

VOID-DANCER TROUPE



STRATEGY PLOY

DARTING SALVO

Advancing in a dazzling blurr of vibrant colour, Harlequins fire on the move, leaping away before their opponents can return fire.

Whenever a friendly **VOID-DANCER TROUPE** operative performs the **Reposition** action during its activation, it can perform the **Shoot** action during that action (it must do so in a location it can be placed, and any remaining move distance it had from that **Reposition** action can be used after it does so).

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RISING CRESCENDO

With each darting advance and lethal flourish, the tempo of the troupe's performance increases, building towards a violent crescendo.

Friendly **VOID-DANCER TROUPE** operatives can perform the **Dash** action during the same activation in which they performed the **Charge** action, but not vice versa (i.e. not **Dash** then **Charge**).



VOID-DANCER TROUPE STRATEGY PLOY

PRISMATIC BLUR

So swift and dazzling are the Harlequins that even veteran marksmen struggle to draw a bead upon their lithe forms.

Whenever an operative is shooting a friendly **VOID-DANCER TROUPE** operative that performed an action in which it moved during this turning point, you can re-roll one of your defence dice.

VOID-DANCER TROUPE^{SKULL} STRATEGY PLOY

CEGORACH'S JEST

Attempts to engage the troupe in melee combat meet with little success. Luckless assailants find their well-aimed strikes meeting only thin air.

Whenever a friendly **VOID-DANCER TROUPE^{SKULL}** operative is fighting or retaliating and your opponent strikes with a normal success, you can roll one D6: if the result is less than the Hit stat of your opponent's selected weapon, that strike is allocated to block one of your dice instead (ignore the Brutal weapon rule, if relevant) and you cannot use this rule for the rest of the sequence.