

MACROMUNDA

HARLEQUINS

HOUSE BOOK

LEGAL NOTICE & INTELLECTUAL PROPERTY ACKNOWLEDGEMENT

Unofficial. Macromunda is an unofficial, fan-made expansion for the tabletop game Necromunda. It is not affiliated with, endorsed by, sponsored by, licensed by, or approved by Games Workshop Limited in any way.

It requires the official products. Macromunda is an expansion — not a standalone game, and not a substitute for anything Games Workshop sells. To use it you must own the official Necromunda and Necromunda: Ash Wastes rulebooks. Wherever possible we omit the underlying Necromunda rules rather than restate them, giving only what is needed to use our own material; for the base game you must refer to the official rulebooks.

No Games Workshop content is reproduced. Macromunda contains no rules text, statistics, lore, fiction, artwork, imagery, or logos copied from any official Games Workshop material. Every rule, word, and image here has been created bespoke by the Macromunda team.

Non-commercial — permanently. Macromunda is free and strictly non-commercial. It is self-funded and run at a loss, purely as a passion project. No money is ever received or paid in connection with it: no sales, no donations, no Patreon or subscriptions, no advertising revenue, and no fundraising of any kind. It is, and always will be, distributed only as a free, no-charge download.

Trademark acknowledgement. Warhammer, Warhammer 40,000, Necromunda, Necromunda: Ash Wastes, the associated logos, names, races, characters, vehicles, locations and imagery, and all associated marks, are either ®, ™, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved. All other trademarks and copyrights are the property of their respective owners. Macromunda claims no ownership of Games Workshop's intellectual property and does not challenge or contest it.

Made in good faith. Macromunda is created by fans, out of respect and affection for the setting. It is not intended to harm the goodwill, reputation, or integrity of Games Workshop or its intellectual property, nor to compete with or substitute for any official product — on the contrary, it exists to send players toward the official books and miniatures they need in order to enjoy it.

Please support the official game. If you enjoy Macromunda, please support Games Workshop by buying the official Necromunda rulebooks and miniatures. Without them none of this is possible — and none of it is any fun.

HARLEQUINS 4

Faction Special Rules	5
Armoury	6
Weapon Traits	6
Skills	8

THE HARLEQUINS 9

Gang Composition	10
Gang Rules	11
Fighters	12
Vehicles	18
Psychic Disciplines	19
Gang Tactics	21
Alliances	25
Favours	26
Sub-plots	27
Legendary Names	28
Terrain	29
Scenarios	30



FACTION

HARLEQUINS

The most fragile, most evasive war-host in the sector

The Masque goes to war as it goes to everything — as a performance. Its players are Aeldari, and they carry the race's fragility to its farthest edge: paper flesh, a single wound, no wall of bodies and no second line to fall behind. In place of armour they wear the dance. Rising Crescendo weaves a step into every movement, so the troupe fights always at the range and angle it chooses. The Domino Field turns the blur of that motion into survival itself, the shot passing through a place the dancer has already left. The Holo-Suit Masque throws the same confusion into the minds of the enemy, dazzling the opening moment of any engagement. What the Masque cannot endure, it evades; what it reaches, it opens, monomolecular blades parting armour like cloth before the troupe is gone again. It holds nothing and outlasts nothing. It is never where the gun points, strikes once past anything meant to stop it, and vanishes before the answer can land.

☠ FACTION SPECIAL RULES

✧ THE MASQUE

GANG RULE

The Domino Field. The Masque wears no armour worth the name; its survival is the refusal to be where the shot arrives. When a Harlequin is targeted by a ranged attack, the attacker suffers –1 to hit as the fighter's displacement-field scatters its outline. If that fighter has moved during the current round, the penalty deepens to –2 — the running dancer is a smear of after-images the eye cannot fix. This blur does not stack with a field save; the displacement is the save, and the fighter gains no other. It is a penalty to be hit, not an inviolable ward: massed fire finds one line among many, Blast and Template weapons ignore the trick entirely, and a fighter held Pinned cannot dance and falls like the paper it is. The whole troupe lives or dies on this single grace.

✧ THE MASQUE - HOLO-SUIT MASQUE

GANG RULE

Holo-Suit Masque. The suit is woven from shifting light, a storm of images that breaks the will as readily as the aim. In the first round of any engagement, enemy fighters within 6" of a masque-wearer suffer –1 to their Cool and Nerve as the dazzle crowds their senses, and –1 to hit the wearer with ranged attacks as its shape splinters into a dozen dancing figures. The effect fades as the eyes adjust and the first shock passes, holding only for that opening round of confusion — but in a fight the Masque means to end in a single flurry, that first round is often the only one that matters. A masque-wearer at the head of the dance turns the enemy's opening volley into a scatter of wasted shots and rattled nerve.

✧ THE MASQUE - RISING CRESCENDO

GANG RULE

Rising Crescendo. The dance never truly stops; each step flows into the next, and every activation carries a woven move the enemy cannot pin. A Harlequin may charge after it Advances, closing from beyond a foe's reckoning, or Fall Back from a losing melee and still shoot or act in the same breath. The step is fuelled by the activation, not free of it: a fighter cannot both fall back and shoot and charge in one activation — the woven move draws on the same effort as the strike — and its free distance is capped, so the dance escalates but never spins into an untouchable kite. Between those bounds the troupe fights always at the range and angle it chooses, threading through a firing line and out the far side while the enemy is still turning to face where it was.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Star Bolas	6"	12"	+1	—	4	-1	1	6+	Entangle Single-use per round
☞ Fusion Pistol	3"	6"	+1	—	6	-4	3	6+	Melta-2 Pistol Scarce
☞ Neuro Disruptor	6"	12"	+2	—	2	-3	1	6+	Insensible Pistol Toxin
☞ Shuriken Pistol	6"	12"	+1	—	3	-1	1	4+	Pistol Rending
☞ Haywire Cannon	12"	24"	+1	—	4	-1	1	5+	Haywire
☞ Shrieker Cannon	12"	24"	—	—	4	-1	1	5+	Blast Rending Sever
☞ Prism Cannon	18"	36"	+1	—	6	-4	2	5+	Blast (focus/disperse) Heavy
☞ Twin Shuriken Cannon	18"	36"	+1	—	4	-1	1	5+	Rapid Fire (twin-linked) Rending
☞ Caress	E	—	—	—	+0	-4	1	—	Power
☞ Cegorachs Rose	6"	12"	+1	—	+0	-3	1	5+	Pistol Power Rending paired blade-and-pistol relic
☞ Embrace	E	—	—	—	+1	-2	1	—	Flurry Parry Power
☞ Kiss	E	—	—	—	+0	-1	2	—	Power on Wound 6: 00A if W2-
☞ Zephyrglaive	E	—	—	—	+1	-2	1	—	Parry Power mounted-charge +1D

WEAPON TRAITS

☞ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

☞ ENTANGLE

WEAPON TRAIT

The target is snared. On a hit (often on a specific result) the target is **Pinned/cannot move freely** or suffers an Initiative penalty to break free. Flails, chains, nets.

☞ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

☞ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a ****natural 6 to wound****, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target ****fails a Toughness check**** (roll D6, fail if under T-related target). Toxin ****ignores Toughness scaling**** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

SKILLS

✂ BLINDING DANCE HARLEQUIN SIGNATURE SET

BLINDING DANCE

The dancer gives everything to motion, and for a moment becomes almost impossible to strike. In any round this fighter has moved, its Domino Field sharpens: ranged attacks against it suffer -2 to hit rather than the usual penalty, and if the fighter moved its full Move that round the penalty deepens to -3, its form dissolving into pure blurring speed. The grace lasts only as long as the fighter keeps moving — a dancer brought to a halt is as exposed as any other. This is the war-dance carried to its height, the evasion of the whole Masque distilled into a single sustained performance.

✂ DOMINO WEAVE HARLEQUIN SIGNATURE SET

DOMINO WEAVE

The strike and the withdrawal are one movement; the shot lands, and the dancer is already elsewhere. After this fighter Shoots or Falls Back, it may immediately make a free reposition of up to 4", and that move may end out of line of sight behind cover. Once the fighter has woven this step it cannot do so again until the following round. The Masque uses it to fire from an angle and vanish before the return shot, or to break contact and slip away untouched, leaving the enemy to answer an empty patch of ground where a killer stood a moment before.

✂ THE FIRE THAT WAKES HARLEQUIN SIGNATURE SET

THE FIRE THAT WAKES

There is a moment in every performance when the killing truth beneath the dance shows itself. When this fighter makes melee attacks with a Harlequin's blade this activation, those attacks ignore all armour saves, parting plate and carapace as though they were not there. On a Wound roll of 6 the blade finds something vital and inflicts 1 additional point of Damage — the caress that stops a heart. The dancer must commit to the strike as it acts; the fire wakes for that activation alone, and passes as swiftly as it came.



HARLEQUINS · HOUSE DOSSIER

THE HARLEQUINS

a glass-cannon dance-troupe - every fighter fast, evasive and lethal in the cut, with nothing cheap to spend and nothing durable to hide behind; a standalone House, not a craftworld - its own armoury, its own fresh signature.

The Masque is the dance that kills — a wandering war-troupe of the Laughing God that goes to battle as a performance and slays as a choreography. Its fighters are Aeldari, and they share the race's fragility, its shuriken-and-fusion arms and its displacement-field survival, but this House is no craftworld: there is no seer-council fate-loom, no Aspect Shrine, no rank of soldiers to hold a line. In their place is the dance. Rising Crescendo weaves a move-shoot-move step into every activation so the troupe fights at the range and angle it chooses; the Domino Field turns the enemy's fire to wasted shots on a fading after-image; and the Holo-Suit Masque, deepened by the Shadowseer's Veil of Tears, hangs a dazzle of fear and confusion over the whole troupe. It is the most fragile and most evasive gang in the sector — Toughness 3, single-Wounded, paper-saved, and few in number, with nothing cheap to spend and nothing durable to hide behind. It wins by never being where the gun points, striking with blades that open anything they reach, and being gone before the answer lands. Catch it still, and it dies to a stiff breeze.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ exactly 1 Leader (Troupe Master)
- ♦ 0-2 Champions (Shadowseer and/or Death Jester)
- ♦ Players (Troupe) are the backbone - few, all elite, no cheap tier
- ♦ 0-2 Skyweavers (jetbike cavalry)
- ♦ 0-1 Solitaire (apex melee demigod - House apex AND shared craftworld apex hire)
- ♦ 0-2 optional open-topped skimmers (Starweaver / Voidweaver - VEHICLE-OPTIONAL)
- ♦ NO cheap troop tier (the Players are the elite backbone - written absence)
- ♦ lean-backbone rail: the Masque fields the smallest body count in the sector; a body-heavy Harlequin gang is not the Masque
- ♦ Rising Crescendo, the Domino Field and the Holo-Suit Masque are inherent gang rules, not purchased equipment

A starting troupe forms on 1,500 credits and stays small — the fewest bodies of any gang in the sector. It is led by exactly one Troupe Master, the dance-captain around whom the whole performance turns, and may take up to two Champions in any mix of the Shadowseer and the Death Jester. Its backbone is the Players: few, all elite, and the only rank-and-file the Masque owns, for there is no cheap troop tier at all. To these a controlling player may add up to two Skyweaver jetbikes, a single Solitaire as the troupe's apex, and up to two optional open-topped skimmers, the Starweaver and the Voidweaver, which are mounts rather than a core lane. A body-heavy Harlequin gang is a contradiction — the troupe stays small, deadly and forever moving. Rising Crescendo, the Domino Field and the Holo-Suit Masque are inherent to the fighters who bear them, carried into every battle rather than bought as gear.

👤 GANG RULES

✂ VEIL OF TEARS

GANG RULE

The Veil of Tears is the Shadowseer's gift to the whole troupe — the misdirection of a master illusionist spread over every dancer near her. On its own the Holo-Suit Masque unnerves and blinds the enemy only in the opening round of an engagement, its dazzle fading as the foe steadies. While the Shadowseer stands and is not Broken, friendly Harlequins within 6" of her keep that effect for every round of the battle instead of only the first: enemies close to a shielded dancer suffer the Cool and Nerve penalty and the malus to hit it at range for as long as the veil hangs over them. It is the illusion that never lifts, the mist the whole Masque dances inside. Its counterplay is the caster herself — she is Toughness 3 and single of purpose, the poorest-saved fighter in the gang. Down the Shadowseer, or drive the troupe out of the 6" the veil reaches, and the dazzle collapses back to its opening flicker.

FIGHTERS

TROUPE MASTER

LEADER

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	2+	2+	3	3	2	2+	3	5+	4+	5+	6+

SAVE 5+

SPECIAL RULES the Masque - Rising Crescendo (*the dance*) the Masque (*evasion*)

the Masque - Holo-Suit Masque (*dazzle*) SEE SPECIAL RULES

Typed Effects

- -1
- -2
- -1
- -1
- -1

PRIMARY

Agility

Combat

Leadership

SECONDARY

Cunning

Ferocity

Shooting

Harlequin Signature

FREE SKILL

The Fire That Wakes

EQUIPMENT LIST

PISTOL

Shuriken Pistol 15 credits

Fusion Pistol 40 credits

CLOSE-COMBAT

Embrace 30 credits

Kiss 35 credits

✧ Cegorach's Rose 55 credits

A named Harlequin relic — Cegorach's Rose, the paired power-blade and shuriken pistol borne by the greatest Troupe Masters (8th-ed Aeldari Harlequin relics); kitbashed from a Troupe Master's blade and shuriken-pistol arm with a rose-etched conversion.

ARMOUR

Domino Field 40 credits

STATUS

Holo Suit 30 credits

Mask Of Fate 45 credits

The Troupe Master is the dance-captain of the Masque — the finest performer of the war-play, and the figure the whole troupe moves around. It leads from the front of the dance, Rising Crescendo weaving its every advance and withdrawal into one unbroken step, the Domino Field turning aside the shots that chase it, and the Holo-Suit Masque hanging its dazzle over the fighters near it. It carries a Harlequin's Kiss and a fusion pistol, and its founding mastery of The Fire That Wakes drives that blade through armour to find the heart on the killing stroke. With a high Move, an all-but-certain hit in melee and three Attacks, it reaches almost anything on the board and opens it. Yet beneath the mask it is a single fragile dancer — Toughness 3 and paper-saved, two Wounds and no more.

Caught still, out of the dance, it dies as easily as any of its players. It is the point of the troupe's spear, and it must never stop moving.

DEATH JESTER

CHAMPION

× 82 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	2+	3	3	2	2+	1	6+	5+	6+	5+

SAVE 6+

SPECIAL RULES the Masque - Rising Crescendo (*the dance*) the Masque (*evasion*) SEE SPECIAL RULES

Typed Effects

- -1
- -2

PRIMARY

Agility

Shooting

Harlequin Signature

SECONDARY

Cunning

Ferocity

Savant

FREE SKILL Domino Weave

EQUIPMENT LIST	
BASIC	SPECIAL
♣ <i>Star Bolas</i> 25 credits <i>Kitbashed from Death Jester and Troupe accessory bitz onto a thrown-weapon arm — the star bolas, a classic Harlequin entangling weapon from prior Aeldari codices (7th-ed Harlequins).</i>	Shrieker Cannon 45 credits
PISTOL	ARMOUR
Shuriken Pistol 15 credits	Domino Field 40 credits
	PERSONAL
	Flip Belt 40 credits

The Death Jester is the Masque's reaper — the grim performer who dances at the edge of the war-play and thins the enemy line from afar. Its shrieker cannon reaps whole ranks, its Rending shots and screaming rounds carving through cover and crowd alike, while a shuriken pistol answers anything that closes. It moves with the troupe, Rising Crescendo carrying it to the angle it wants and the Domino Field turning aside the shots that seek it, and its founding Domino Weave lets it fire and then flow back out of sight in the same breath — the shot no one can answer. With Ballistic Skill 2+ it rarely misses, but with a single Attack and Toughness 3 it is no anvil; it is a killer that must never be cornered. It stands where it can see the whole board and empties it, one shrieking burst at a time, then is gone before the reply.

SHADOWSEER

CHAMPION

× 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	3	3	2	2+	1	6+	5+	4+	5+

SAVE 6+

SPECIAL RULES the Masque - Rising Crescendo (*the dance*) the Masque (*evasion*) Veil of Tears (*the veil*)

SEE SPECIAL RULES

PSYKER (*the veil-caster's witchcraft*)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any discipline it has access to. In the Masque the keyword belongs to the Shadowseer alone — no dancer, no Player, no other mask of the troupe touches the warp — and through it the veil-spinner draws upon the Phantasmy discipline and the universal witch-blast of Smite. Each working is attempted using the standard Wyrd Power rules, and every one risks the warp turning on the mind that calls it. The powers come free at creation: the gift is woven into the Shadowseer's cost, not bought a working at a time, so a masked seer with access simply picks or rolls the trick it has learned to perform.

Typed Effects

- -1
- -2
- -1
- -1
- -1

PRIMARY

Agility

Cunning

Harlequin Signature

Phantasmy

SECONDARY

Combat

Leadership

Savant

Smite

EQUIPMENT LIST

PISTOL

Neuro Disruptor 25 credits

CLOSE-COMBAT

Caress 30 credits

ARMOUR

Domino Field 40 credits

PERSONAL

Waystone 30 credits

STATUS

Holo Suit 30 credits

The Shadowseer is the veil-caster of the Masque and its only psyker, manifesting the illusions, terrors and shadow-paths of the Phantasmy discipline — the mind that spins illusion across the battlefield so the troupe is never quite where the enemy believes. It shares the dance, Rising Crescendo woven through its movement and the Domino Field slipping the return fire, but its true weapon is Veil of Tears: friendly Harlequins near it keep the Holo-Suit Masque's blur over them for the whole battle, not merely the opening exchange. It carries a neuro-disruptor to stop a fighter's nerves outright and a Harlequin's Caress to shred armour in the cut, though with a single

Attack it is no duellist. Behind the illusions it is as brittle as any of the troupe — Toughness 3, two Wounds, the poorest save in the gang. It wins the fight before it is joined, thickening the mist the whole Masque dances inside; press it into the open and pin it, and the veil frays and falls.

SOLITAIRE

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	2+	3+	4	3	3	1	4	5+	3+	3+	5+

SAVE 5+

SPECIAL RULES

the Masque - Rising Crescendo (*the dance*)

the Masque (*evasion*)

the Masque - Holo-Suit Masque (*dazzle*)

SEE SPECIAL RULES

Typed Effects

- 1
- 2
- 1
- 1
- 1

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Cunning

Harlequin Signature

FREE SKILL Blinding Dance

EQUIPMENT LIST	
CLOSE-COMBAT	ARMOUR
Kiss35 credits	Domino Field40 credits
✦ Cegorachs Rose55 credits	STATUS
A named Harlequin relic — Cegorach's Rose, the paired power-blade and shuriken pistol borne by the greatest Troupe Masters (8th-ed Aeldari Harlequin relics); kitbashed from a Troupe Master's blade and shuriken-pistol arm with a rose-etched conversion.	Mask Of Fate45 credits

The Solitaire is the apex of the Masque — a lone demigod-dancer who has embraced the doom no other Aeldari dares, and dances alone and unnamed. It is the swiftest and deadliest thing the troupe can field: a Move of 10", four Attacks at near-certain hit, and a strike that lands before any foe can answer, whatever its Initiative. It wields a Harlequin's Kiss in each hand, and on the killing stroke that blade takes a lesser fighter Out of Action outright. Rising Crescendo carries it through the line, the Domino Field turns aside the fire, the Holo-Suit Masque unnerves those it nears, and its founding Blinding Dance sharpens its evasion to its keenest on any round it has moved. Even so it holds only three Wounds behind a paper save — a demigod, but a fragile one. Loosed into a thin line it is a massacre; pinned and swarmed by weight of bodies, even the Solitaire falls.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	3+	3	3	1	2+	2	7+	6+	7+	7+

SAVE 6+

SPECIAL RULES the Masque - Rising Crescendo (*the dance*) the Masque (*evasion*)

the Masque - Holo-Suit Masque (*dazzle*) SEE SPECIAL RULES

Typed Effects

- -1
- -2
- -1
- -1
- -1

PRIMARY Agility Combat SECONDARY Cunning Ferocity Shooting

Harlequin Signature

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
♣ <i>Star Bolas</i> 25 credits <i>Kitbashed from Death Jester and Troupe accessory bitz onto a thrown-weapon arm — the star bolas, a classic Harlequin entangling weapon from prior Aeldari codices (7th-ed Harlequins).</i>	Caress 30 credits
	Embrace 30 credits
	Kiss 35 credits
PISTOL	ARMOUR
Shuriken Pistol 15 credits	Domino Field 40 credits
Fusion Pistol 40 credits	PERSONAL
	Flip Belt 40 credits

The Player is the body of the troupe — and barely a body at all. There is no cheap rank behind the Masque; the Players are its whole line, and every one of them is an elite dancer. Each carries a fusion pistol to crack armour at a step's range and a Harlequin's Embrace, whose Power, Parry and Flurry make it a whirl of parried blades in the cut. Rising Crescendo weaves through its every activation, the Domino Field slips the fire that hunts it, and the Holo-Suit Masque dazzles those it closes on. With two Attacks and near-certain hits it kills far above its price. But it is the most fragile fighter in the game — Toughness 3, a single Wound, a paper save — and the Masque fields only a handful of them with nothing to replace a loss. Two dead Players is a broken troupe. It survives by never being where the gun points, strikes, and dances clear.

SKYWEAVER

CAVALRY

× 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
12"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES

the Masque - Rising Crescendo (*the dance*)

the Masque (*evasion*)

SEE SPECIAL RULES

Typed Effects

- 1
- 2

PRIMARY

Agility

Cunning

Harlequin Signature

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR

Jetbike Mount

EQUIPMENT LIST	
SPECIAL	ARMOUR
Haywire Cannon45 credits	Holo Field35 credits
CLOSE-COMBAT	WARGEAR
Zephyrglaive30 credits	Jetbike Mount
	included

The Skyweaver is the Masque’s cavalry — a pair of dancers riding a jetbike low and fast across the war-play, a skimmer that clears the ground but is no flier. Its Move of 12" outpaces almost anything on the board, and it shares the troupe’s dance: Rising Crescendo weaving its charge and its withdrawal, the Domino Field slipping the shots that chase it. It carries a haywire cannon to cripple vehicles and constructs from range and a zephyrglaive whose Power and Parry, and the extra Damage of its mounted charge, let it lance a target as it sweeps past. The bike’s frame lends it Toughness 4 and a better save than the troupe on foot — the one Harlequin that is not paper — yet still only two Wounds. It harasses and it lances; it does not hold. It circles the enemy at speed, strikes where the line is thin, and is a board-width away before the answer comes.

VEHICLES

STARWEAVER

TRANSPORT

✕ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	5	5	4	4	5+	5+	4+	7+	6+	6+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Twin Shuriken Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ open-topped

The Starweaver is the open-topped dance-transport of the Masque — a slivered, gull-winged Skimmer that carries a knot of Players into the fray and slips away empty. It is built for delivery, not gunnery: a single twin shuriken cannon on the prow lays down suppressing fire while its true cargo, the troupe riding its open hull, spills out to strike from a place the enemy did not expect. On the Skimmer's Movement it clears terrain and models alike, darting to the flank and away before the answer comes. But it is glass with an engine — four Hull Points and the thinnest of saves, an open-topped hull that fares badly under the Ash-Wastes vehicle rules the moment it is caught, its exposed crew bay leaving the riders at risk. Fielded one at a time, it is the ride that puts the dance where it needs to be, and it lives or dies on never being caught still.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

VOIDWEAVER

VEHICLE

✖ 185 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	5	5	4	4	5+	5+	3+	7+	6+	6+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Prism Cannon — Turret arc (Crew)
- ♦ Twin Shuriken Cannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ open-topped

The Voidweaver is the gun-skimmer variant of the same glass hull — the Starweaver's frame rebuilt around a weapon rather than a cargo bay. A prism cannon rides its turret, gathering light into a lance that reaches out and breaks a hard target from a board away, with a twin shuriken cannon on the prow to wash the close ground. It is a fast, fragile fire-platform: it darts to the angle it wants on the Skimmer's Movement, fires, and repositions before the return shot lands, its better-crewed gunnery making every pass count. Yet it shares the transport's fragility — four Hull Points, thin all-round armour and an open hull the Ash-Wastes damage model will punish the moment it is pinned, a bad Loss-of-Control turn as deadly to it as any enemy gun. It is the one piece of standoff firepower the Masque fields, held one to a gang, and it works the flank while the dancers close: lance the durable threat the blades would take too long, or too many lives, to reach, then slip away.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

👁 PSYCHIC DISCIPLINES

✖ PHANTASMANCY

PSYCHIC DISCIPLINE

Phantasmancy is the witchcraft of the Shadowseer — the Masque's single school of the Wyrd, and the only psychic art the troupe fields. Where another caster commands fire and lightning, the Shadowseer deceives: every working is a trick of the light, a nightmare poured into a skull, or a shadow-road opened for the dancers. It does not blast so much as it performs, bending what the enemy sees and believes until the troupe is never quite where the guns are aimed. Each working is a Wyrd power, and every one courts the warp's price. The Harlequins field but one caster — a lone masked veil-spinner, not a sorcerous cabal — so this single discipline is the whole of their psychic craft. At creation a Shadowseer with access picks or rolls one power from the table below.

ROLL	POWER
------	-------

1	Mirror of Minds. The Shadowseer locks minds with a single enemy fighter within range and line of sight, and the two duel in thought. Each combatant rolls a D6 and adds their Intelligence, the lower total winning the exchange; the loser suffers a wound that no save of any kind may turn aside. Then they roll again, and again, the duel of intellects repeating until the target at last matches or beats the Shadowseer's result and tears free — or is taken Out of Action, its mind cracked open before its body fails. Manifested as a Wyrd power, it is the discipline's one true killer, murderously effective against a lone champion whose wits it can out-duel, but blind to numbers: it seizes only the single mind it has fixed upon, and a swarm simply steps around the one that falls.
2	Shards of Light. The Shadowseer scatters a burst of prismatic light across an enemy fighter within range, blinding it and every other enemy within two inches of it. Until the end of the round each dazzled fighter suffers a penalty of minus one to hit with ranged and melee attacks alike, their aim spoiled by the swimming after-images, and none of them may make a reaction shot or fire on overwatch — they cannot track a target they can barely see. Manifested as a Wyrd power, it is the discipline's spread debuff, most telling against a clustered firing line or a knot of chargers: it does not kill, but it robs a whole pocket of the enemy of their aim and their readiness at the moment the dancers close, turning a wall of guns into a stumbling, half-sighted crowd.
3	Twilight Pathways. The Shadowseer shows a friendly Harlequin within range the shadow-roads that lace the battlefield — the hidden ways only the Laughing God's own may walk. That fighter immediately makes a free Move, flowing across the ground as though the distance were folded, though it may not end within an inch of an enemy. Manifested as a Wyrd power, it is the caster's gift of motion: the dance extended by witchcraft, a dancer carried into position, out of a closing trap, or up onto the vantage it needs before the round has properly begun. In a gang whose whole art is being elsewhere when the guns speak, it is the reposition that arrives a heartbeat before it is expected, threading a Player through a gap that was not there a moment ago.
4	Laugh of Sorrows. The Shadowseer pours Cegorach's cruel mirth into the skull of one enemy fighter in range and line of sight, and the sound is despair given voice. The target must at once pass a Cool check or break and flee, its courage drowned in a laughter it cannot shut out; and for as long as it remains within the Shadowseer's line of sight it suffers a lasting penalty of minus one to its Cool, its nerve fraying under the endless jest. Manifested as a Wyrd power, it is the discipline's single-target morale sap — a way to peel a key fighter off the line, to send a champion running at the worst moment, or to grind down the resolve of an enemy the troupe means to isolate. It kills nothing directly; it unmakes the will to stand and fight.
5	Fog of Dreams. The Shadowseer wraps a friendly fighter within range in a drifting dream-fog, and while the power is sustained that fighter slips out of any distant sight. Enemies may make ranged attacks against it only from within nine inches — beyond that the mist swallows it whole, and no longer sightline can find it — and it may never be chosen as the target of an enemy's reaction shot. Manifested as a Wyrd power, it is a defence quite unlike the gang's own displacement-blur: not a penalty to be hit, but an outright denial of the long shot, closing the range at which the enemy's guns can touch the protected dancer at all. Held over a vulnerable Player pushing up an open lane, or over the Shadowseer's own charge, it turns a board-spanning firing line into a threat that only bites up close.

Dance of Shadows. The Shadowseer splits into a whirl of illusory duplicates, a dozen dancing mirror-selves swirling where one caster stood. While the power is sustained, enemies suffer a penalty of minus two to hit the Shadowseer with ranged attacks and minus one in melee, unable to tell the true veil-spinner from the phantoms wheeling about it. Manifested as a Wyrd power, it is the caster's own shroud and hers alone — distinct from the veil she casts over the troupe, this shields only the Shadowseer. It is what keeps the gang's single, fragile caster alive at the heart of the war-play, wrapping her in a swirl no shooter can quite pin; but it consumes her working each round, so a Shadowseer lost in her own mirror-dance is a Shadowseer casting nothing else while she hides.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Rising Crescendo. Play this at the start of your turn. Choose one friendly Harlequin that has not yet activated this round; when it activates, it may make a free move of up to its Movement in addition to its normal actions, weaving an extra step into the dance. It may not use this free move to enter an engagement it could not otherwise reach, and it may not both fall back and charge in the same activation.	YOUR TURN
12	Veil Of Tears. Play this during the enemy turn, when an enemy fighter targets a friendly Harlequin with a ranged attack. The veil thickens: that enemy suffers an additional -1 to hit the target for the rest of the phase, and any other enemy that targets the same Harlequin this turn suffers the same penalty. The dance blurs before their eyes.	ENEMY TURN
13	Flip Belt Flurry. Play this at the start of your turn and choose one friendly Harlequin. Until the end of the turn, that fighter moves through other models, terrain and between levels as though they were not there, and may leave an engagement without making a Retreat action. The dancer tumbles across the battlefield's clutter untouched, striking where the line is thinnest.	YOUR TURN
14	The Blinding Light. Play this at any time and choose one enemy fighter within 12" of a friendly Harlequin wearing a Holo-Suit of the Masque. A blaze of shifting light bursts before it: until the start of your next turn that fighter may not make reaction shots or overwatch, and suffers -1 to hit with any ranged attack. The dazzle steals its aim and its answer both.	ANY TIME
15	Domino Cascade. Play this during your turn, immediately after a friendly Harlequin takes an enemy Out of Action in melee. That fighter may at once make a free move of up to 3", which may take it into a new engagement. The kill flows into the next like a line of falling tiles, the dance never pausing on the body it just made.	YOUR TURN
16	The Solitaires Solo. Play this at the start of your turn if a friendly Solitaire is on the battlefield. Until the start of your next turn the Solitaire automatically passes any Nerve and Cool test it is called on to make, and enemy fighters may not interpose or gang up to block its path to a chosen target. The lone dancer performs its solo, and nothing stands between it and the figure it has marked.	YOUR TURN
21	Mirror Step. Play this at any time, when a friendly Harlequin must make a roll to avoid a ranged hit on its Domino Field. You may re-roll that roll, the fighter mirroring itself into an after-image and letting the shot pass through where it seemed to stand. You must accept the second result.	ANY TIME

22	The Tumbler. Play this at the start of your turn and choose one friendly Harlequin. Until the end of the turn that fighter ignores all penalties for difficult and dangerous terrain and may move vertically at its full rate without climbing, tumbling up and across the battlefield as easily as it crosses open ground. It ends its move exactly where the dance means it to be.	YOUR TURN
23	Shrieking Blade. Play this during your turn, before a friendly Harlequin makes its close-combat attacks. Its blade sings as it strikes: this activation, each hit that Wounds forces the target to make a Nerve test, and any of its Wound rolls of 6 inflict an extra point of Damage. The dance turns to a shriek of edges, and the enemy's courage fails as its flesh does.	YOUR TURN
24	The Laughing Dance. Play this during the enemy turn, when an enemy fighter declares a charge against a friendly Harlequin. Before the charge move is made, the Harlequin may make a free move of up to 4" that may end out of the charger's reach or line of sight. If the charge can no longer reach it, the charge fails. The dancer laughs and is simply not there.	ENEMY TURN
25	Kiss Of Death. Play this during your turn, before a friendly Harlequin wielding a Harlequin's Kiss makes its close-combat attacks. This activation, the fighter's Kiss triggers its killing rider on a Wound roll of 5 or 6 rather than only a 6, feeding the filament into the heart of a target of three Wounds or fewer. The blade finds the one place a body cannot survive.	YOUR TURN
26	Fade. Play this at any time and choose one friendly Harlequin that is not in an engagement. Until the start of your next turn that fighter cannot be targeted by ranged attacks made from more than 8" away, its outline lost entirely to the displacement-blur. It has faded from the far sight of the enemy, a ghost only the nearest guns can find.	ANY TIME
31	Domino Veil. Play this during the enemy turn, at the start of their Shooting. Until the end of the phase, every friendly Harlequin counts as having moved for the purposes of its Domino Field, deepening the displacement-blur to its keenest even on those that stood still. The whole troupe shimmers as one, and the enemy's guns find only after-images.	ENEMY TURN
32	The Quick And The Dead. Play this at the start of your turn and choose one friendly Harlequin. For its activation this turn, it counts its Initiative as improved by 1 and strikes first in any melee it fights regardless of the enemy's Initiative or a charge. The dancer moves between the quick and the dead, its blade arriving before the eye can follow.	YOUR TURN
33	Harlequinade. Play this during the enemy turn, when an enemy fighter within 3" of a friendly Harlequin is activated. Before it acts, the Harlequin may make a free move of up to 4" — stepping out of the engagement without a Retreat, or repositioning to break the enemy's plan. The whole performance turns on the interruption, the troupe never quite where the foe expects.	ENEMY TURN
34	Death Jesters Mark. Play this at the start of your turn and choose one enemy fighter in line of sight of a friendly Death Jester. Until the end of the turn, friendly Harlequins re-roll failed Wound rolls against that marked target, and if it is taken Out of Action every enemy within 3" of it must pass a Nerve test. The reaper names its victim, and the dance converges on the mark.	YOUR TURN
35	The Web Way Step. Play this before the battle, after deployment but before the first turn. Choose up to two friendly Harlequins that have been set up on the battlefield; remove them and hold them in reserve. At the start of any of your turns you may bring each back on, moving it onto the table from any board edge you choose as though it had walked out of the webway. The troupe steps between worlds and arrives where the enemy never watched.	PRE-BATTLE

36	Caress Of Shadow. Play this during your turn, before a friendly Harlequin wielding a Harlequin's Caress makes its close-combat attacks. This activation the Caress ignores all armour saves entirely, its filaments dragging past any plate as though it were shadow. The heaviest-armoured foe stands as naked to the touch as the lightest.	YOUR TURN
41	The Players Gambit. Play this during the enemy turn, when a friendly Player is taken Out of Action. One other friendly Harlequin within 12" that has not yet activated this round may immediately make a free move of up to its Movement and a single Attack or Shoot action against the enemy responsible. A Player's fall is not wasted; the troupe answers before the body has come to rest.	ENEMY TURN
42	Skyweavers Pass. Play this at the start of your turn, before a friendly Skyweaver activates. This turn the jetbike may move up to its full Movement both before and after making its attacks, striking on the pass and carrying its speed on out of reach. Its zephyrglaive and any charge made this turn count the bike's momentum, adding the extra Damage of the mounted strike. The rider lances the line and is a board-width away before the answer.	YOUR TURN
43	The Masque Advances. Play this at the start of your turn. Every friendly Harlequin may make a free move of up to 3" toward the nearest enemy before any fighter activates, the whole troupe flowing forward as one performance. No fighter may use this move to enter an engagement; it only closes the distance. The Masque advances across the board as a single unbroken step.	YOUR TURN
44	Blade Storm. Play this during your turn, before a friendly Harlequin makes its close-combat attacks. This activation the fighter gains one additional Attack, and any of its Wound rolls of 6 count as an extra hit that must be resolved. The dancer becomes a whirl of parried, flashing edges, the blade seeming to be everywhere at once.	YOUR TURN
45	The Vanishing. Play this during the enemy turn, when a friendly Harlequin not in an engagement is chosen as the target of a ranged attack. Before the attack is rolled, remove that fighter and set it back up anywhere within 4" of its current position, in cover or out of the attacker's line of sight if you can. The shot finds empty air; the dancer has vanished and reappeared a step away.	ENEMY TURN
46	Prism Focus. Play this during your turn, before a friendly Voidweaver fires its prism cannon. This shot is focused to its narrowest, keenest beam: it gains +1 Damage and its armour-cut is deepened by a further -1 for this attack. The gathered light narrows to a single searing lance that splits whatever it strikes.	YOUR TURN
51	Dance Of A Thousand Cuts. Play this during your turn, before a friendly Harlequin makes its close-combat attacks against a single enemy. Each hit it scores this activation that fails to Wound may be re-rolled once, the blade returning again and again until it finds the gap. No armour holds forever against a dance of a thousand cuts.	YOUR TURN
52	The Shadow Seer. Play this during the enemy turn if a friendly Shadowseer is on the battlefield and not Broken. Until the start of your next turn, the reach of its Veil of Tears is doubled, and every enemy within it suffers -1 to hit friendly Harlequins with any attack, ranged or melee. The seer pours everything into the illusion, and the whole enemy line fights half-blind.	ENEMY TURN
53	Haywire Arc. Play this during your turn, before a friendly Harlequin fires a haywire cannon. The arc leaps: on a hit against a vehicle or construct, it strikes and also lashes to one further enemy vehicle or construct within 3" of the target, resolving the Haywire effect against it as well. One crackling discharge cripples two machines at once.	YOUR TURN

54	The Endless Carnival. Play this during the enemy turn, when a friendly Harlequin would be Pinned by a ranged attack. It is not Pinned; the dance does not stop. Instead it may immediately make a free move of up to 3" to cover or out of line of sight. The carnival flows on without pause, and the shot that should have stilled the dancer only sends it spinning away.	ENEMY TURN
55	The Final Bow. Play this at any time, when a friendly Harlequin is taken Out of Action. Before it is removed, it may make one last free Attack or Shoot action against an enemy within reach or range, striking with a killing certainty — this attack re-rolls failed Hit and Wound rolls. The dancer takes its final bow, and takes a foe into the dark with it.	ANY TIME
56	Spring Heeled. Play this at the start of your turn and choose one friendly Harlequin. This turn it adds 3" to its Movement and may make a charge as a Simple action rather than a Double, springing across the ground far faster than its foe expects. It reaches an enemy it had no right to reach, and the dance is upon them before they set themselves.	YOUR TURN
61	The Troupe Masters Call. Play this at any time if a friendly Troupe Master is on the battlefield and not Broken. Every friendly Harlequin within 9" of it may immediately make a free move of up to 4", the whole troupe answering the dance-captain's call as one. The Masque flows into a single choreographed step, wherever the call finds it.	ANY TIME
62	Misdirection. Play this during the enemy turn, when an enemy fighter targets a friendly Harlequin with a ranged attack. You may redirect the aim: the attacker must instead target the nearest other eligible fighter to its original target, friend or foe, if there is one within 3". The illusion turns the gun aside, and the shot goes where the dance wishes it to go.	ENEMY TURN
63	The Glass Edge. Play this during your turn, before a friendly Harlequin makes its close-combat attacks. This activation its blade attacks gain -1 to their armour-cut, honed to a glass edge that shears through plate the dance would otherwise glance from. The keener the strike, the less any armour matters.	YOUR TURN
64	Slip The Net. Play this at any time, when a friendly Harlequin is caught by a web, a snare, a template that would hold it, or any effect that would pin or immobilise it. That fighter ignores the effect entirely and may make a free move of up to 3" clear of it. No net closes on a dancer that will not be held.	ANY TIME
65	The Crescendo Breaks. Play this at the start of your turn and choose one friendly Harlequin. This activation it may both fall back from an engagement and then charge a different enemy, or shoot and then charge, the two halves of the dance loosed together this once. The crescendo breaks all at once, and the troupe's held mobility spends itself in a single devastating sweep.	YOUR TURN
66	The Laughing Gods Favour. Play this at any time. You may re-roll any single dice roll made by a friendly Harlequin — a hit, a wound, an evasion, an injury, a test — and must accept the second result. The Laughing God has looked your way for one shining moment; spend his favour where the whole performance turns.	ANY TIME

ALLIANCES

✕ NO STAGE FOR THE BUTCHER

ALLIANCE

WHO	the attrition war-hosts - the gun-lines and body-tides whose whole art is volume and the grinding trade the Masque exists to refuse
TERMS	map-level enmity: the Masque will not agree non-aggression with a gang built on massed fire or expendable bodies, and treats any territory it holds as a stage to be taken; a Harlequin gang re-rolls the result when generating a chance encounter against such a foe, seeking the fight the dance is meant to win - and denying the enemy the standing battle it wants

The Masque holds a standing enmity toward the attrition war-hosts — the gun-lines and body-tides whose whole art is volume and the grinding trade the troupe exists to refuse. These are the foes the dance is made to humiliate, and the ones most able to end it: a wall of fire the Domino Field cannot always slip, a flood of bodies the tiny troupe cannot out-last. So the Masque gives them no quarter and no truce. A Harlequin gang will not agree map-level non-aggression with a foe built on massed fire or expendable bodies, and treats any ground such an enemy holds as a stage to be taken. When a chance encounter is generated against such a war-host, the Harlequin player may re-roll the result, seeking the fight the dance is meant to win and denying the enemy the standing battle it craves.

✕ THE WANDERING PLAYERS

ALLIANCE

WHO	an Aeldari war-host of the same road - a craftworld gang or a Ynnari revival-cult the Masque performs its war-play for
FACTION	aeldari
MY ROLE	perform
PHASE GATE	opens once the campaign reaches its later phase - the Masque dances between the war-hosts of the whole race only as the war deepens and the roads open
TERMS	campaign-only: the Masque and the allied Aeldari host agree map-level non-aggression and may share a scenario's objective; the Solitaire is offerable to the ally on the shared craftworld apex-hire shelf, but no Harlequin joins the ally's gang in a normal battle and no allied fighter joins the Masque - the pact is honoured by reference and by the road, not by a mixed roster

The Masque dances between the war-hosts of the whole Aeldari race, and its truest bond is with those of the same road — a craftworld war-host or a Ynnari revival-cult for whom the troupe performs its war-play. This alliance opens only as the campaign reaches its later phase, when the roads open and the deepening war draws the wandering players to a kindred host. Once struck, the two agree map-level non-aggression and may share an objective in a scenario fought against a third faction; the Masque's Solitaire may be lent to the ally on the shared apex-hire shelf, as such lone dancers have always wandered between craftworlds. But the pact is honoured by the road, not by a mixed roster: no Harlequin joins the ally's gang in a normal battle, and no allied fighter joins the Masque. They stand together on the map and apart on the field — two performances of the same failing song.

ROLL	FAVOUR	PATRON
2	A Hard Road. The webway troupes of the Laughing God turn a cold face to your petition. The road they set you is a hard one: for the coming battle you fight without a favour, and one fighter of your choice must be held back from deployment, sent to walk the long path alone as a test of the troupe's worth. Endure it and the Masques mark you — you may add one to your next roll on this table, the god's regard warming toward a troupe that danced the hard road without complaint.	THE LAUGHING GOD'S WEBWAY TROUPES (THE WANDERING MASQUES AND THE BLACK LIBRARY THAT SENDS THEM TO WAR)
3	A Whispered Route. The Laughing God's webway troupes whisper a route through the hidden ways to the edge of the coming fight. For this battle, choose one fighter before deployment; rather than setting up in your zone, it may enter from any board edge you name at the start of the first round, stepping out of the webway where the enemy least expects the dance. The gift is a single opening, no more — the road closes behind it as swiftly as it opened.	THE LAUGHING GOD'S WEBWAY TROUPES (THE WANDERING MASQUES AND THE BLACK LIBRARY THAT SENDS THEM TO WAR)
5	The Black Librarys Loan. The Black Library that sends the Masques to war lends you a secret of the dance for a single battle. Before the game, choose one fighter; for this battle it gains one skill from the Harlequin Signature set of your choice, a step remembered from the god's own stacks. When the fighting ends the knowledge fades and the loan is recalled — the Library gives nothing it does not take back.	THE LAUGHING GOD'S WEBWAY TROUPES (THE WANDERING MASQUES AND THE BLACK LIBRARY THAT SENDS THEM TO WAR)
7	The Wandering Players. A pair of wandering players of the Laughing God's troupes falls in with your Masque for the coming battle. Add one Player to your crew for this game, armed as your own, dancing beside the troupe until the war-play is done and then taking the road again. It is the common grace of the webway Masques — a body lent to a gang that never has enough of them, gone with the dawn.	THE LAUGHING GOD'S WEBWAY TROUPES (THE WANDERING MASQUES AND THE BLACK LIBRARY THAT SENDS THEM TO WAR)
9	The Laughing God Smiles. The Laughing God turns his grin upon your troupe, and for one battle the dance flows as if fated. Once during the game you may re-roll any single dice roll made by a friendly Harlequin — a hit, a wound, an evasion, an injury — and must accept the second result. The god has looked your way; spend his favour on the moment the whole performance turns.	THE LAUGHING GOD'S WEBWAY TROUPES (THE WANDERING MASQUES AND THE BLACK LIBRARY THAT SENDS THEM TO WAR)

11	The Solitaires Shadow. A Solitaire — a lone demigod-dancer of the god's own road — shadows your Masque for the coming battle. Add one Solitaire to your crew for this game, fighting as your own and departing into the webway when the war-play ends. It is a rare and terrible grace: the deadliest dancer of them all, lent to a troupe the god has judged worthy of the sight, gone before its name is ever learned.	THE LAUGHING GOD'S WEBWAY TROUPES (THE WANDERING MASQUES AND THE BLACK LIBRARY THAT SENDS THEM TO WAR)
12	The Masque Perfected. For one battle the whole troupe dances as the god intends, every step perfect. Until the game ends, all friendly Harlequins improve their Domino Field by a further -1 to be hit by ranged attacks, and once during the game you may, after any friendly Harlequin is taken Out of Action, immediately make a free move of up to 4" with every other friendly Harlequin — the Masque flowing as one around the fallen. This is the highest grace the webway troupes can grant, the war-play made flawless for a single, shining performance.	THE LAUGHING GOD'S WEBWAY TROUPES (THE WANDERING MASQUES AND THE BLACK LIBRARY THAT SENDS THEM TO WAR)

SUB-PLOTS

THE BLACK LIBRARY PILGRIMAGE

SUB-PLOT

Reward: the Masque earns its pilgrimage: it may add a Solitaire to its roster at reduced rarity for the rest of the campaign, OR draw a single signature relic (Mask of Fate) into its permanent armoury at no credit cost - a secret of the war-play carried back from the Library

This sub-plot resolves when your gang reaches a declared campaign milestone — a set number of battles won, or a threshold of territory held — and the hidden road opens at last toward the Black Library's stacks. When it does, the Masque earns its pilgrimage. Choose one reward: you may add a Solitaire to your roster at reduced rarity for the rest of the campaign, or draw a single Mask of Fate into your permanent armoury at no cost. Either way the troupe returns from the god's own library carrying a secret of the war-play it did not have before.

THE PERFECT PERFORMANCE

SUB-PLOT

Reward: the troupe perfects a step: choose one Harlequin, which permanently improves its Domino Field by -1 (to a floor of -3 while moved), OR the gang gains one free Advancement to spend from the Harlequin Signature set - the dance grown keener, never the roster grown larger

This sub-plot resolves when your gang wins a battle without a single Harlequin being taken Out of Action — a flawless war-play danced start to finish, the whole troupe walking away untouched. When it does, the Masque perfects a step. Choose one reward: pick one Harlequin, which permanently improves its Domino Field by a further -1 to be hit by ranged attacks, to a floor of -3 while it has moved; or take one free Advancement to spend from the Harlequin Signature set. The dance grows keener, never the roster larger.

LEGENDARY NAMES

THE × FIRST AMONG PLAYERS

LEADER (TROUPE MASTER) - A NAMED DANCE-CAPTAIN WHOSE WAR-PLAYS BECAME LEGEND

XP cost (random): 12

XP cost (chosen): 20

The First Among Players is a named Troupe Master whose war-plays passed into legend — the finest dance-captain of an age, the figure the whole Masque learns from. Once per battle this fighter may call the entire troupe into a single choreographed round: every friendly Harlequin within 9" may immediately make a free move of up to 4", the whole Masque flowing as one performance. But the role has consumed the player behind the mask. This fighter may never be given a permanent name of its own in the campaign roster, and may not benefit from any hired gun or ally — the Troupe Master dances only with its own, and legend has already claimed the figure beneath.

THE × JEST THAT KILLS

CHAMPION (DEATH JESTER) - A NAMED REAPER WHOSE SHRIEKER CANNON EMPTIED WHOLE LINES

XP cost (random): 12

XP cost (chosen): 20

The Jest That Kills is a named Death Jester whose shrieker cannon emptied whole lines and whose grim humour became a horror the enemy learned to dread. This fighter's shrieker cannon gains +1 to Wound, and on any turn it takes an enemy Out of Action at range, one friendly Harlequin within 12" may immediately make a free reposition — the crowd breaking, the dance flowing into the gap. But the jest is a cruelty that isolates. This fighter causes Fear in friendly dancers as readily as in enemies: no non-Champion Harlequin may voluntarily end its activation within 3" of it, and it may never lead a group activation. The reaper walks the war-play alone, and even its own give it a wide berth.

THE ✧ VEILED SEER

CHAMPION (SHADOWSEER) - A NAMED VEIL-CASTER WHOSE MASQUE HUNG OVER A HUNDRED WAR-PLAYS

XP cost (random): 12

XP cost (chosen): 20

The Veiled Seer is a named Shadowseer whose masque hung over a hundred war-plays — an illusionist so deep in her craft the enemy could scarcely believe its own eyes. Her Veil of Tears reaches 9" instead of 6", and enemies within it must re-roll successful Hit rolls against any Harlequin in the first round of every engagement, not merely the first of the battle — a blur that never lifts. But she has looked too long through the veil. This fighter may never fire a weapon of more than Short range, and must always be deployed at least 6" from every other Harlequin at the start of a battle. The seer walks apart, half-lost in the visions she casts over the rest.

☠ TERRAIN

✧ THE STAGE

TERRAIN

The Stage is a declared performance-ground the troupe claims as its own — a plaza, a ruined amphitheatre, a clear span of rubble marked out before the battle as the place the dance is meant to be danced. It grants no income and stakes no world-type; it is pure positioning, a piece of ground that rewards a Harlequin for fighting where it chooses to fight. A friendly Harlequin that ends its activation within the Stage and not in an engagement improves its Domino Field by a further -1 to be hit by ranged attacks until its next activation. Only friendly Harlequins benefit, and only while the fighter stands on open footing within the marked ground — step off the stage, or be dragged into the press of melee, and the grace is lost.

✧ THE WANDERING MASQUE

TERRAIN

The Wandering Masque is the troupe's roving camp — a webway waystation, a hidden performance-hall, the moving territory a Harlequin gang works between battles. As an income territory it does not fill the coffers; it feeds the troupe in kind. While the gang holds it, the cost of recruiting a Player or a Skyweaver and of purchasing a Harlequin's-blade is reduced, the waystation's smiths and wandering players supplying dancers and edges the Masque could not easily raise elsewhere. But it grants no cash income and no cheap bodies: the Masque grows in dancers and in blades, never in bulk, exactly as a troupe should.

THE ASSASSINATION DANCE

SCENARIO

ATTACKER	the Harlequin troupe - Solitaire and Players closing on one marked enemy to cut it apart in a single flurry
DEFENDER	the enemy gang, ranked around its leader or its most vital fighter, trying to keep the blades from reaching it
DEPLOY	the defender names its target fighter and deploys it centrally, screened by its gang; the Harlequins deploy from two opposite edges to split the screen
OBJECTIVE	take the named target fighter Out of Action, then withdraw at least half the troupe off the board
VICTORY	the Harlequins win by killing the target AND escaping with half the troupe; the defender wins by keeping the target alive to game end, or by breaking the troupe first
REWARDS	a Harlequin kill shifts the control-track toward the Masque and marks the enemy leader as fallen for the campaign; a defender survival holds the marker and bloods the troupe
CONTROL TRACK	killing the target and escaping pushes the control-track one step toward the Masque; killing it but losing the troupe leaves the marker unchanged; the target surviving pushes it one step toward the defender

The Masque marks one figure in the enemy host and dances the whole war-play toward a single killing flurry. This is the mission the troupe is made for: reach the marked target, open it, and be gone before the answer lands — never the standing fight.

ATTACKER AND DEFENDER The attacker is the Harlequin troupe, its Solitaire and Players closing on one named enemy to cut it apart in a single pass. The defender is the enemy gang, ranked around its leader or its most vital fighter and trying to keep the blades from reaching it.

BATTLEFIELD An ordinary contested ground on the world's surface — a plaza, a ruin, a stretch of broken cover with room for the dance to weave.

DEPLOYMENT The defender names its target fighter and deploys it centrally, screened by the rest of its gang. The Harlequins then deploy from two opposite board edges, splitting the screen so the troupe closes on the mark from both sides.

OBJECTIVE The attacker must take the named target fighter Out of Action, then withdraw at least half the troupe off the board. The defender must keep the target alive.

ENDING THE BATTLE AND VICTORY The Harlequins win by killing the target and escaping the board with at least half the troupe still standing. The defender wins by keeping the target alive to game end, or by breaking the troupe before the mark can be reached.

REWARDS A successful kill marks the fallen enemy leader as slain for the campaign and bloods the troupe's renown. A defender that keeps its charge alive banks the survival and the standing of a mark protected.

CONTROL TRACK Killing the target and escaping pushes this world's control-track one step toward the Masque. Killing the mark but losing the troupe in the doing leaves the marker unchanged. The target surviving to game end pushes the marker one step toward the defender.

ATTACKER	the Harlequin troupe - dancing in to seize or destroy a single objective, then escape the board
DEFENDER	the enemy war-host, holding ground it cannot afford to lose and never built to catch a thing that will not stand
DEPLOY	the objective set in the defender's half; the defender deploys around it with its full model count; the Harlequins deploy from one board edge, few and fast
OBJECTIVE	reach the objective, seize or destroy it, and get the carrier off the attacker's starting edge - the raid, not the fight
VICTORY	the Harlequins win by carrying or destroying the objective and leaving the board; the defender wins by holding it to game end or taking the raiders Out of Action before they escape
REWARDS	a Harlequin success shifts the world's control-track toward the Masque and denies the defender the site; a defender hold keeps it and pushes the marker back
CONTROL TRACK	a clean raid-and-vanish pushes the control-track one step toward the Masque; a raid that seizes but fails to escape leaves it unchanged; a defender that holds AND breaks the troupe pushes it one step their way

The troupe dances in to seize or destroy one thing the enemy cannot afford to lose, then is gone before the war-host can close. It is the raid, not the fight — a lightning performance against a foe never built to catch a thing that will not stand.

ATTACKER AND DEFENDER The attacker is the Harlequin troupe, few and fast, striking for a single objective. The defender is the enemy war-host, holding ground it must not lose and unable to pin a raider that refuses the standing battle.

BATTLEFIELD An ordinary held site on the world — a cache, a shrine, a vital installation — set amid cover, with open lanes the dance can exploit.

DEPLOYMENT The objective is set in the defender's half. The defender deploys around it with its full model count. The Harlequins deploy from one board edge, few and swift, and take the first turn.

OBJECTIVE The attacker must reach the objective, seize or destroy it, and carry the prize off its own starting edge. The defender must hold the site or break the raiders before they escape.

ENDING THE BATTLE AND VICTORY The Harlequins win by carrying or destroying the objective and leaving the board. The defender wins by holding the objective to game end, or by taking the raiders Out of Action before they can escape.

REWARDS A clean raid denies the defender the site and lifts the troupe's renown as a thing that cannot be caught. A defender hold keeps the site and banks the standing of a line that held against the dance.

CONTROL TRACK A clean raid-and-vanish pushes this world's control-track one step toward the Masque. A raid that seizes the prize but fails to escape leaves the marker unchanged. A defender that holds the site and breaks the troupe pushes the marker one step their way.