

FATEFUL PERFORMANCE

3 Stratagems · 2 Enhancements



1 DP · DISRUPTION

ENHANCEMENTS (2)

A Foot in the Future

15 pts

TROUPE MASTER model only. This unit can re-roll charge rolls.

Mistweave

20 pts

SHADOWSEER model only. This unit has Infiltrators.

DETACHMENT RULE

While a friendly HARLEQUINS unit is making a charge move, that unit can move through enemy models.

This detachment has the ACROBATIC tag and cannot be taken with another ACROBATIC detachment.

STRATAGEMS (3/3)

1 CP

FATEFUL PERFORMANCE STRATAGEM

MOVEMENT

DECEPTIVE FEINT

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged HARLEQUINS INFANTRY unit.

Target: That HARLEQUINS INFANTRY unit.

Effect: Your unit can make a normal move of up to D3+3".

1 CP

FATEFUL PERFORMANCE STRATAGEM

FIGHT

EXIT THE STAGE

When: End of your opponent's Fight phase.

Target: One friendly unengaged HARLEQUINS unit.

Effect: Place your unit in strategic reserves

1 CP

FATEFUL PERFORMANCE STRATAGEM

FIGHT

HEROES' FALL

When: Fight phase, when an enemy unit targets a friendly HARLEQUINS unit.

Target: That HARLEQUINS unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.