

ENHANCEMENTS (4)

Key of Ghosts20 pts

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

Fanged Leer10 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 Raiment25 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' Wail20 pts

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

DETACHMENT RULE

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.