

VOID-DANCER TROUPE KILL TEAM

Below you will find a list of the operatives that make up a **VOID-DANCER TROUPE** kill team, including, where relevant, any wargear those models must be equipped with.

OPERATIVES

- 1 **LEAD PLAYER** operative equipped with one option from each of the following:
 - Fusion pistol (max one per kill team), neuro disruptor (max one per kill team) or shuriken pistol
 - Blade, caress, embrace, kiss or power weapon
- 7 **VOID-DANCER TROUPE** operatives selected from the following list:
 - **DEATH JESTER**
 - **PLAYER** equipped with one option from each of the following:
 - Fusion pistol (max one per kill team), neuro disruptor (max one per kill team) or shuriken pistol
 - Blade, caress, embrace or kiss
 - **SHADOWSEER** equipped with a miststave and one of the following options:
 - Neuro disruptor (max one per kill team) or shuriken pistol

Other than **PLAYER** operatives, your kill team can only include each operative above once.

ABILITY

Below, you will find a common ability of a **VOID-DANCER TROUPE** kill team.

SAEDATH

The saedath are the Harlequins' battle plans. Each is an elaborate scheme designed around, and named for, stories from the Aeldari's expansive mythology. Battle itself then becomes a performance of a symbolic and spiritually significant tale in which every Harlequin involved plays a specific and pivotal role.

When selecting your kill team for the battle, select an Allegory to be active for it during the battle (reveal it to your opponent when you reveal your kill team). Then, at the start of the first **Strategy phase**, select one friendly **VOID-DANCER TROUPE** operative to have the pivotal role for the battle. While a friendly operative has the pivotal role, it has the Accolade ability of the active Allegory.

Keep a Performance tally for your kill team for the battle. Add 1 to the tally as follows:

- The first time each friendly **VOID-DANCER TROUPE** operative completes the Performance of an active Allegory during the battle.
- The first time a friendly pivotal role operative completes the Performance of an active Allegory during the battle (this is cumulative with the above).

Note that this means, for the purposes of your kill team's Performance tally during the battle, each friendly operative can only complete one Performance, and only one pivotal role can complete a Performance (even if you change the active Allegory or pivotal role during the battle. For example, as a result of the **LEAD PLAYER** operative's Performance Lead ability).

When you add the fourth mark to your Performance tally:

- All friendly **VOID-DANCER TROUPE** operatives have the Accolade ability of the active Allegory until the end of the battle.
- You gain 1 **Command Point**.

You cannot add marks to your Performance tally as a result of **GELLEROX INFECTED** **MUTOID VERMIN** operatives. For example, performing a **Fall Back** action whilst within Engagement Range of only **MUTOID VERMIN** operatives does not complete a Comedy performance.

Allegory	Performance	Accolade
Comedy	The operative performs a Fall Back action.	This operative can perform the Fall Back action for one less action point (to a minimum of 1AP).
Epic	The operative incapacitates an enemy operative in combat by inflicting damage with two or less attack dice in the Resolve Successful Hits step.	Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike or parry with one normal hit as if it were a critical hit.
Melodrama	The operative incapacitates an enemy operative in a shooting attack by inflicting damage with two or more attack dice in the Resolve Successful Hits step.	Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
Odyssey	The operative performs a Charge action and ends the move within 6 of your opponent's drop zone.	This operative can move up to a distance equal to its Movement characteristic plus 3 for Charge actions, instead of plus 2 .
Tragedy	The operative loses wounds from a shooting attack made by an enemy operative.	Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is not in Cover , you can retain one as a successful normal save without rolling it.

STRATEGIC PLOYS

If your faction is **VOID-DANCER TROUPE**, you can use the following Strategic Ploys during a game.

BETWEEN COLOURS

1CP

Strategic Ploy

Until the end of the **Turning Point**, friendly **VOID-DANCER TROUPE** operatives can perform **Shoot** actions during **Normal Move** actions (any remaining increments of movement can be used after performing the **Shoot** action). You cannot select a **shrieker cannon** for those **shooting attacks**.

DOMINO FIELD

1+

Strategic Ploy

Until the end of the **Turning Point** or until it makes a **shooting attack**, each friendly **VOID-DANCER TROUPE** operative has a domino field. For the purposes of determining **Line of Sight**, while a friendly operative with a domino field is within Δ of a terrain feature and more than $\textcircled{6}$ from the **active operative**, the active operative always treats that friendly operative as having a **Conceal** order, regardless of any other rules (e.g. **Vantage Point**).

The Balance Dataslate: This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

PRISMATIC BLUR

1CP

Strategic Ploy

Until the end of the **Turning Point**, each time a friendly **VOID-DANCER TROUPE** operative performs an action in which it moves, it is a prismatic blur until the end of the **Turning Point**. Each time a **shooting attack** is made against a friendly operative that is a prismatic blur, in the **Roll Defence Dice** step of that shooting attack, you can re-roll one of your defence dice.

CEGORACH'S JEST

1CP

Strategic Ploy

Until the end of the **Turning Point**, each time a friendly **VOID-DANCER TROUPE** operative fights in combat, once in the **Resolve Successful Hits** step of that combat, when your opponent strikes with a normal hit, you can roll one D6. If the result is equal to or less than the Weapon Skill characteristic of the enemy operative's selected melee weapon, treat that strike as a parry instead (the **Brutal** special rule has no effect for that parry).

TACTICAL PLOYS

If your faction is **VOID-DANCER TROUPE**, you can use the following Tactical Ploys during a game.

MURDEROUS ENTRANCE

1CP

Tactical Ploy

Use this Tactical Ploy in the **Resolve Successful Hits** step of a combat, after a friendly **VOID-DANCER TROUPE** operative that performed a **Charge** action during this activation strikes with a critical hit. You can immediately select one of your remaining attack dice and strike with it.

THE CURTAIN FALLS

1CP

Tactical Ploy

Use this Tactical Ploy in the **Resolve Successful Hits** step of a combat, after an active friendly **VOID-DANCER TROUPE** operative strikes. Immediately end that combat and that friendly operative can perform a **Fall Back** action for 1AP, even if it has performed an action during that activation that prevents it from performing a **Fall Back** action (e.g. a **Charge** action).

RUTHLESS DERISION

1CP

Tactical Ploy

Use this Tactical Ploy after rolling your attack dice for a **shooting attack** made by a friendly **VOID-DANCER TROUPE** operative in an activation in which it performed a **Fall Back** action. You can re-roll any or all of your attack dice for that shooting attack.

CAPRICIOUS ROLE

1CP

Tactical Ploy

Use this Tactical Ploy when a friendly **VOID-DANCER TROUPE** operative is activated. Until the end of its activation, that operative can perform **Dash** and **Charge** actions while within **Engagement Range** of enemy operatives.

PSYCHIC POWERS

Each time a friendly **VOID-DANCER TROUPE** **SHADOWSEER** operative performs the **Manifest Psychic Power** action, select one psychic power from the list below to be resolved. You can only select each psychic power a maximum of once per Turning Point.

VEIL OF TEARS

Select one friendly **VOID-DANCER TROUPE** operative **Visible** to this operative. Until the end of the Turning Point:

- For the purposes of determining **Line of Sight**, while that operative is more than **6** from the **active operative**, it is in **Cover**.
- Enemy operatives cannot end a **Charge** action within **Engagement Range** of that operative unless they began that action within **6** of it, or they would also end that action within **Engagement Range** of another friendly operative from your kill team.

FOG OF DREAMS

Select one ready enemy operative **Visible** to this operative and roll one D6. Until the end of the Turning Point, that enemy operative is treated as having a Group Activation characteristic of 1, and cannot be activated or perform actions until it is the last enemy operative to be activated, or a number of enemy operatives have been activated equal to the result of the D6 (whichever comes first).

MIRROR OF MINDS

Select one enemy operative within this operative's **Line of Sight**. Both players roll six D6. Pair your dice with your opponent's dice based on matching results. For each matching pair, that enemy operative suffers 1 **mortal wound**. For example, if you roll 6, 5, 5, 4, 2, 1 and your opponent rolls 6, 5, 4, 4, 3, 1 that enemy operative would suffer 4 mortal wounds.

TAC OPS

If your faction is **VOID-DANCER TROUPE**, you can use the Void-dancer Troupe Tac Ops listed below, as specified in the **mission sequence**.

MYTHIC PLAY

Void-dancer Troupe – Faction Tac Op 1

If you are using the **Saedath** ability, reveal this Tac Op in the **Target Reveal** step of the first **Turning Point**.

- If your Performance tally is four or more, you score 1VP.
- If your Performance tally is six or more, you score 1VP.

HERO'S PATH

Void-dancer Troupe – Faction Tac Op 2

You can reveal this Tac Op when a friendly **VOID-DANCER TROUPE** operative **incapacitates** an enemy operative. At the end of the battle:

- If that friendly operative has incapacitated more enemy operatives than each other friendly **VOID-DANCER TROUPE** operative has during the battle, you score 1VP.
- If that friendly operative is wholly within your opponent's drop zone, you score 1VP.

GRAND ACT

Void-dancer Troupe – Faction Tac Op 3

You can reveal this Tac Op in the **Target Reveal** step of any **Turning Point**. When this Tac Op is revealed, start a Grand Act tally, adding one to the tally the first time each different **Performance** is completed by any friendly **VOID-DANCER TROUPE** operative. Note that it does not have to be the active Allegory's Performance.

- If your Grand Act tally is five, you score 1VP.
- If you achieve the first condition before the fourth **Turning Point**, you score 1VP.

DATACARDS

LEAD PLAYER

Choreographers of conflict, Lead Players are experienced Harlequins clad in extravagant garb. They direct their warriors' reactions to the fates of battle and ensure their comrades' performances in the theatre of war is as perfect as it can be.

M	APL	GA	DF	SV	W	Base
3(2)	3	1	3	6+	9	25mm

Name	A	BS/WS	D	Special Rules	!
❖ Fusion pistol	4	2+	5/3	Rng 3, AP2	MW3
❖ Neuro disruptor	4	2+	4/5	Rng 6, AP1	Stun
❖ Shuriken pistol	4	2+	3/4	Rng 6	Rending
☒ Blade	5	2+	4/5	Balanced	-
☒ Caress	5	2+	4/5	-	Rending
☒ Embrace	5	2+	4/5	Brutal	-
☒ Kiss	5	2+	3/7	-	-
☒ Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

Performance Lead: Once per battle, in the [Strategy phase](#), when it is your turn to use a Strategic Ploy or pass, you can use this ability instead. If you do so, select a different Allegory to be active for your kill team. You can also select a different operative for the pivotal role. The new pivotal role would therefore have the Accolade ability of the new active Allegory instead. Your Performance tally remains unchanged (therefore if the tally was four or more, all friendly **VOID-DANCER TROUPE** operatives have the Accolade ability of the new active Allegory instead).

UNIQUE ACTIONS

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DATACARD-RELATED

Shrieker Toxin Rounds , Accelerated Monofilament Wire , Supertensile Monofilament Wire ,
Pure Psychocrystals

VOID-DANCER TROUPE, AELDARI, HARLEQUINS, <MASQUE>, LEADER, FLY, LEAD PLAYER



DEATH JESTER

The arrival of a Death Jester in a killzone is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart in sprays of blood and scalded flesh as the weapon's gene-toxins cause them to combust horrifically from within. Adding insult to injury, the Death Jester ensures every demise is as cruelly ironic as possible.

M	APL	GA	DF	SV	W	Base
3(2)	3	1	3	6+	9	25mm

Name	A	BS/WS	D	Special Rules	!
❖ Shrieker cannon	5	3+	4/5	Fusillade, Heavy, Humbling Cruelty*	Rending
☒ Shrieker blade	4	3+	3/4	-	Reap 2

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

***Humbling Cruelty:** Each time a friendly operative makes a shooting attack with this weapon, in the [Resolve Successful Hits](#) step of that shooting attack, if the target loses any wounds, the target is [injured](#) until the end of the [Turning Point](#).

UNIQUE ACTIONS

Shrieking Harvest (2AP): Perform a free [Shoot](#) action with this operative using the shrieker cannon it is equipped with. The shrieker cannon has the [Torrent](#) (2) special rule instead of the [Fusillade](#) special rule for that shooting attack.

DATACARD-RELATED

Shrieker Toxin Rounds , Support Grip

VOID-DANCER TROUPE, AELDARI, HARLEQUINS, <MASQUE>, FLY, DEATH JESTER



PLAYER

Harlequin Players perform with breathtaking skill, whether their stage is a wraithbone-and-glass amphitheatre bathed in crystalline light or the firelit hell of the battlefield. They tumble, sprint and leap, with every trigger squeeze and blade slash bringing orchestrated death to the enemy.

M	APL	GA	DF	SV	W	Base
3②	3	1	3	6+	8	25mm

Name	A	BS/WS	D	Special Rules	!
Fusion pistol	4	3+	5/3	Rng 3, AP2	MW3
Neuro disruptor	4	3+	4/5	Rng 6, AP1	Stun
Shuriken pistol	4	3+	3/4	Rng 6	Rending
Blade	5	3+	4/5	Balanced	-
Caress	5	3+	4/5	-	Rending
Embrace	5	3+	4/5	Brutal	-
Kiss	5	3+	3/7	-	-

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

UNIQUE ACTIONS

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DATACARD-RELATED

Shrieker Toxin Rounds , Accelerated Monofilament Wire , Supertensile Monofilament Wire , Pure Psychocrystals

VOID-DANCER TROUPE, AELDARI, HARLEQUINS, <MASQUE>, FLY, PLAYER

**SHADOWSEER**

Shadowseers can blind enemy operatives and drive them mad with their psychic powers. As they obscure their allies with illusions, they fire hallucinogenic grenades at the foe that cause disorientation or death. In close combat, Shadowseers crush bones with strikes from their miststaves, which also scramble the perceptions of those they hit.

M	APL	GA	DF	SV	W	Base
3②	3	1	3	6+	9	25mm

Name	A	BS/WS	D	Special Rules	!
Neuro disruptor	4	3+	4/5	Rng 6, AP1	Stun
Shuriken pistol	4	3+	3/4	Rng 6	Rending
Miststave	4	3+	4/5	-	Stun

ABILITIES

Holo-suit: This operative has a 4+ invulnerable save.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a **VOID-DANCER TROUPE** psychic power, as specified [here](#). This operative can perform this action twice [during its activation](#), but cannot perform it while within [Engagement Range](#) of an enemy operative.

Hallucinogen Grenade (1AP): Select one point on the killzone within 6 of this operative. Roll one D6 for each operative within 2 of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL; in addition, on a 6, that operative suffers 1 [mortal wound](#). This operative can only perform this action once per battle, and cannot perform this action while within [Engagement Range](#) of an enemy operative.

DATACARD-RELATED

Shrieker Toxin Rounds , Pure Psychocrystals

VOID-DANCER TROUPE, AELDARI, HARLEQUINS, <MASQUE>, FLY, PSYKER, SHADOWSEER



SPEC OPS RULES

Below you will find a selection of rules for Spec Ops campaigns in which you have selected **VOID-DANCER TROUPE** as your faction keyword.

BATTLE HONOURS

Each time a **VOID-DANCER TROUPE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Void-dancer Troupe Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

VOID-DANCER TROUPE SPECIALIST

D6	Specialism
1	Whimsical: Each time this operative is activated, you can use the Capricious Role Tactical Ploy for this operative without spending any Command Points.
2	Well Versed: Once per battle, you can use a VOID-DANCER TROUPE Tactical Ploy without spending any Command Points if this operative is the VOID-DANCER TROUPE operative specified by that Tactical Ploy.
3	Martial Artistry: Each time this operative fights in combat, at the end of the Roll Attack Dice step of that combat, if you have retained more normal hits than your opponent has, you can change one of your retained successful normal hits to a critical hit instead.
4	Dazzling Spectacle: Each time this operative performs a Fight action in an activation in which it has already performed a Shoot action, or performs a Shoot action in an activation in which it has already performed a Fight action, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).
5	Virtuoso: Once per battle, this operative can perform two Shoot actions with a shuriken pistol or two Fight actions during its activation.
6	Pre-eminent: Once per battle, if an operative with this Battle Honour is the first friendly operative to be activated during the Turning Point , you can use this Battle Honour. If you do so, until the end of the Turning Point, weapons that operative is equipped with gain the Lethal 5+ special rule. Note that you can only use this Battle Honour once per battle (even if more than one friendly operative has this Battle Honour).

RARE EQUIPMENT

Each time you would determine an item of [rare equipment](#) to add to your stash, if your faction is **VOID-DANCER TROUPE**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. HIDDEN GUISE [1EP]

The operative gains the following ability for the battle:

Hidden Guise: Once per battle, at the start of the [Strategy phase](#), you can select this operative to have the pivotal role instead.

2. CRYSTAL SHARD [3EP]

The operative gains the following ability for the battle:

Crystal Shard: Once per battle, when a shooting attack is made against this operative, at the start of the [Roll Defence Dice](#) step of that shooting attack, you can use this ability. If you do so, until the end of the [Turning Point](#), this operative has a 3+ invulnerable save.

3. SHIMMERCLONE [3EP]

The operative gains the following ability for the battle:

Shimmerclone: Once per battle, in the Resolve Successful Hits step of a [combat](#) or [shooting attack](#), when damage would be inflicted on this operative from an attack dice, you can use this ability. If you do so, ignore the damage inflicted from that attack dice.

4. FALCON'S FEATHER [3EP]

The operative gains the following ability for the battle:

Falcon's Feather: At the start of each [Firefight phase](#) after the first, if this operative is not within [Line of Sight](#) of every enemy operative, it can perform a free [Dash](#) action.

5. MOCKING PANOPLY [2EP]

The operative gains the following ability for the battle:

Mocking Panoply: Each time this operative moves, you can roll one D6 for each enemy operative it moved within (2) of during that move. On a 5+, that enemy operative suffers D3 [mortal wounds](#).

6. RAIMENT OF MIRRORS [2EP]

The operative gains the following ability for the battle:

Raiment of Mirrors: Each time this operative [fights in combat](#), or a [shooting attack](#) is made against it by an enemy operative within (6) of it, in the Roll Attack Dice step of that combat or shooting attack, your opponent's attack dice results of 1-3 are failed hits.

STRATEGIC ASSETS

Each time you would add a [strategic asset](#) to your [base of operations](#), if your faction is **VOID-DANCER TROUPE**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

WEBWAY PORTAL

The Troupe have the means to access the webway wherever they are, making small cuts in reality that exist for mere seconds that they can slip in and out of at will.

In the [Set Up Operatives](#) step, you can set up one friendly **VOID-DANCER TROUPE** operative in the webway instead. In the [Firefight phase](#) of the first [Turning Point](#), that operative is considered to be within the killzone for activation purposes and must be activated as normal. When it is, set it up as specified by the Set Up Operatives step (usually with an order of your choice wholly within your drop zone, unless the mission specifies otherwise), then continue its activation as normal.

SHRINE OF MEDITATION

Fate is of great consequence to the Harlequins, their every action intended to alter the future as they see fit. Within a meditation shrine, they can ponder the paths ahead of them, selecting the best courses of action and mentally rehearsing their every step.

In the [Select Drop Zone](#) step, after [rolling off](#) to determine who decides Attacker and Defender, you can re-roll your dice.

LORETRIVE

The Troupe have access to vast resources of Aeldari lore from which to pluck the choicest saedath for the battles to come. They will always choose the perfect story to tell.

At the start of each battle, add 1 to your [Performance tally](#).

REQUISITIONS

In a [Spec Ops campaign](#), if your faction is **VOID-DANCER TROUPE**, you can use the following [Requisitions](#) in addition to those presented in other sources.

GRAND ROLE

1RP

A Harlequin performing a central role is a spectacle both glorious and frightening to behold, their movements lithe, lightning fast and deadly.

Purchase this Requisition before a game, when your kill team is assigned to a Spec Op. Select one friendly **VOID-DANCER TROUPE** operative from your [dataslate](#) to take on a grand role. Until that Spec Op ends:

- You cannot purchase this Requisition again.
- You must select the grand role operative for the [pivotal role](#).
- When all friendly **VOID-DANCER TROUPE** operatives gain the Accolade ability of the active Allegory (i.e. if you have a Performance tally of four or more), you can select one additional Accolade ability for the grand role operative to gain until the end of the battle.

THE ROLE OF THE FALLEN

1RP

Death and suffering is an integral part of Aeldari history and myth. Those Harlequins who act as victims of the Fall, or who play the roles of the slain in their race's allegorical tales, are revered for their bravery as much as feared by their fellows.

Purchase this Requisition if your kill team is currently conducting a Spec Op, after a game in which a friendly **VOID-DANCER TROUPE** operative was [incapacitated](#) but passed its [Casualty test](#). Until that Spec Op ends:

- You cannot purchase this Requisition again.
- In the [Update Dataslates](#) step of each subsequent game, if this operative was incapacitated, it earns 1XP (this is not limited by a passed Casualty test or the Cerebral Affliction [Battle Scar](#) in the Kill Team Core Book).

EMISSARIES OF THE LAUGHING GOD

1RP

When not at war, Harlequins visit their kin across the entire Aeldari diaspora. Not only do they conduct grand, mesmerising performances and retell ancient tales, but they also serve as diplomats and mediators, brokering support, forming alliances and gaining safe harbour.

Purchase this Requisition in the [Update Dataslates](#) step of a game. You can re-roll any or all [Recovery tests](#) made for **VOID-DANCER TROUPE** operatives on your [dataslate](#) that were Rested for that game.

SPEC OPS

Each time you would select a [Spec Op](#) for your kill team to be assigned to, if your faction is **VOID-DANCER TROUPE**, you can select one from those found below instead of selecting one from another source.

DANCE ALONG THE THREADS OF FATE

To the ignorant and unlightened, the Harlequins are seemingly agents of capricious bedlam and carnage. This could not be farther from the truth. Indeed, each Harlequin is playing a role in seeing ancient prophecy fulfilled. Each of their deeds is choreographed and rehearsed to an unimaginable degree.

OPERATION 1: INTRICATE STEPS

A series of critical moments must be realised for the prophecy to reach its moment of complete fulfilment.

Determine three [Tac Ops](#) as if you were selecting them for a battle, but do so with a 24 card Tac Op deck (each Tac Op from every archetype, excluding faction Tac Ops). Complete five games in which you scored victory points from any or all of those Tac Ops.

OPERATION 2: PROPHECY FULFILLED

The final thread of fate has been traversed, and a moment ordained in myth lies before the kill team.

Determine one Tac Op from the remaining 18 cards in the Tac Op deck built for Operation 1 (note that three were selected for Operation 1 and three were discarded). To do so, draw two cards from the deck and select one of them. Complete a game in which you scored victory points from that Tac Op.

COMMENDATION

- You gain three [Requisition points](#).
- After the battle, all friendly operatives pass [Casualty](#) and [Recovery tests](#).

SPEC OPS BONUS

When your kill team is assigned to this Spec Op, select any one [Spec Op](#) from the Kill Team Core Book. For the purposes of a mission's Spec Ops bonus, this Spec Op is considered to be that Spec Op.

THE GRANDEST OF TALES

Some saedath are so complex that no single battle can see them drawn to conclusion. These epic tales span across multiple wars and conflict zones, each clash one piece of an elaborate puzzle the Harlequins seek to complete.

OPERATION 1: MANY ACTS, EACH BUT A SINGLE STEP

Every battle fought is an act finished - a pivotal moment in a story of not only spiritual significance, but of monumental importance to the goals of the Harlequins in the 41st Millennium.

Complete at least six games, select every Allegory to be active at least once and complete a Performance for every Allegory while it is active.

COMMENDATION

- You gain one [Requisition point](#).
- You can distribute up to 5XP across the operatives on your [dataslate](#).
- You can add one item of [rare equipment](#) to your stash, or you can increase your [asset capacity](#) by one.

SPEC OPS BONUS

None.

EQUIPMENT

VOID-DANCER TROUPE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a ⁺ can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

SHRIEKER TOXIN ROUNDS [3/4EP]

Select one shuriken pistol or shrieker cannon the operative is equipped with. That weapon gains the MW1 critical hit rule for the battle. If you selected a shrieker cannon, this equipment costs 4EP; otherwise, it costs 3EP.

DEATH MASK⁺ [3EP]

This operative gains the following ability for the battle:

Death Mask: If this operative is [incapacitated](#), at the end of that activation, you gain 1CP.

ACCELERATED MONOFILAMENT WIRE [3EP]

Select one embrace the operative is equipped with. That weapon gains the Reap 1 critical hit rule and Lethal 5+ special rule for the battle.

SUPERTENSILE MONOFILAMENT WIRE [3EP]

Select one kiss the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.

WRAITHBONE TALISMAN [3EP]

The operative gains the following ability for the battle:

Wraithbone Talisman: Once per battle, when this operative is [fighting in combat](#), making a [shooting attack](#) or a shooting attack is being made against it, you can use the [Command Re-roll](#) Tactical Ploy without spending any [Command Points](#).

PRISMATIC GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS/WS	D
Prismatic grenade	4	3+	3/4
Special Rules	!		

Rng 6, Limited, Blast 2, Indirect

Stun

PURE PSYCHOCRYSTALS⁺ [3EP]

Select one neuro disruptor the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

SUPPORT GRIP⁺ [1EP]

DEATH JESTER operative only. Remove the Heavy special rule from the shrieker cannon that operative is equipped with for the battle. That weapon gains the following special rule for the battle instead:

Cumbersome: An operative cannot move more than 3(2) in the same activation in which it performs a [Shoot](#) action with this ranged weapon.