

ENHANCEMENTS

Key of Ghosts

20 pts

Harlequins model only (excluding Solitaire models). Models in the bearer's unit have the Scouts 6" ability.

Fanged Leer

10 pts

Death Jester model only. When using the bearer's Cruel Amusement ability, you can select two of the abilities for its shrieker cannon to gain, instead of one.

Shedskin Raiment

25 pts

Shadowseer model only. After both players have deployed their armies, select up to three Harlequins units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Weavers' Wail

20 pts

Troupe Master model only. Add 3 to the Strength and add 1 to the Attacks characteristics of the bearer's melee weapons.

DETACHMENT-REGEL

Weapons equipped by Harlequins Mounted and Harlequins Vehicle models from your army have the [SUSTAINED HITS 1] ability. Each time a Harlequins unit from your army disembarks from a Transport, until the end of the turn, that unit's weapons have the [SUSTAINED HITS 1] ability.

STRATAGEMS

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

MOVEMENT

WEAVING STRIDE

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Harlequins Infantry unit from your army that is within 8" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

CHARGE

STRIKING STRIDE

When: Your Charge phase.

Target: One Harlequins unit from your army.

Effect: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

SHOOTING

VENOMOUS WRATH

When: Your Shooting phase.

Target: One Harlequins Vehicle unit from your army that has not been selected to shoot this phase.

Effect: After your unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". Until the end of the turn, your unit is not eligible to declare a charge.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

FIGHT

FANGS OF THE BROOD

When: Start of the Fight phase.

Target: One Troupe unit from your army.

Effect: Until the end of the phase, when using your unit's Dance of Death ability, you can select three of the abilities for your unit to gain, instead of one.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

FIGHT

SKYWARD LUNGE

When: End of your opponent's Fight phase.

Target: One Harlequins Vehicle or Harlequins Mounted unit from your army.

Effect: If your unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

1 CP

SERPENT'S BROOD STRATAGEM ·
WAHAPEDIA

FIGHT

WEAVERS' COILS

When: End of your Fight phase.

Target: One Harlequins Mounted unit from your army that was eligible to fight this phase.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move. Otherwise, your unit can make a Fall Back move of up to 6".