful and effective leader and should be slain as quickly as possible.

61

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

TYPE: ANNIHILATION

WITCH HUNTER

The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION

SCOUR THE SKIES

It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION

ASSASSINATE

The enemy looks to their champions for courage. Identify and assassinate them.

64

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

DEMOLITIONS

If the enemy seeks shelter behind fortress walls, raze them to the ground.

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

SECURE OBJECTIVE 1

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

31

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 2

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

32

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 3

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

33

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 6

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

36

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: STORM & DEFEND

SECURE OBJECTIVE 5

A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.

35

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: STORM & DEFEND

BIG GAME HUNTER

The larger the foe, the greater the glory...

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

