

FATEFUL PERFORMANCE

6 Stratagems · 2 Enhancements

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 (6/6)

1 CP

FATEFUL PERFORMANCE STRATAGEM

MOVEMENT

Advancing foes assured of cutting the Harlequins down are often

When: Your opponent's Movement phase, when an enemy unit ends

Target: That HARLEQUINS INFANTRY unit.

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

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FIGHT

Players know when to fade back from the stage of war, ready to

When: End of your opponent's Fight phase.

Target: One friendly unengaged HARLEQUINS unit.

Effect: Place your unit in strategic reserves.

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