

CONTENTS

THE DANCE WITHOUT END.	2
INSTALLATION INSTRUCTIONS	2
TECH TREE	3
BUILDINGS	3
FIXED DEFENSIVE EMPLACEMENTS	3
COMMANDER UNITS	4
CORE UNITS	4
HEAVY SUPPORT	4
RELIC UNITS	5
WEAPONRY	5
ABILITIES	6
GETTING STARTED	7
HARLEQUIN PRO'S	7
HARLEQUIN CON'S	8
KNOWN BUGS	9
FEEDBACK	9
BACKGROUND FLUFF	9
UPDATES	9
ACKNOWLEDGEMENTS	10

The Dance Without End.

The Harlequins (Eldar: Rillietann) are a uniquely Eldar social and military institution - a caste of fighters and entertainers who exist beyond conventional Eldar social structure. They owe no allegiance to any craft-world or other Eldar community and travel amongst Eldar - and other races - at will.

The Harlequins see no distinction between art and war, and their outlook can best be explained by reference to the legend of the Fall of the Eldar; one of their self-appointed duties is to keep this legend alive through their performances.

Installation Instructions

This mod is compatible with the 1.4 patch for Warhammer: 40k Dawn of War. If you do not yet have this patch, then I would advise installing it as this mod will not work with older versions of the mod. This build is a hotfix with certain features removed due to the problems of 1.4 patch. I have just released it due to popular request.

To install the game first delete any old versions of the mod. Make sure there is no folder named thedancemacabre in your Dawn of War directory. Then simply extract the zip file into your Dawn of War directory.

If installed correctly your file structure should look like THQ\Dawn of War\thedancemacabre. There will also be a thedancemacabre.module file in your Dawn of War directory .

To play with the mod simply start up the game, click on Game Manager at the main menu. You will see The Dance Macabre mod on the list, click on this and then click activate. If it activated you will see the Dawn of Harlequins logo on the top right, and you will find that the Harlequins are available in the army painter.

Tech Tree

Buildings



Pavilion of Tears – HQ Building
- Builds Scout and Construction Units



Troupe Portal
- Primary troop production and commander
- Infantry Equipment



Listening Shrine
- Channels energy from the warp to increase both power and requisition



Temple of the Laughing God
- Research new equipment and accuracy and health upgrades.



Masque Portal
- Gain access to powerful new hero's
- Research unique abilities for your leaders



Support Portal
- Gain access to the swift Harlequin Vehicles
- Bring forth the awesome destructive power of the Spirit Walker



Dark Veil Portal
- Allows you to deploy squads anywhere on the map

Fixed Defensive Emplacements



Entangle Mines
- Entrap enemy infantry in a mesh of mono filament webbing



Bio Explosive Mines
- Deadly poisonous hallucinogens devastate infantry morale and poison them causing gradual damage.



Land Mine
- High Explosive mine, a good general mine field for damaging all unit types. Lacks any special abilities.



Disrupt Mines
- Damages and temporarily disables enemy vehicles

Commander Units



Great Harlequin (*Limit: 1*)

- Primary Commander unit leads the rest of the troupe into battle.



Shadowseer (*Limit: 1*)

- Leads the warlocks into battle and sows disruption and confusion amongst the enemy with powerful Psychic attacks.



Warlock (*Limit: 4*)

- The warlocks attach to Choreographer troupes to entangle the enemy ensuring they can't flee the dance of death.

Core Units



Mimes – Special Forces

- The silent mimes scout ahead of the main force and disrupt the enemy through infiltration and sabotage.



Choreographers – Primary Assault unit

- Devastating close combat unit with flip belts to allow for rapid movement.



Jetbikes – Fast Assault unit.

- The Jet bike allows for rapid deployment into close combat. Haywire bombs add to their effectiveness against vehicles.

Heavy Support



Venom

- The Venom provides the Harlequins with a fast troop carrier that can rapidly deploy troops wherever needed.



Mocking Bird

- The mocking bird is armed with a powerful Vibro Cannon that uses resonance to literally shake apart the most powerful enemy vehicles.



Death Jesters – Heavy Support Unit

- The Death Jesters lay down a hail of heavy weapons fire to support the choreographers rush into melee.

Relic Units



Solitaire

- The Solitaire is a blur of colour and destruction the pinnacle of martial combat.



Spirit Walker

- Possessing the soul of a once mighty Solitaire the Spirit Walker is the ultimate engine of destruction

Weaponry



Power Blade (*Choreographers, Mines*)

- In the hands of a harlequin the power blade can be used to strike multiple opponents slicing through all types of armour with ease



Harlequin's Kiss (*Choreographers, Mines*)

- The needle like tip is inserted into the enemy releasing a stream of monofilament wire and turning their insides to soup.



Plasma Pistol (*Choreographers*)

- The superior elder plasma pistol is used to devastating effect against all types of infantry



Missile Launcher (*Death Jesters*)

- Krak Missiles penetrate even the thickest armour
- Plasma Missiles disrupt entrenched infantry



Shrieker Cannon (*Death Jesters*)

- Bio Explosive devastates enemy morale and tears light infantry to shreds



Bright Lance (*Death Jesters*)

- The Bright Lance causes significant damage to even the toughest of vehicles.

Abilities



Disruption

- Mimes temporarily incapacitate an enemy vehicle or buildings troop production. Targeted unit unable to move or research for duration



Grenade Pack Launcher

- Harlequin Choreographers use pack launchers for increased range on their plasma grenades, disrupts enemy infantry formations.



Haywire Bombs

- Harlequin Jetbikes are fitted with haywire launchers for hit and run strikes against enemy vehicles and emplacements



Entangle

- The Harlequin Warlocks are adept at entangling their foes to make retreat impossible during the advance of the troupe.



Last Laugh

- The Great Harlequin teaches his troupe how to lash out even during their death throes so that they do not die alone.



The Hunt

- Screaming visions of death and destruction permeate the affected infantry unit's minds driving them insane and destroying their morale



Misdirection

- The Shadowseer plants seeds of confusion into the minds of his enemies making it impossible for them to pick out targets with their ranged weapons.



Veil of Tears

- The Shadowseer emits a psychic screen to conceal all those around him. Heavy reduction in incoming ranged damage but halves affected units movement for the duration.

Getting Started

Harlequins differ in style of play to the standard races so it is important to understand the basic concept behind Harlequin tactics. Once you have a basic grasp of how the race performs you should find it much easier to be successful with this most unique of Eldar sub factions.

Harlequin Pro's

Speed – This is your best weapon, use your superior speed to out manoeuvre the enemy. Even over difficult terrain your troops move exceptionally fast. Once fleet of foot becomes available your speed becomes even more valuable as a weapon.

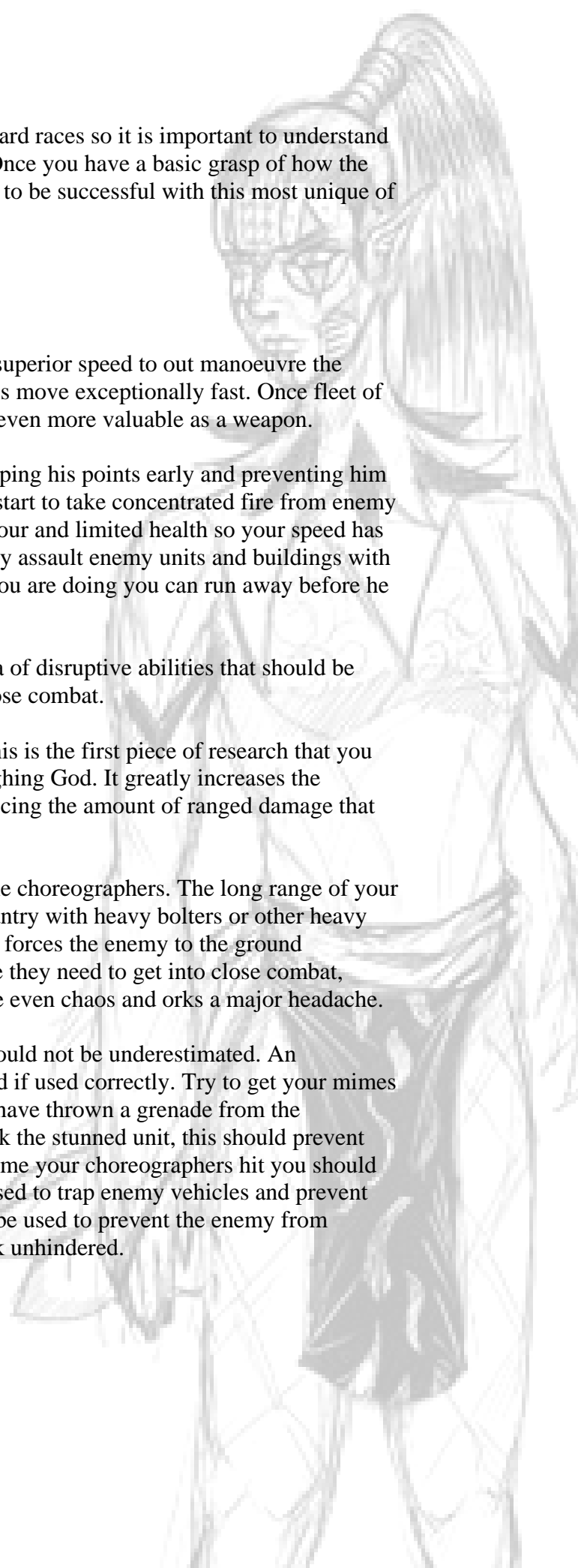
Try to disrupt the enemy's income by de-capping his points early and preventing him from capping too many points. If your units start to take concentrated fire from enemy units just run away. You have very light armour and limited health so your speed has to make up for this. Death Jesters can quickly assault enemy units and buildings with a hail of fire, once the enemy realises what you are doing you can run away before he even has a chance to fire back.

Disruption – The Harlequins have a plethora of disruptive abilities that should be used to help get your choreographers into close combat.

The first of these is the holo-suit upgrade. This is the first piece of research that you should aim to get at the Temple Of The Laughing God. It greatly increases the durability of all your infantry by greatly reducing the amount of ranged damage that your infantry sustains.

Other abilities include the grenade pack of the choreographers. The long range of your grenades should be used to target enemy infantry with heavy bolters or other heavy weapons that have a setup time. The grenade forces the enemy to the ground providing your choreographers the extra time they need to get into close combat, where their superior melee damage can cause even chaos and orks a major headache.

The mime's infiltrate and disrupt abilities should not be underestimated. An infiltrating melee unit is a scary site to behold if used correctly. Try to get your mimes as close to the enemy as possible. After you have thrown a grenade from the choreographers, reveal your mimes and attack the stunned unit, this should prevent them from even firing a single shot. By the time your choreographers hit you should sustain very few casualties. Disrupt can be used to trap enemy vehicles and prevent them moving. Or during a base attack it can be used to prevent the enemy from building any troops leaving you free to attack unhindered.



Harlequin Con's

Armour – The Downside to all that speed is that your harlequins have no armour to speak of whatsoever. Early game this is particularly obvious, if you engage in even medium level fire fights you will quickly find all your troops dead. Your troops remain fragile throughout the game so it's important you don't leave them stranded anywhere. Even your vehicles have very little hit points; you have to rely on your speed and abilities to keep you out of protracted fire fights. If you find yourself unable to strike the enemy hard enough just withdraw and hit his more vulnerable locations. Go and take out his listening posts and de cap his points. He'll be forced to come and fight you. Use units such as your jetbikes and death jesters to harass the edges of his force and then quickly withdraw before he can respond. A stationary Harlequin is very soon a dead harlequin

Cost - Even the lowly mime costs more than a Space Marine. This means you have to be very careful with you money. Don't just randomly stick every unit on reinforce. Mime squads should only be reinforced when absolutely necessary. Even two mimes can take down 4 scouts if you're careful, stay away from ranged combat or overwhelming numbers and use their speed to your advantage as always. Don't waste money on research early on. Get your holo-suits but then concentrate your resources on getting extra troupers such as a unit of Death Jesters. Harlequins need a balanced force, it's no good just churning out one unit type.

Heavy Micro Management – The harlequins require a lot of attention and intensive micro management. They are most effective when hitting the enemy in multiple locations and then rapidly withdrawing to disrupt his ability to focus on any one spot. This means that you are constantly required to move all over the map, click on multiple abilities etc... On the positive side when used right all those abilities can be devastating when all used together.

No Cover Bonuses – The Harlequins receive no defence bonuses from any parts of a map with cover, whether light or heavy, hence it is not advantageous to pick fights in areas of cover as it will only mean that the enemy will be harder to kill. However, the Harlequins will also not be affected by areas of negative cover, so it might be a good place to engage your troops...

Known Bugs

Great Harlequin flag attacks and missing heads. These are not bugs, they are just a product of using an existing unit in a way that was never intended by the original modeller. Don't worry the Great Harlequin will be one of the first models to get replaced in the next public build of the mod.

Same applies to any other unit that has flag attacks.

There are still some icons that are blank for now, this will also be resolved soon, everything should still have meaningful descriptions and the icons are still made in a way that should make it obvious what they are.

Feedback

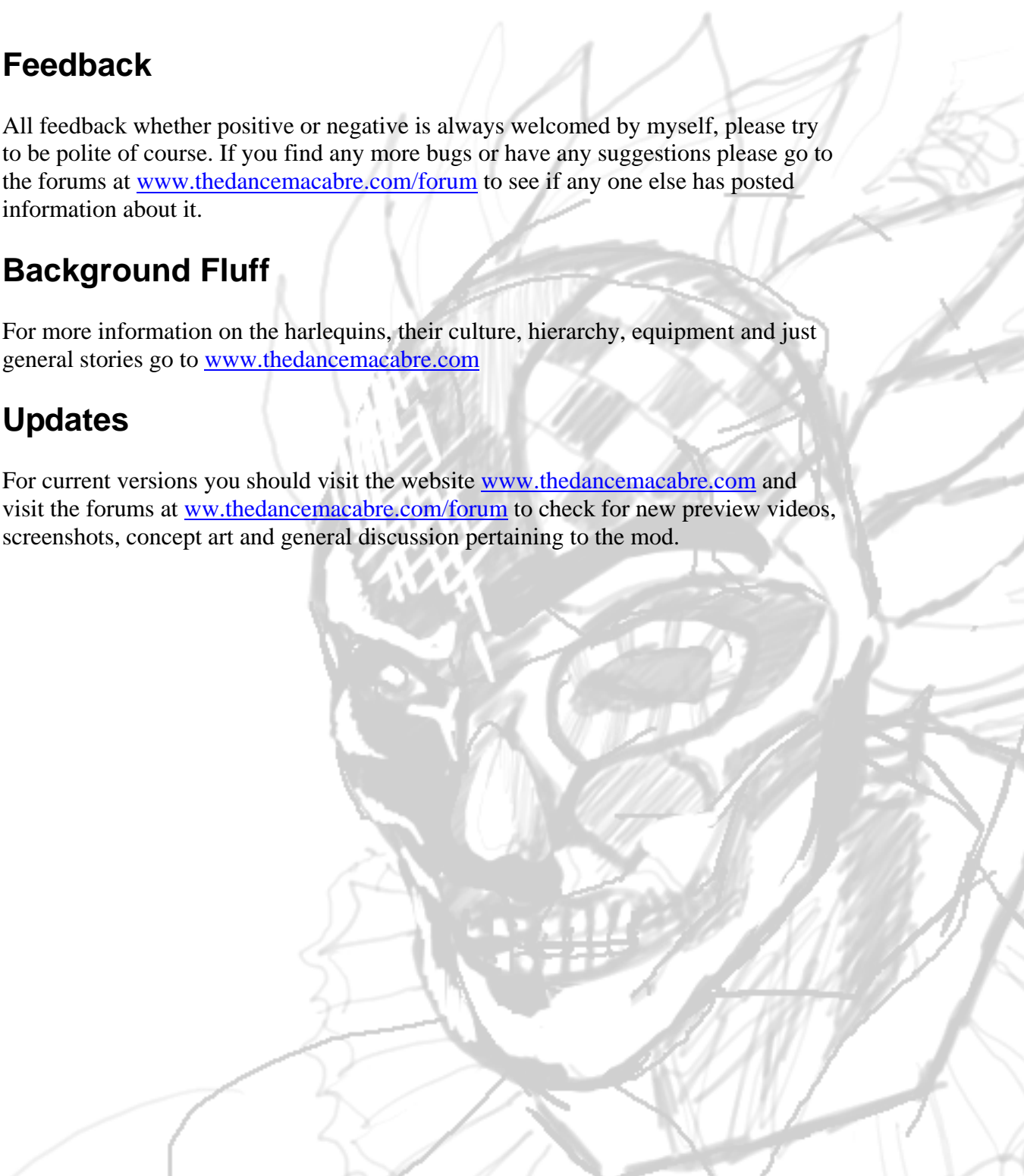
All feedback whether positive or negative is always welcomed by myself, please try to be polite of course. If you find any more bugs or have any suggestions please go to the forums at www.thedancemacabre.com/forum to see if any one else has posted information about it.

Background Fluff

For more information on the harlequins, their culture, hierarchy, equipment and just general stories go to www.thedancemacabre.com

Updates

For current versions you should visit the website www.thedancemacabre.com and visit the forums at www.thedancemacabre.com/forum to check for new preview videos, screenshots, concept art and general discussion pertaining to the mod.



Acknowledgements

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Also Credit should go to

Gazbo - For creating the original mod, which despite being drastically different to this one is still responsible for the creation of this mod essentially.

Geodav - Modelled the original *now heavily modified but still based on his chassis* Jetbike - Also Modelled the Venom unit :).

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Special mention should also go to my 3 hard working modellers, Cilsya, AB and Mustaine all of whom are currently working on great new models for the next release of this mod. You will be seeing screenshots of some of this work soon after I release the public beta.