

WARHAMMER 40,000

CODEX: HARLEQUINS

Official Update Version 1.2

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Pages 56, 57, 58, 59 and 60 – Flip Belt

Change this ability to read:

'During the Movement phase, models in this unit can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, models in this unit can move across models (other than **BUILDINGS) as if they were not there.'**

Page 60 – Solitaire, Abilities, Blitz

Add the following sentence:

'A model cannot Advance and use this ability in the same turn.'

Page 72 – Stratagems, The Labyrinth Laughs

Add the following sentence:

'Units set up with this Stratagem can be set up during the first battle round even if you are using the Tactical Reserves matched play rule.'

FAQs

Q: How does the Riddle-smiths Masque Form interact with abilities that generate additional attacks or score additional hits?

A: If a unit has an ability that generates extra attacks on a roll that exactly matches the result of a Riddle-smiths roll, the extra attack is generated. Note that the original attack still misses, and if the hit roll for the extra attack also matches the result of the Riddle-smiths roll, it also misses. Likewise, if a weapon has an ability that scores additional hits on a roll that exactly matches the result of a Riddle-smiths roll, it would score those additional hits, but they'd all miss.

Q: If a unit Falls Back with the intention of embarking at the end of their move, can the Cegorach's Jest Stratagem be used against that unit after it has moved within range of the transport, but before it embarks?

A: Yes.

Q: If the An Example Made Stratagem is used on a Shadowseer, does it work for the hallucinogen grenade launcher?

A: Yes.

Q: When a Soaring Spite Warlord uses the Skystrider Warlord Trait to disembark after their transport moves, can the Warlord then move normally as well?

A: Yes.

Q: If a Soaring Spite Warlord's transport is moved in the Psychic phase as a result of the Twilight Pathways psychic power, can the Warlord use the Skystrider Warlord Trait to disembark after that move?

A: No.

Q: If a Solitaire is within 1" of an enemy unit, can it use its Blitz ability?

A: No.

Q: If a unit with the Rising Crescendo ability Fell Back during the Movement phase and is then subsequently targeted by the Twilight Pathways psychic power later in that turn, can it Advance during the resolution of that psychic power?

A: Yes.

Q: If an attack made with a Death Jester's shrieker cannon using the shrieker profile causes one or more wounds to be taken by an enemy unit other than the initial target as the result of an ability that allowed them to take a wound instead of the initial target (e.g. Unquestioning Loyalty in Codex: Genestealer Cults), which unit is affected by that weapon's abilities?

A: In this instance the unit that intercepted the hit would be subject to the weapon's abilities. This also includes any abilities on the Death Jester itself, such as Death is Not Enough.

Q: Can Heroes' Path be used in the opponent's Movement phase?

A: Yes.