



CODEX: HARLEQUINS

Indomitus Version 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

DESIGNER'S NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. The weapon in question, and the updated profile for it, is found at the end of this document, and should be changed wherever it appears in this book.

UPDATES & ERRATA

***Pages 56, 57, 58, 59 and 60** – Troupe Master, Shadowseer, Troupe, Death Jester and Solitaire, Abilities, Flip Belt
Change to read:

'Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).'

***Page 59** – Death Jester

Change this model's Deadly Hunter ability to read:

'Each time you select a target for a ranged attack made by this model, you can ignore the Look Out, Sir rule.'

***Page 60** – Solitaire, Abilities, Blitz

Change the first sentence to read:

'Once per battle, when you make a Normal Move with the Solitaire, you can make a Blitz move with it.'

Add the following:

'A model cannot Advance and use this ability in the same turn.'

***Page 69** – Masque Forms, Dreaming Shadow: Sombre Sentinels
Change the first sentence to read:

'Each time a Combat Attrition test is taken for a unit with this form, it is automatically passed.'

***Page 72** – Stratagems, The Labyrinth Laughs, rules text

Change the second sentence to read:

'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 not within Engagement Range of any enemy units.'

Add the following:

'Units set up with this Stratagem can be set up during the first battle round, regardless of any mission rules.'

FAQs

Q: How does the Riddle-smiths Masque Form interact with abilities that generate additional attacks or score additional hits?

A: If a unit has an ability that generates extra attacks on a roll that exactly matches the result of a Riddle-smiths roll, the extra attack is generated. Note that the original attack still misses, and if the hit roll for the extra attack also matches the result of the Riddle-smiths roll, it also misses. Likewise, if a weapon has an ability that scores additional hits on a roll that exactly matches the result of a Riddle-smiths roll, it would score those additional hits, but they'd all miss.

Q: If a unit Falls Back with the intention of embarking at the end of their move, can the Cegorach's Jest Stratagem be used against that unit after it has moved within range of the transport, but before it embarks?

A: Yes.

Q: If the An Example Made Stratagem is used on a Shadowseer, does it work for the hallucinogen grenade launcher?

A: Yes.

Q: When a Soaring Spite Warlord uses the Skystrider Warlord Trait to disembark after their transport moves, can the Warlord then move normally as well?

A: Yes.

Q: If a Soaring Spite Warlord's transport is moved in the Psychic phase as a result of the Twilight Pathways psychic power, can the Warlord use the Skystrider Warlord Trait to disembark after that move?

A: No.

Q: If a unit with the Rising Crescendo ability Fell Back during the Movement phase and is then subsequently targeted by the Twilight Pathways psychic power later in that turn, can it Advance during the resolution of that psychic power?

A: Yes.

Q: If an attack made with a Death Jester's shrieker cannon using the shrieker profile causes one or more wounds to be taken by an enemy unit other than the initial target as the result of an ability that allowed them to take a wound instead of the initial target (e.g. Unquestioning Loyalty in Codex: Genestealer Cults), which unit is affected by that weapon's abilities?

A: In this instance the unit that intercepted the hit would be subject to the weapon's abilities. This also includes any abilities on the Death Jester itself, such as Death is Not Enough.

Q: Can Heroes' Path be used in the opponent's Movement phase?

A: Yes.

WEAPON UPDATES

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	+1	-3	1	-