

# TROUPE

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 8" | 3 | 6+ | 1 | 6+ | 1  | 4+ |

## AUFSTELLUNG

4-11x Player with Harlequin's Blade oder Player with Harlequin's Special Weapon oder Player with Fusion Pistol oder Player with Neuro Disruptor  
1x Lead Player

**Equipped with:** Fusion Pistol, Neuro Disruptor, Shuriken Pistol, Harlequin's Blade, Harlequin's Special Weapon, Power sword

## Wargear Options:

- Each Player with Fusion Pistol can replace its Harlequin's Blade with Harlequin's Special Weapon.
- Each Player with Neuro Disruptor can replace its Harlequin's Blade with Harlequin's Special Weapon.
- Each Lead Player can replace its Harlequin's Blade with Harlequin's Special Weapon or Power sword.
- Each Lead Player can replace its Shuriken Pistol with Fusion Pistol or Neuro Disruptor.

## RANGED WEAPONS

| WEAPON                                               | RANGE | A | BS | S | AP | D  |
|------------------------------------------------------|-------|---|----|---|----|----|
| Fusion Pistol<br>ASSAULT, MELTA 2, PISTOL            | 6"    | 1 | 3+ | 8 | -4 | D6 |
| Neuro Disruptor<br>ANTI-INFANTRY 2+, ASSAULT, PISTOL | 12"   | 1 | 3+ | 4 | -2 | 1  |
| Shuriken Pistol<br>ASSAULT, PISTOL                   | 12"   | 1 | 3+ | 4 | -1 | 1  |

## ABILITIES

**RULES** - Infiltrators, Scouts 6"



|                 |     |   |    |   |    |   |
|-----------------|-----|---|----|---|----|---|
| Shuriken Pistol | 12" | 1 | 3+ | 4 | -1 | 1 |
| ASSAULT, PISTOL |     |   |    |   |    |   |
| Shuriken Pistol | 12" | 1 | 3+ | 4 | -1 | 1 |
| ASSAULT, PISTOL |     |   |    |   |    |   |

✂ MELEE WEAPONS

| WEAPON                     | RANGE | A | WS | S | AP | D |
|----------------------------|-------|---|----|---|----|---|
| Harlequin's Blade          | Melee | 5 | 3+ | 3 | -1 | 1 |
| DEVASTATING WOUNDS         |       |   |    |   |    |   |
| Harlequin's Special Weapon | Melee | 4 | 3+ | 4 | -1 | 1 |
| DEVASTATING WOUNDS         |       |   |    |   |    |   |
| Harlequin's Special Weapon | Melee | 4 | 3+ | 4 | -1 | 1 |
| DEVASTATING WOUNDS         |       |   |    |   |    |   |
| Harlequin's Special Weapon | Melee | 4 | 3+ | 4 | -1 | 1 |
| DEVASTATING WOUNDS         |       |   |    |   |    |   |
| Harlequin's Special Weapon | Melee | 4 | 3+ | 4 | -1 | 1 |
| DEVASTATING WOUNDS         |       |   |    |   |    |   |
| Power sword                | Melee | 5 | 3+ | 4 | -2 | 1 |
| DEVASTATING WOUNDS         |       |   |    |   |    |   |

Dance of Death

At the start of the Fight phase, select one of the following abilities for this unit to gain until the end of the phase:

- Hero's Prowess: Each time a model in this unit makes an attack, re-roll a Hit roll of 1.
- Villain's Doom: Each time a model in this unit makes an attack, add 1 to the Wound roll.
- Trickster's Grace: Each time an attack targets this unit, subtract 1 from the Hit roll.

Flip Belt

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.



## WEAPON RULES

### Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

### Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



### **Melta**

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

### **Pistol**

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

