

1850 Pts - Harlequins - Joshua Dearth 1st Overall March Maddness 2016

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|---|---|-----------------|-------|--------|--------|--------|-------|-------------|-----|----|--------|------|
| : Masque Detachment (27 ⁺, 1132 pts) | | | | | | | | | | | | |
| Death Jester | 1 | | 5 | 5 | 3 | 3 | 2 | 7 | 3 | 10 | -5(i) | 60 |
| Infantry (Character); Flip Belt; Holo-Suit; Shrieker Cannon; Fear; Fleet; Furious Charge; Hit & Run; Independent Character; Precision Shots; Death Is Not Enough | | | | | | | | | | | | |
| Shadowseer | 1 | | 6 | 4 | 3/5 | 3 | 2 | 7 | 3/4 | 10 | -5(i) | 85 |
| Infantry (Character); Flip Belt; Holo-Suit; Hallucinogen Grenade Launcher; Shuriken Pistol; Miststave; Fear; Fleet; Furious Charge; Hit & Run; Independent Character; Psyker (Mastery Level 2) | | | | | | | | | | | | |
| Shadowseer | 1 | | 6 | 4 | 3/5 | 3 | 2 | 7 | 3/4 | 10 | -5(i) | 85 |
| Infantry (Character); Flip Belt; Holo-Suit; Hallucinogen Grenade Launcher; Shuriken Pistol; Miststave; Fear; Fleet; Furious Charge; Hit & Run; Independent Character; Psyker (Mastery Level 2) | | | | | | | | | | | | |
| Shadowseer | 1 | | 6 | 4 | 3/5 | 3 | 2 | 7 | 3/4 | 10 | -5(i) | 85 |
| Infantry (Character); Flip Belt; Holo-Suit; Hallucinogen Grenade Launcher; Shuriken Pistol; Miststave; Fear; Fleet; Furious Charge; Hit & Run; Independent Character; Psyker (Mastery Level 2) | | | | | | | | | | | | |
| Solitaire | 1 | | 9 | 9 | 3 | 3 | 3 | 10 | 6/7 | 10 | -3(i) | 145 |
| Infantry (Character); Flip Belt; Holo-Suit; Harlequin's Caress; Harlequin's Kiss; Deep Strike; Eternal Warrior; Fear; Fearless; Fleet; Furious Charge; Hit & Run; Precision Strikes; Blitz; Impossible Form; The Path of Damnation; Prismatic Blur | | | | | | | | | | | | |
| Troupe | 6 | | 5 | 4 | 3 | 3 | 1 | 6 | 2/3 | 9 | -5(i) | 159 |
| Infantry ; Flip Belt; Holo-Suit; Shuriken Pistol (x6); Close Combat Weapon (x2); Harlequin's Caress (x2); Harlequin's Kiss (x2); Plasma Grenades; Fear; Fleet; Furious Charge; Hit & Run | | | | | | | | | | | | |
| Troupe Master | 1 | | 6 | 5 | 3 | 3 | 2 | 7 | 3/4 | 10 | -5(i) | [43] |
| Automatic Unit Type; Shuriken Pistol; Harlequin's Caress; Plasma Grenades; Warlord | | | | | | | | | | | | |
| Troupe | 4 | | 5 | 4 | 3 | 3 | 1 | 6 | 2/3 | 9 | -5(i) | 129 |
| Infantry ; Flip Belt; Holo-Suit; Shuriken Pistol (x4); Harlequin's Caress (x2); Harlequin's Kiss (x2); Plasma Grenades; Fear; Fleet; Furious Charge; Hit & Run | | | | | | | | | | | | |
| Troupe Master | 1 | | 6 | 5 | 3 | 3 | 2 | 7 | 3/4 | 10 | -5(i) | [43] |
| Automatic Unit Type; Shuriken Pistol; Harlequin's Caress; Plasma Grenades | | | | | | | | | | | | |
| Troupe | 4 | | 5 | 4 | 3 | 3 | 1 | 6 | 2/3 | 9 | -5(i) | 129 |
| Infantry ; Flip Belt; Holo-Suit; Shuriken Pistol (x4); Harlequin's Caress (x2); Harlequin's Kiss (x2); Plasma Grenades; Fear; Fleet; Furious Charge; Hit & Run | | | | | | | | | | | | |
| Troupe Master | 1 | | 6 | 5 | 3 | 3 | 2 | 7 | 3/4 | 10 | -5(i) | [43] |
| Automatic Unit Type; Shuriken Pistol; Harlequin's Caress; Plasma Grenades | | | | | | | | | | | | |
| Starweaver | 1 | Grp: | BS: 4 | FA: 10 | SA: 10 | RA: 10 | HP: 2 | Save: -5(i) | | | | 70 |
| Vehicle (Skimmer, Fast, Open-Topped, Transport); Shuriken Cannon (x2); Holo-Fields; Mirage Launcher; Fear; Jink; 6 model capacity | | | | | | | | | | | | |
| Skyweaver | 2 | | 5 | 4 | 3 | 4 | 2 | 6 | 3 | 9 | 4+5(i) | 110 |
| Eldar Jetbikes ; Holo-Suit; Star Bolas (x2); Skyweaver Jetbike; Mirage Launcher (x2); Haywire Cannon (x2); Fear; Furious Charge; Hammer of Wrath; Hit & Run; Jink; Relentless; Very Bulky | | | | | | | | | | | | |
| Voidweaver | 1 | Grp: | BS: 4 | FA: 10 | SA: 10 | RA: 10 | HP: 2 | Save: -5(i) | | | | 75 |
| Vehicle (Skimmer, Fast, Open-Topped); Shuriken Cannon (x2); Haywire Cannon; Holo-Fields; Mirage Launcher; Fear; Jink; Aft Weapon | | | | | | | | | | | | |
| Masque Detachment | 1 | Grp: Detachment | | | | | | | | | | 0 |
| : Allied Detachment (6 ⁺, 381 pts) | | | | | | | | | | | | |
| Farseer Skyrunner (HQ) [EL] | 1 | | 5 | 5 | 3 | 4 | 3 | 5 | 1/2 | 10 | 3+4(i) | 115 |
| (C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy | | | | | | | | | | | | |
| Windriders (Troops) [EL] | 3 | | 4 | 4 | 3 | 4 | 1 | 5 | 1 | 8 | 3+ | 81 |
| (C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus | | | | | | | | | | | | |

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|---|---|---|----|----|---|---|----|---|-----|-----|--------------------|-------------|
| Hemlock Wraithfighter (Fast) [EL] | 1 | Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: - | | | | | | | | | | 185 |
| | | (C:EC, pg. 128); Vehicle (Flyer); Heavy D-Scythe (x2); Mindshock Pod; Spirit Stones; Psychic Pilot (Mastery Level 2); Vector Dancer; Skyfire; Daemonology: Sanctic Powers ; Runes of Battle ; Telepathy | | | | | | | | | | |
| Allied Detachment [EL] | 1 | Grp: Detachment | | | | | | | | | | 0 |
| : Allied Detachment (5 \times, 190 pts) | | | | | | | | | | | | |
| Void Dreamer (HQ) [EC] | 1 | | 5 | 5 | 3 | 3 | 2 | 6 | 2/3 | 10 | 4+/2(i) | 115 |
| | | (IA11 - 2E, pg. 160); Infantry (Character); Plasma Grenades; Shadowwave Grenades; Heavy Mesh Armour; Brace of Pistols; Witch Staff; Shadow Field; Increase Mastery Level (x2); Wild Psyker (Mastery Level 3); Fleet; Independent Character; Reckless Abandon; Divination; Telekinesis | | | | | | | | | | |
| Corsair Cloud Dancer Band (Troops) [EC] | 3 | | 4 | 4 | 3 | 4 | 1 | 5 | 1/2 | 8/5 | 3+ | 75 |
| | | (IA11 - 2E, pg. 165); Eldar Jetbikes ; Eldar Jetbike; Mesh Armour; Brace of Pistols; Splinter Cannon (x3); Dancing on the Blade's Edge; Hammer of Wrath; Jink; Outflank; Reckless Abandon; Relentless; Very Bulky | | | | | | | | | | |
| Allied Detachment [EC] | 1 | Grp: Detachment | | | | | | | | | | 0 |
| | | | | | | | | | | | Total Cost: | 1703 |

Option Footnotes

| Warlord Traits | |
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| Warlord | See WH40k, pg. 124. |
| Vehicle Equipment | |
| Holo-Fields | See C:EC, pg. 154. |
| Mindshock Pod | See C:EC, pg. 154. |
| Mirage Launcher | |
| Spirit Stones | See C:EC, pg. 154. |
| Psychic Powers | |
| Daemonology: Sanctic Powers | 0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194). |
| Divination | 0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193). |
| Runes of Battle | 0 - Conceal/Reveal, 1 - Destructor/ Renewer, 2 - Embolden/ Horrify, 3 - Enhance/ Drain, 4 - Protect/ Jinx, 5 - Quicken/ Restrain, 6 - Empower/Enervate (C:E, pg. 70). |
| Runes of Fate | 0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (C:E, pg. 71). |
| Telekinesis | 0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197). |
| Telepathy | 0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198). |
| Special Rules | |
| Aft Weapon | |
| Ancient Doom | See C:E, pg. 25. |
| Battle Focus | See C:EC, pg. 148. |
| Blitz | |
| Dancing on the Blade's Edge | A unit with this special rule has two values listed for their Leadership value, separated by a slash, for example, 10/6. The first is used for all Leadership tests or Morale checks, including Pinning tests, taken by the unit, except for Regroup tests. The second value is used for all Regroup tests made by the unit. When accompanied by a Character model with a single Leadership value, the unit may use this value for Regroup tests where it is higher than the unit's value. (See IA11 - 2E, pg. 154.) |
| Death Is Not Enough | |
| Deep Strike | Deep Strike (see WH40k, pg. 162). |
| Eternal Warrior | Eternal Warrior (see WH40k, pg. 163). |
| Fear | Fear (see WH40k, pg. 163). |
| Fearless | Fearless (see WH40k, pg. 163). |
| Fleet | Fleet (see WH40k, pg. 164). |
| Furious Charge | Furious Charge (see WH40k, pg. 164). |
| Hammer of Wrath | Hammer of Wrath (see WH40k, pp. 91 & 165). |
| Hit & Run | Hit & Run (see WH40k, pg. 165). |
| Independent Character | Independent Character (see WH40k, pg. 166). |
| Jink | Jink (see WH40k, pg. 167). |

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| Outflank | Outflank (see WH40k, pg. 168). |
| Precision Shots | Precision Shots (see WH40k, pg. 169). |
| Precision Strikes | Precision Strikes (see WH40k, pg. 169). |
| Prismatic Blur | |
| Psychic Pilot (Mastery Level 2) | Psychic Pilot (see WH40k, pg. 170). |
| Psyker | Psyker (see WH40k, pg. 170). |
| Psyker (Mastery Level 2) | Psyker (see WH40k, pg. 170). |
| Psyker (Mastery Level 3) | Psyker (see WH40k, pg. 170). |
| Reckless Abandon | Any unit which includes only models with this special rule that fires at an enemy unit within 12" of itself may make an immediate move of 6" after all effects of the shooting attack have been resolved. If the unit has the Jet Pack Infantry or Eldar Jetbike, this move is increased to 6+D6". This move cannot place the unit into close combat, within 1" of any enemy unit, or be used to move them closer to any unit targeted by their shooting attacks. (See IA11 - 2E, pg. 154.) |
| Relentless | Relentless (see WH40k, pg. 170). |
| Runes of the Farseer | See C:E, pg. 109. |
| Skyfire | Skyfire (see WH40k, pg. 171). |
| The Path of Damnation | |
| Vector Dancer | Vector Dancer (see WH40k, pg. 43). |
| Very Bulky | Very Bulky (see WH40k, pg. 35). |
| Wild Psyker (Mastery Level 3) | A model with this special rule follows all the usual rules for Psykers and is considered to have the Psyker special rule, but when called upon to roll on the Perils of the Warp table rolls on the following table instead: D6 Result 1 Devoured 2-3 Soul-wracked 4-5 Warp Terrors 6 The Eye of She Who Thirsts (See IA11 - 2E, pg. 154.) |
| Upgrades | |
| Increase Mastery Level | |
| Unit Type | |
| Automatic Unit Type | See WH40K rulebook, pgs. 44-49. |
| Eldar Jetbike | See WH40k, pg. 45. |
| Eldar Jetbikes | See WH40K rulebook, pgs. 44-49. |
| Infantry | See WH40K rulebook, pgs. 44-49. |
| Infantry (Character) | See WH40K rulebook, pgs. 44-49. |
| Vehicle (Flyer) | Vehicle (Flyer) (see WH40k, pgs. 84-85) |
| Vehicle (Skimmer, Fast, Open-Topped) | See WH40K rulebook, pgs. 44-49. |
| Vehicle (Skimmer, Fast, Open-Topped, Transport) | See WH40K rulebook, pgs. 44-49. |
| Wargear | |
| Brace of Pistols | A model with this special rule counts as being armed with two shuriken pistols and two splinter pistols, which do not need to be represented on the model and may be used in any combination in a given Shooting phase or Assault phase (see IA11 - 2E, pg. 155). |
| Close Combat Weapon | S User; AP - ; Melee. |
| Eldar Jetbike | See WH40k, pg. 45. |
| Flip Belt | See C:E, pg. 66. |
| Ghosthelm | See C:EC, pg. 153. |
| Hallucinogen Grenade Launcher | 18"R, S1, AP -, Assault 1, Blast, Hallucinogenic. |
| Harlequin's Caress | S User, AP -, Melee, Caress of Death (C:H, pg. 91). |
| Harlequin's Kiss | S User, AP -, Melee, Kiss of Death (C:H, pg. 91). |
| Haywire Cannon | 24"R; S4; AP4; Heavy 1, Blast, Haywire (C:H, pg. 96). |
| Heavy Mesh Armour | Heavy mesh armour provides a 4+ Armour save. (see IA11 - 2E, pg. 155). |
| Holo-Suit | See C:E, pg. 65. |
| Mesh Armour | See C:E, pg. 65. |
| Mirage Launcher | |
| Miststave | S+2, AP -, Melee, Concussive, Fleshbane. |
| Plasma Grenades | 8"R, S4, AP4, Assault 1, Blast. See WH40k, pg. 62. |
| Shadow Field | See C:DE, pg. 107. |

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| Shadowwave Grenades | 8" Range; S 3; AP -; Assault 1, Blast. (see IA11 - 2E, pg. 155). |
| Shrieker Cannon | (24"R, S1, AP5, Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned (2+)) or (24"R, S6, AP5, Assault 3, Bladestorm) (C:H, pg. 96). |
| Shuriken Cannon | 24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150). |
| Shuriken Pistol | 12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150). |
| Skyweaver Jetbike | See WH40k, pg. 45. |
| Splinter Cannon | 36"R; S1; AP5; Salvo 4/6, Poisoned (4+) (C:DE, pg, 106). |
| Splinter Pistol | 12"R; S1; AP5; Pistol, Poisoned (4+) (C:DE, pg, 106). |
| Star Bolas | 12"R, S6, AP2, Assault 1, Blst, One Use Only. |
| Witch Staff | S User, AP -, Melee, Armourbane, Fleshbane, Soul Blaze (C:EC, pg. 152). |
| Weapons | |
| Heavy D-Scythe | 18"R; S D; AP2; Assault 1, Blast, Distort Scythe (C:E, pg. 149). |
| Scatter Laser | 36"R; S6; AP6; Heavy 4 (C:EC, pg 149). |
| Shuriken Pistol | 12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150). |
| TL Shuriken Catapults | 12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68). |
| Witchblade | S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61). |