

SERPENT'S BROOD

12 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Key of Ghosts

20 pts

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

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.

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.

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 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.

STRATAGEMS (12/12)

1 CP SERPENT'S BROOD – STRATAGEM MOVEMENT

Maintaining their blistering pace, these warriors

When: Your opponent's Movement phase, just

Target: One Harlequins Infantry unit from your

Effect: Your unit can make a Normal move of up

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Maintaining their blistering pace, these warriors

When: Your opponent's Movement phase, just

Target: One Harlequins Infantry unit from your

Effect: Your unit can make a Normal move of up

1 CP SERPENT'S BROOD – STRATAGEM SHOOTING

Embodying the serpent that strikes with blinding

When: Your Shooting phase.

Target: One Harlequins Vehicle unit from your

Effect: After your unit has shot, if it is not within

1 CP SERPENT'S BROOD – STRATAGEM SHOOTING

Embodying the serpent that strikes with blinding

When: Your Shooting phase.

Target: One Harlequins Vehicle unit from your

Effect: After your unit has shot, if it is not within

1 CP SERPENT'S BROOD – STRATAGEM CHARGE

Springing between pillars and rubble, bounding

When: Your Charge phase.

Target: One Harlequins unit from your army.

Effect: Until the end of the phase, your unit is

1 CP SERPENT'S BROOD – STRATAGEM CHARGE

Springing between pillars and rubble, bounding

When: Your Charge phase.

Target: One Harlequins unit from your army.

Effect: Until the end of the phase, your unit is

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Inescapable yet impossible to catch, this unit

When: End of your Fight phase.

Target: One Harlequins Mounted unit from your

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Inescapable yet impossible to catch, this unit

When: End of your Fight phase.

Target: One Harlequins Mounted unit from your

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Like a serpent rearing back to strike at its prey anew,

When: End of your opponent's Fight phase.

Target: One Harlequins Vehicle or Harlequins

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Like a serpent rearing back to strike at its prey anew,

When: End of your opponent's Fight phase.

Target: One Harlequins Vehicle or Harlequins

Effect: If your unit is not within Engagement Range

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Many are the heads of the brood, and many their

When: Start of the Fight phase.

Target: One Troupe unit from your army.

Effect: Until the end of the phase, when using your

1 CP SERPENT'S BROOD – STRATAGEM FIGHT

Many are the heads of the brood, and many their

When: Start of the Fight phase.

Target: One Troupe unit from your army.

Effect: Until the end of the phase, when using your