



THE CITADEL

JOURNAL

ISSUE 2



**HARLEQUINS IN
SPACE HULK**

**KNIGHTS OBJECTIVES
FOR WARHAMMER**

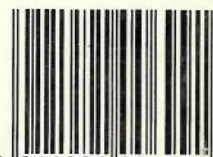
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SPACE HULK

HARLEQUIN PLAY SHEET

ACTION POINT SUMMARY

Action	Blip	Pure-strain	Harlequin
Move 1 square forward	1	1	1
Move 1 square backwards	1	2	1
Move 1 square sideways	1	2	1
Turn 90°	-	0	0
Turn 180°	-	1	1
Set overwatch	-	-	2
Clear jammed weapon	-	-	1
Assume defensive stance	-	-	2
Initiate close assault	1	1	1
Open/ close door	1	1	1
Leap	-	-	2
Perform deathdance	-	-	3

Harlequins, Genestealers and Blips have 6APs per turn.

HARLEQUIN QUICK REFERENCE RULES

Leap. A Harlequin may leap over an obstacle (crates or rubble) as long as the square immediately beyond the obstacle is free.

Defensive Stance. A Harlequin may assume a defensive stance for a cost of 1AP, the Harlequin receives a +1 bonus in close combat for the duration of the opponent's turn.

Deathdance. A Harlequin may perform a deathdance for a cost of 3APs. Whilst in the deathdance the Harlequin may close assault and follow up for free. This continues until either there are no targets remaining, a combat is drawn or the Harlequin is killed.

Solo. The Harlequin player may allow one model per turn to perform a Solo. At the start of each turn the Harlequin player places the Solo marker next to the chosen model. The chosen model now receives 9APs instead of 6, at least 1AP of which must be used to attack the enemy in close combat. The same model may not perform a Solo in two consecutive turns.

Shuriken Pistol. A shuriken pistol rolls one die and kills Genestealers on 6+, has a range of 12 squares, may be used on overwatch and gains a +1 sustained fire bonus for the 2nd shot and +2 for 3rd and subsequent shots.

Shuriken Cannon. A shuriken cannon rolls two dice and kills Genestealers on 5+, has an unlimited range, may be used on overwatch and gains a +1 sustained fire bonus for the 2nd shot and +2 for 3rd and subsequent shots. The shuriken cannon jams on a roll of a double on overwatch.

CLOSE ASSAULT BONUSES

Action	Bonus
Great Harlequin	+1
Power Glove or Power Axe	+1
Power Sword or Chainsword	+1*
Harlequin's Kiss	+2**
Deathdance	+1
Defensive Stance	+1
Shuriken Pistol	+1

*A power sword or chainsword allows the user to parry by making the opponent reroll one die used in the attack.

**A Harlequin armed with a Harlequin's Kiss cannot enter a deathdance

Harlequin Basic Factor: 1D6 -1



SOLO MARKER



DEFENSIVE STANCE MARKERS

SPACE HULK™

HARLEQUINS

By Dean Bass

The Harlequins are unique amongst Eldar. Instead of constantly defending the war like side of their personality from their artistic side, they actually see no distinction between art and war. A Harlequin Troupe travels from Craftworld to Craftworld with only one purpose, to perform The Dance.

The following rules are the basic rules for Harlequins in Space Hulk. Harlequins are Eldar specialist troops particularly well suited to combat the menace of the dreaded Genestealers. These rules are designed to be easy enough for all but the most novice gamers to grasp but should still provide a challenging game for the more experienced players. The four missions which follow the rules can be played using the models in the Harlequins boxed set or similar individual models. In all, thirteen models are needed and for ease of use should be at least similar to the descriptions given in the force lists. If you haven't got exact models you will have to make a note of which figure represents which character.

The major difference between Terminators and Harlequins is that the Harlequins are much better suited to attack the Genestealers in close combat and they move a lot faster. This leads to a completely different style of game, which I hope you will enjoy. You should find these new rules interesting and enjoy the new flavour they bring to the game. In future we intend to bring you other campaigns like this that use new races and new rules.



BACKGROUND

The very presence of Harlequins has been known to throw strong enemy armies into retreat and the arrival of a Harlequin Masque in the middle of a battle has been known to turn the tide from bitter defeat to outright victory. The Harlequins represent the cream of the Eldar fighting forces and owe no allegiance to any Craftworld. A Harlequin force can appear anywhere at anytime, responding to their own plans or whims.



The Harlequins have one great overriding passion, to make war on Chaos. When the first Space Hulk carrying Genestealers appeared in Eldar space it was seen as a challenge to the ideals of the Harlequins. Since then Harlequin Masques have always appeared to deal with Genestealer incursions. How they know when and where they will occur remains a mystery to the leaders of the Craftworlds but they are very grateful. The stories of these fights against such a deadly foe are full of heroism and valour and have only served to increase the awe surrounding the Harlequins.

A Harlequin force, or Masque, consists of a number of different troop types. For now we will deal with Troupers, Troupe Leaders, Great Harlequins and Death Jesters. Solitaires and Shadowseers may be covered in a later article.

The standard unit of Harlequin fighters is called the troupe. Troupers are the basic fighters of the Harlequins and a troupe consists of five Troupers commanded by a Troupe Leader. All six members of the troupe are armed with two weapons, either two hand weapons, two pistols or one of each. Given here are the rules for Shuriken pistols, but other weapons may be used by referring to weapons table in either Genestealer or Space Hulk Campaigns. A Troupe Leader may be armed with the dreaded Harlequin's Kiss, detailed later.

Any Masque will consist of a number of troupes commanded by a Great Harlequin. A Great Harlequin will be armed as the members of the Troupes but will be acknowledged as the greatest fighter of the Masque.

MOVEMENT

Harlequins have 6APs per turn.

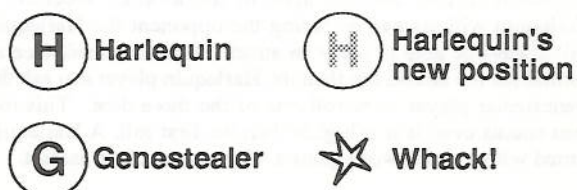
AP Table:	APs
1 square forwards	1
1 square backwards	1
1 square sideways	1
turn 90°	0
turn 180°	1
set overwatch	2
assume defensive stance	2
close assault	1
open/close door	1
leap	2
deathdance	3

Harlequins have a highly developed sense of perspective and balance. This combined with their amazing dexterity allows them unrestricted sideways and backwards movement. In addition, the Death Jesters have Flip Belts to counter the weight of their weapons, giving them the same AP costs as other Harlequins.

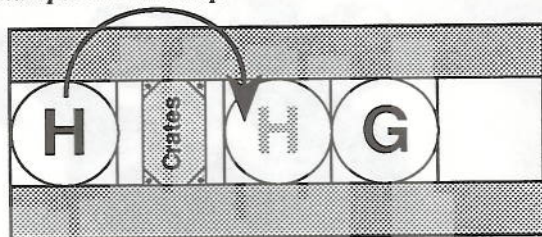
Leap

The leap is a special move which allows a Harlequin to clear an obstacle as long as the next square is empty. The Harlequin is placed in the empty square with the same facing as he started. A Harlequin may not leap over enemy models. See Example 1.

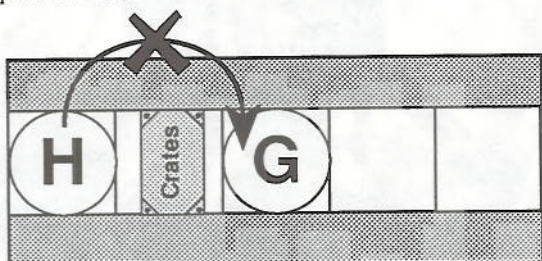
Key to Examples:



Example 1: The Leap



The Harlequin can leap over the blocked square as the next square is clear.



However, if the Genestealer was directly behind the obstacle, then the Harlequin could not leap over it.

CLOSE ASSAULT

Factors

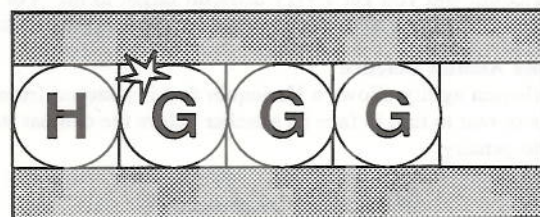
Harlequin's basic factor	D6-1
Great Harlequin	+1
Power Glove or Power Axe	+1
Power sword or Chainsword	+1 and parry
Harlequin's Kiss	+2
Deathdance	+1
Defence Stance	+1
Shuriken Pistol	+1

Deathdance

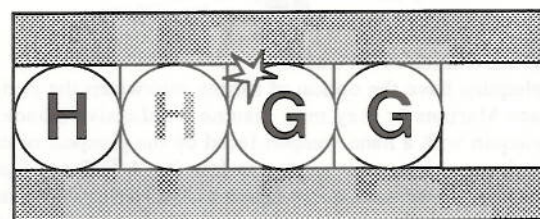
A Deathdance is a special manoeuvre performed by Harlequins who are faced by a foe many times their number. The Harlequin performs a swirling melee of acrobatics and deadly close combat attacks, cutting cruel blows with his weapons while his opponents weapons seem to pass right through the him.

To enter the deathdance a Harlequin must pay 3AP's. For the duration of the dance the Harlequin receives +1 to Close Combat rolls. The Harlequin can now attack a Genestealer in an adjacent square in close combat for free. If the Harlequin wins the close combat then the Harlequin may follow up and move into the recently vacated square. The Harlequin may now attack another target in an adjacent square and follow up for free. This process continues until either a combat is drawn, the Harlequin is killed or there are no targets left to close assault. See Example 2.

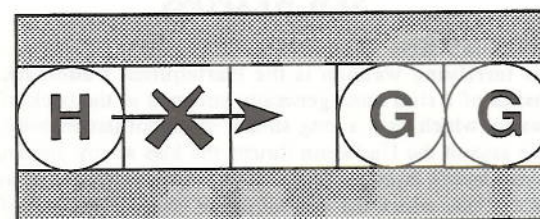
Example 2: The Deathdance



The Harlequin enters a deathdance. Assuming he survives, on killing the 1st Genestealer...



...The Harlequin can follow up and attack the 2nd Genestealer, if successful the Harlequin could then follow up and attack the 3rd.



But if the 2nd Genestealer wasn't there the dance would end on the death of the 1st Genestealer.

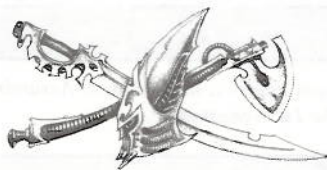


Holo-Suit

The Harlequins use a visual disruption field known as a Holo-Suit which greatly distorts the outline of the Harlequin. Add to this the spinning, leaping and twisting movement of the Harlequin and you get a very difficult target to hit. For this reason Harlequins have a relatively high close assault factor.

Close Assault Defence

Harlequin agility allows a Harlequin that is attacked from the side or rear to turn to face its attacker before the combat starts, at no penalty.



Defence Stance/ Overwatch

Harlequins have the option of setting overwatch the same as Space Marines or they may assume a defensive stance. A Harlequin with a hand weapon faced by the prospect of close assault may choose to prepare to face it. A Defence Stance marker is placed next to the figure as the Harlequin becomes poised to explode into violent action. During the Genestealer turn the Harlequin receives a +1 bonus in all close assault battles.

NEW WEAPONS

Harlequin's Kiss

This terrifying weapon is the Harlequins' trademark. It consists of a slim tube, generally strapped to the back of the forearm, which fires a long stream of monofilament wire. In close assault the Harlequin thrusts the kiss at any opening in the opponent's armour. The long tube penetrates deep into the target's body where the monofilament wire streams out of the kiss, where it twists and coils killing the target from the inside. Then the wire retracts and the victim simply collapses, dead! Because it is such a deadly weapon the Harlequin's Kiss gives a close assault bonus of +2.

However, the Harlequin's Kiss is a weapon with a drawback, sometimes the wire gets caught inside the victim's body and can leave the Harlequin wide open. After killing an opponent the Harlequin player rolls a D6. On a score of a 1 the Kiss gets caught inside the victim and the Harlequin must spend 1AP to free it. If it happens during the opponent's turn place a 'jammed' marker next to the Harlequin, the Kiss can not be freed until the Harlequin player's next turn and the Harlequin will lose Defensive Stance. The Harlequin's Kiss is not a fast weapon and therefore is not of great use in a Deathdance where speed of the blows counts.



This double-edged weapon, a danger for opponent and wielder alike, typifies the Harlequin ideal.

Shuriken Pistol

A Harlequin armed with a Shuriken Pistol (or any other pistol) has a +1 bonus in close assault. This bonus counts per pistol, therefore a Harlequin armed with two pistols receives a +2 bonus.

Chainsword

The chainsword is type of sword, similar to the power sword used by Terminator Captains and some Sergeants. Both swords give the user the chance to parry by making the opponent re-roll one die used in the attack. Because a Harlequin will always be facing the opponent the Harlequin will always be able to parry an attack. Both sides roll dice as normal for the attack, but then the Harlequin player can ask the Genestealer player to re-roll one of the three dice. This roll then counts even if it is higher than the first roll. A Harlequin armed with a chainsword gains a +1 bonus in close assault.



Power Axe

The power axe is a large bladed weapon with a powered edge. It is used in close combat with similar effect to a power sword, although its heavier bulk prevents the user from parrying, it can be used to break through doors and bulkheads. The Harlequin armed with a power axe gains a +1 bonus in close assault. The power axe can also be employed using heavy chops to literally break the door down. This costs 1 AP for a door, and 2 AP for a Bulkhead. No roll is needed, the target is destroyed automatically.

RANGED COMBAT

Two Weapons

A Harlequin armed with two shuriken pistols fires both for 1AP, but they must be fired at the same target. This rule applies for a Harlequin on overwatch.

Shuriken Pistol

The shuriken pistol is another favoured weapon of the Harlequins. The shuriken pistol works by using a gravitic reaction to propel circular discs with mono-molecular cutting edges. These discs slice through armour or bone and every burst of fire, catapults a hail of the discs at the enemy.

The Shuriken Pistol costs the same number of AP's to fire as a storm bolter, and may also be used while performing a move and fire action. It kills Genestealers on a 6, cannot destroy doors, has a 12 square range, may be used on overwatch, and gains the following sustained fire modifiers:

First shot	0
Second shot	+1
Third and subsequent shot	+2

As stated above the shuriken pistol also gives a +1 modifier in close assault.

Shuriken Cannon

The heavy version of the Shuriken weapon is the favoured armament of the Death Jester. Laying down a devastating hail of discs, the Death Jester gracefully twists and turns leaving destruction and death in his wake. On the battlefield Death Jesters have earned a fearsome reputation. Death Jesters provide vital long range support during an assault on a Space Hulk, covering the Harlequins' advance and checking flank attacks by the Genestealers. The great agility of the Death Jester combined with the use of Flip-Belts enables them to make every move look effortless.

The Shuriken cannon rolls two dice, killing Genestealers on a 5+, has an unlimited range and an unlimited supply of ammunition and gains the following sustained fire modifier:

First shot	0
Second shot	+1
Third and subsequent shot	+2

When handled by a Death Jester it costs only 1 AP to fire and may be used to move and fire and be used in overwatch.

Overwatch

Shuriken cannons in overwatch roll two dice per shot, and kills the Genestealer if either dice scores a 5+. The shuriken cannon jams if a double is rolled.

SOLO ACTIONS

Harlequins do not have command points like Space Marines. In battle Harlequins fight in a very open, flowing style, more a linked series of individual actions than a cohesive attack. In the confined corridors of Space Hulks and building complexes this becomes even more extreme. This is reflected in the game by the Harlequin player allowing one model per turn to perform a solo, giving the Harlequin an additional 3APs. At the start of each turn the Harlequin player place a Solo marker next to the model who is to use the extra points that turn.

The chosen model now gets 9APs in which it must attack. At least 1AP must be used to attack the enemy player by engaging an enemy in close assault, you cannot simply move the model nine squares or stand and fire nine times. The Harlequin may not end a Solo on overwatch or assume defensive stance.

A Harlequin may not perform a Solo in two consecutive turns, but must be given to a different Harlequin each turn. To aid memory it is best to leave the command marker next to the Harlequin until the beginning of the next turn. Obviously the player doesn't have to use all three of the points and may opt to use none at all. However, spare points may not be reserved for use in the Genestealer players turn or a later Harlequin turn. Any points not used are lost.

Timer

The Harlequin player is still under pressure to make his moves, so he has to use the timer in a similar fashion to Space Marines. The time allocation for a Harlequin force is as follows.

Minimum Time	2 minutes
per Troupe Leader	+30 secs
per Great Harlequin	+30 secs

MISSION NOTES

The missions are designed using only Space Hulk board sections, counters and blips found in the basic boxed set. Genestealers should be handled as per the basic game.

In the force lists many of the troupers are listed with two shuriken pistols. This is for basic gamers. If you have the later weapon tables (printed in Genestealer and Space Hulk Campaigns) feel free to use those rules to change one of the pistols to a laspistol or plasma pistol if you have the relevant model.

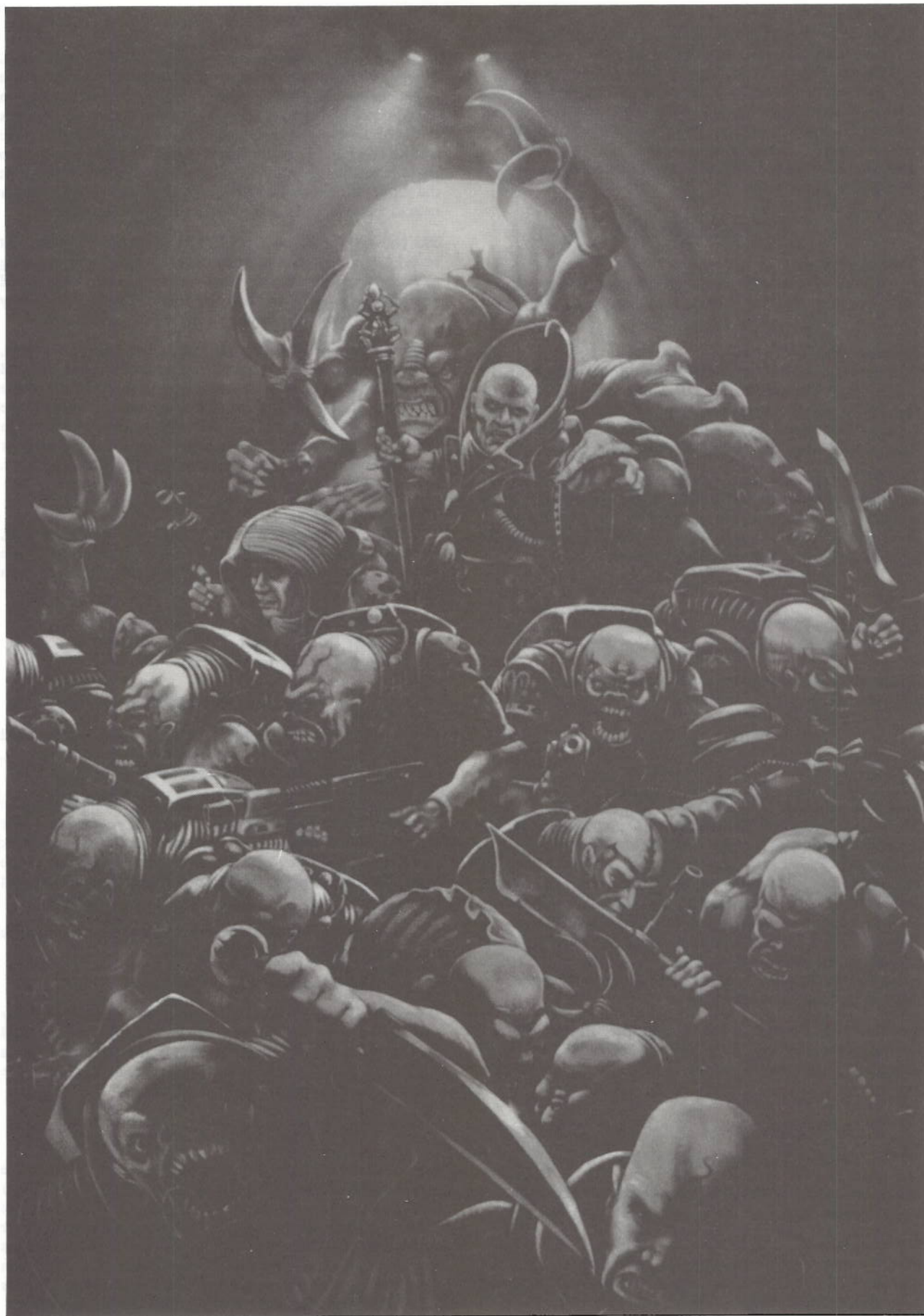
If your model has a weapon other than those mentioned in the rules simply treat it as a shuriken pistol.

In all missions the Harlequins move first.

If you want to try out the Harlequin rules I suggest you play Mission 4. If you want to play the missions as a linked campaign then only play Mission 4 if Mission 3 was a Harlequin win and play it with the survivors of the three previous missions instead of the listed forces.

THE MISSIONS

Any unidentified ship, battle-scarred and marked with the crude runes of the dark gods, crash-landing on an Eldar Maiden World would always be a matter for concern. But Craftmaster Tilhavier was more than concerned, icy fear clutched at his heart. Four Troupes of the Midnight Dancers had arrived unexpectedly only the day before. Now the reason for appearing was apparent, some threat from Chaos, perhaps even tainted Genestealers had drawn the Harlequins here.



INTO THE DARKNESS

As the dust settled after the impact, Tilhavier saw Great Harlequin Silvan Spritefire motion the first troupe forward. Obviously, the Harlequin commander suspected that the ship harboured Genestealers. Tilhavier hoped that the seemingly faultless leader could be wrong, but knew in his heart that unending war was visiting Reama-Hann.

Silvan Spritefire waved the Maelstrom Troupe forward. They would lead the attack. The first priority was to get to the control room and make sure that the controls for the cargo doors were locked. The Chaos spawn must be locked into the hulk where they could be easier dealt with.



He watched the last member of the Troupe disappear into the dark maw of the rent in the side of ship and knew that they faced their greatest enemy. As the first sound of combat rang from the hulk he waved the local forces to tighten the cordon around the hulk while Tempest, Tsunami, and Blizzard Troupes made their preparations.

OBJECTIVES

The Harlequins must penetrate the ship, clear the control room of Genestealers and then use the controls to lock the cargo bay doors. The control room is the marked room at the far side of the board.

FORCES

Harlequins

The Harlequin player has the following forces:-

- 1 Troupe Leader with shuriken pistol and harlequin's kiss.
- 3 Troupers armed with two shuriken pistols.
- 2 Troupers armed with power/chain sword and shuriken pistol.
- 1 Death Jester armed with a shuriken cannon.

Genestealers

The Genestealer player starts with 5 blips and receives 1 blip as reinforcements per turn. These are taken from the basic Blip set as given in Space Hulk.

DEPLOYMENT

Harlequins

The Harlequins start on the marked room section.

Genestealers

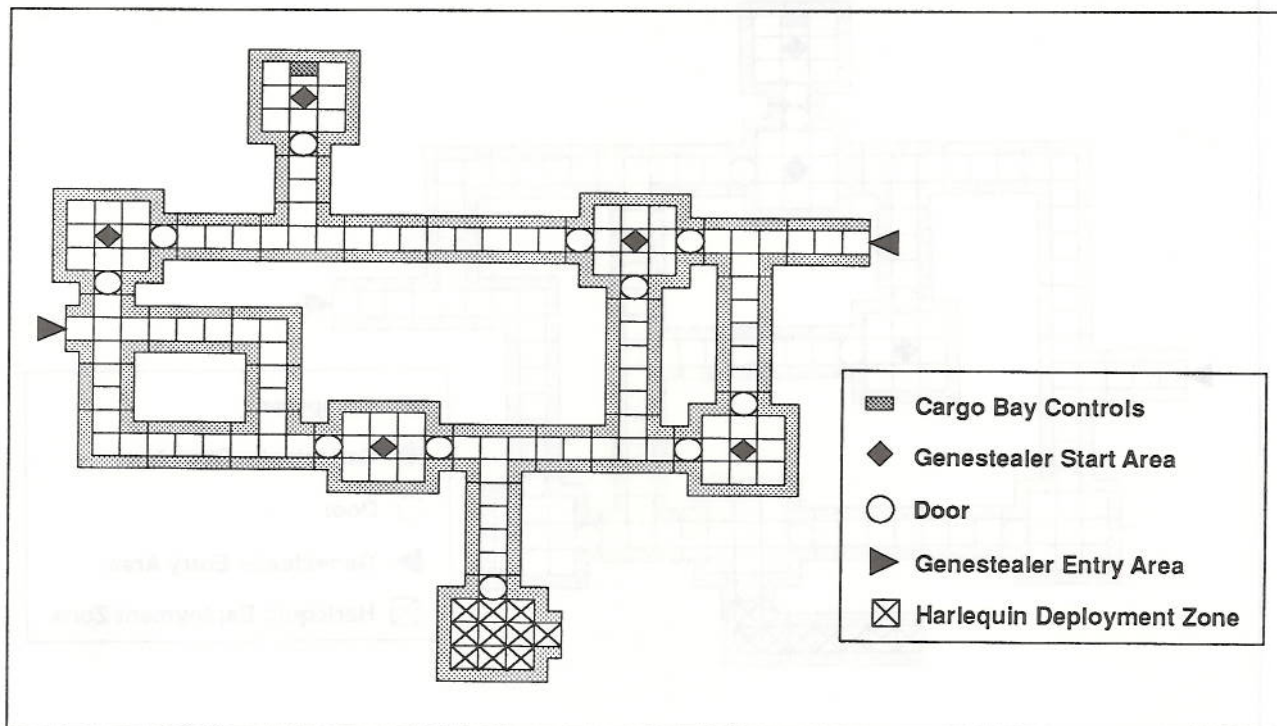
The Genestealer starting force is placed as one blip per marked room. The reinforcements can enter at either of the marked entry points.

SPECIAL RULES

The Harlequins must clear the control room of Genestealers and spend 1AP at the far wall locking the cargo doors.

ENDING THE MISSION

If the Harlequin player locks the cargo doors in 10 turns or less the Harlequins win. If the doors are locked but it takes more than 10 turns the mission is a draw. If the Harlequins are all killed without the doors being locked the mission is lost.



NUMBERING THE FOE

With the Maelstrom Troupe having sealed the cargo bay and holding position inside the hulk it was now time to find out just what they faced. A quick thrust to the bridge would provide the answer to the number and locations of the Genestealer aboard, Tempest Troupe was despatched through the cordon held by Maelstrom. They must move swiftly to their target.

OBJECTIVES

Harlequins

The Harlequins must reach the bridge and use the computer to determine how many Genestealers are aboard and where they are concentrated. The bridge is the marked room section at the far side of the room. The computer is in the top left corner of the room.

FORCES

Harlequins

The Harlequin player has the following forces:-

- 1 Troupe Leader armed with two shuriken pistols
- 3 Troupers armed with power/chain sword and shuriken pistol.
- 1 Trouper armed power axe and shuriken pistol.
- 1 Trouper armed two shuriken pistols.
- 1 Death Jester armed with a shuriken cannon.

Genestealers

The Genestealer player starts with 6 blips and receives one blip as reinforcements per turn. These are taken from the basic blip set as given in Space Hulk.

DEPLOYMENT

Harlequins

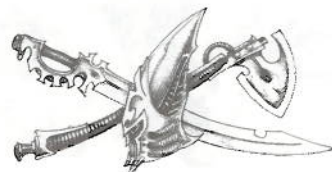
The Harlequins start on the marked corridor sections.

Genestealers

The Genestealer starting force is placed as two blips per marked room. The reinforcements can enter at either of the marked entry points.

SPECIAL RULES

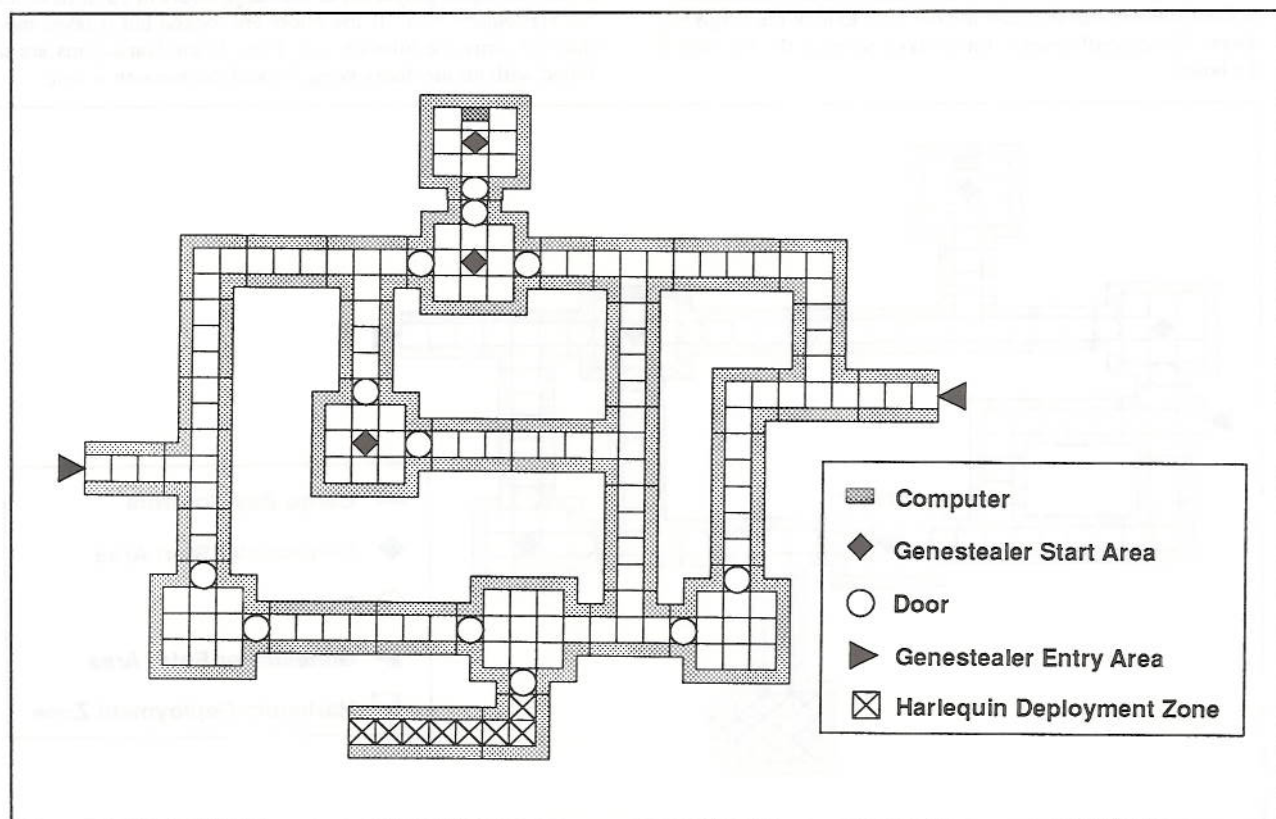
The double doors to the bridge are locked and must be destroyed to gain access to the bridge. The Genestealers in this room may not leave.



The Harlequins must clear the bridge of Genestealers and spend 4APs at the computer searching for the information.

ENDING THE MISSION

If the Harlequin player finds the mission in 12 turns or less then the Harlequins win. If it takes more than 12 turns then the mission is a draw. If the Harlequins are all killed without the information then the mission is lost.



DESTROY



Silvan Spritefire allowed himself a moment of reflection. Tempest Troupe reported that the number of Genestealers on board was low and that many were now sealed in the cargo bay. Two troupes remained uncommitted and a fast push should see them to the cargo bay before too many Genestealers could break out. Then a carefully placed vortex grenade should deal with the bulk of the Chaos spawn.

With his path now clear in his mind he strode forward into the hulk leading Troupe Tsunami, while Troupe Blizzard moved on an intercept course from their position supporting Tempest on the bridge.

OBJECTIVES

The Harlequins must clear all Genestealers in their path and then throw a primed vortex grenade into the cargo hold (behind the door on the top crossroads).

FORCES

Harlequins

The Harlequin player has the following forces:-

Tsunami

- 1 Great Harlequin armed with shuriken pistol, power sword and vortex grenade.
- 1 Troupe Leader armed with shuriken pistol and harlequin's kiss.
- 2 Troupers armed with two shuriken pistols.
- 1 Trouper armed with power/chain sword and shuriken pistol
- 1 Trouper armed with power axe and shuriken pistol.
- 1 Death Jester armed with a shuriken cannon.

Blizzard

- 1 Troupe Leader armed with two shuriken pistols and vortex grenade.
- 2 Troupers armed with power sword and shuriken pistol.
- 2 Troupers armed with two shuriken pistols.
- 1 Trouper armed with power axe and shuriken pistol.

Genestealers

The Genestealer player starts with 10 Blips and receives 2 Blips as reinforcements per turn for eight turns. These are taken from the basic Blip set as given in Space Hulk.

DEPLOYMENT

Harlequins

The two troupes start on the marked corridor sections, one on each.

Genestealers

The Genestealer starting force is placed as 2 Blips per room and the reinforcements enter as one Blip per entry point.

SPECIAL RULES

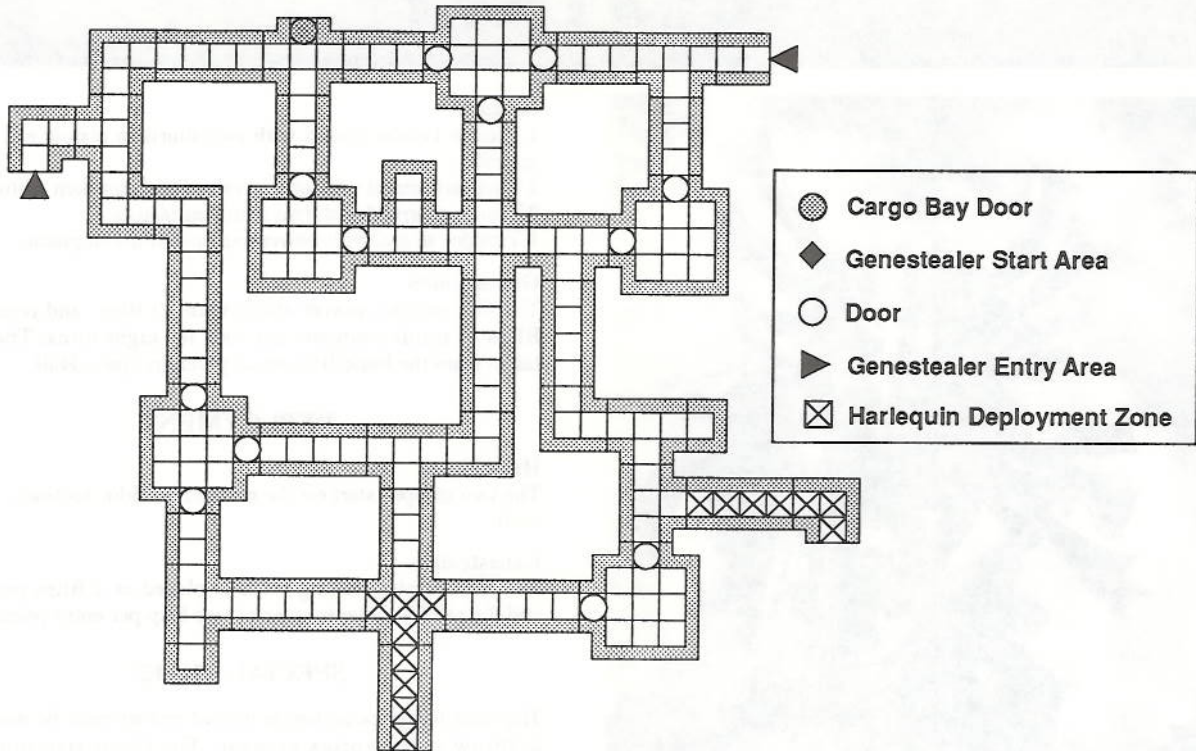
The door to the cargo bay is locked and so must be destroyed to throw in the vortex grenade. The Great Harlequin and Troupe Leader of Blizzard Troupe have one vortex grenade each. They must position themselves on the square where the door had been and spend 2APs to prime and throw the grenade into the bay.

ENDING THE MISSION

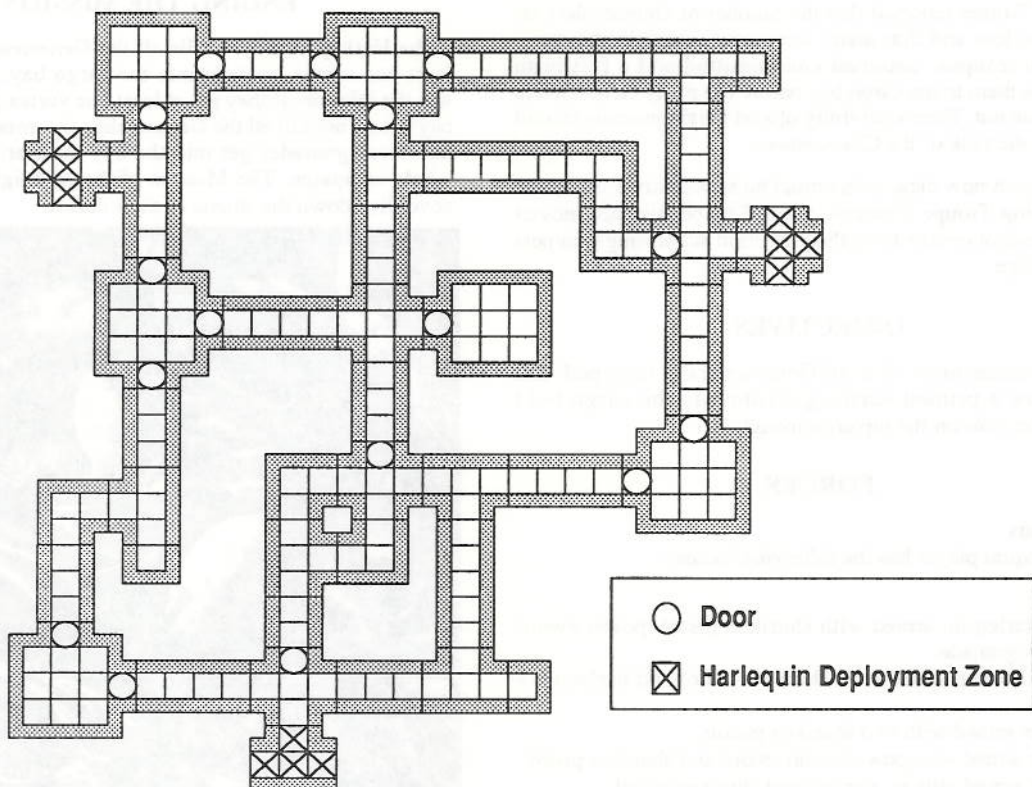
If the Harlequin player kills all the Genestealers and gets at least one vortex grenade into the cargo bay, the Harlequins win the mission. If they get at least one vortex grenade into the bay but do not kill all the Genestealers the mission is a draw. If no vortex grenades get into the bay the Harlequins lose the whole campaign. The Masque of the Midnight Dancers will never live down the shame of their defeat.



MISSION 3: DESTROY



MISSION 4: KILL ON SIGHT



KILL ON SIGHT



With the main group of Genestealers taken out the threat to Reama-Hann was ended. All that remained was to clear the last of the Genestealers from the hulk. Silvan Spritefire felt a small moment of pleasurable anticipation. This final stage of an operation is always the most gratifying, giving the Masque a chance to rejoice in killing their enemy without any real threat to the world they were guarding.

An intricate gesture of the right hand indicated to the Troupe Leader of Tsunami Troupe that the time had come. He in turn passed the command over the radio net to the remains of Tempest, Maelstrom and Blizzard- kill on sight.

OBJECTIVES

The Harlequins are simply out to destroy the remaining Genestealers.

FORCES

Harlequins

The Harlequin player has the following forces:-

Tsunami/Blizzard - Force 1

- 1 Great Harlequin armed with shuriken pistol and power sword.
- 1 Troupe Leader armed with shuriken pistol and harlequin's kiss.
- 1 Trouper armed with two shuriken pistols.
- 1 Trouper armed with power sword and shuriken pistol.

Tempest - Force 2

- 1 Troupe Leader armed with two shuriken pistols.
- 1 Trouper armed with power axe and shuriken pistol.
- 1 Trouper armed with two shuriken pistols.

Maelstrom - Force 3

- 1 Trouper armed with two shuriken pistols.
- 1 Trouper armed with chainsword and shuriken pistol.
- 1 Death Jester armed with a shuriken cannon.

Genestealers

The Genestealer player starts with 15 Blips from the basic blip set as given in Space Hulk. There are no reinforcements.

DEPLOYMENT

Harlequins

Each force starts on a separate entry area.

Genestealers

The Genestealer Blips are placed on the board anywhere on the board except the marked areas.

SPECIAL RULES

No special rules apply.

ENDING THE MISSION

The mission ends when only one side is left standing. If it is the Harlequins then the fame of the Masque of the Midnight Dancers will be enhanced with stories of how they dealt death to the Genestealer foe and are the saviours of Reama-Hann. However, if it is the Genestealers, Aspect Warriors and Guardians will mop up the last of them but the Masque's reputation will be tarnished.

