



VOID-DANCER TROUPE


FACTION RULE

SAEDATH

Void-dancer Troupes put on a performance as they attack from the Webway. A single player begins in the pivotal role, then the rest of the troupe progressively join in.

As a **STRATEGIC GAMBIT** in the first turning point, you must select an **ALLEGORY** (Epic or Melodrama below) for your kill team for the battle, and one friendly **VOID-DANCER TROUPE**  operative to have the **PIVOTAL ROLE** for the battle. Whenever a friendly operative has the **PIVOTAL ROLE**, it has the **ACCOLADE** rule of your **ALLEGORY** for the battle.

As a **STRATEGIC GAMBIT** in each subsequent turning point, you can select one friendly **VOID-DANCER TROUPE**  operative to gain the **ACCOLADE** rule of your **ALLEGORY** for the battle.

Once per turning point, when a friendly operative that has the **PIVOTAL ROLE** completes the performance of your **ALLEGORY**, you can select one friendly **VOID-DANCER TROUPE**  operative to gain the **ACCOLADE** rule of your **ALLEGORY** for the battle.

CONTINUES ON OTHER SIDE



Epic

Performance: The operative incapacitates an enemy operative while fighting.

Accolade: Whenever this operative is fighting, its melee weapons have the Balanced weapon rule.

Melodrama

Performance: The operative incapacitates an enemy operative while shooting.


Accolade: The operative's ranged weapons have the Balanced weapon rule.


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FACTION RULE

HARLEQUIN'S PANOPLY

The tools of the Harlequins' trade afford them additional mobility and make them highly difficult to target, enabling them to dodge away from piercing shots of plasma and melta fire.

Whenever an operative is shooting a friendly **VOID-DANCER TROUPE**  operative, and no attack dice are retained as critical successes, worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.

Whenever a friendly **VOID-DANCER TROUPE**  operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically).

Friendly **VOID-DANCER TROUPE**  operatives can move within control range of enemy operatives (they must still start and end the move following all requirements for that move).