

# LEAD PLAYER



APL  
▼ 3

MOVE  
➡ 7"

SAVE  
🛡️ 4+

WOUNDS  
🔥 9

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Fusion pistol	4	3+	5/3	Range 3", Devastating 3, Piercing 2
🔥🔥🔥 Neuro disruptor	4	3+	4/5	Range 8", Piercing 1, Stun
🔥🔥🔥 Shuriken pistol	4	3+	3/4	Range 8", Rending
🔥🔥 Blade	5	3+	4/6	-
🔥🔥 Caress	5	3+	4/5	Rending
🔥🔥 Embrace	5	3+	4/5	Brutal
🔥🔥 Kiss	5	3+	3/7	-
🔥🔥 Power weapon	5	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

VOID-DANCER TROUPE👤, AELDARI, HARLEQUIN, LEADER, LEAD PLAYER

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Lead the Performance: Once per battle **STRATEGIC GAMBIT**. If this operative is in the killzone, change the **ALLEGORY** you selected for your kill team. Note that the **ACCOLADE** rule friendly operatives have will also change.

# DEATH JESTER



APL  
▼ 3

MOVE  
➡ 7"

SAVE  
🛡️ 4+

WOUNDS  
🔪 9

	NAME	ATK	HIT	DMG	WR
🔪🔪🔪	Shrieker cannon (focused)	5	3+	4/5	Rending, Heavy (Reposition only), Humbling Cruelty*
🔪🔪🔪	Shrieker cannon (sweeping)	4	3+	4/5	Rending, Heavy (Dash only), Torrent 2", Humbling Cruelty*
🔪	Shrieker blade	4	3+	3/4	Rending

**\*Humbling Cruelty:** If the target of this weapon isn't incapacitated but any of your attack dice inflict damage, the target gains one of your Humbling Cruelty tokens (if it doesn't already have one). Whenever an enemy operative has one of your Humbling Cruelty tokens, worsen the Hit stat of its weapons by 1 and subtract 2" from its Move stat. This isn't cumulative with being injured. At the end of that enemy operative's next activation, remove its Humbling Cruelty token.

# PLAYER



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WOUNDS  
🔪 8

NAME	ATK	HIT	DMG	WR
🔫 Fusion pistol	4	3+	5/3	Range 3", Devastating 3, Piercing 2
🔫 Neuro disruptor	4	3+	4/5	Range 8", Piercing 1, Stun
🔫 Shuriken pistol	4	3+	3/4	Range 8", Rending
🗡️ Blade	5	3+	4/6	-
🗡️ Caress	5	3+	4/5	Rending
🗡️ Embrace	5	3+	4/5	Brutal
🗡️ Kiss	5	3+	3/7	-

**Luck of the Laughing God:** Once per turning point, you can use this rule. If you do, you can use a firefight play for OCP if this is the specified **VOID-DANCER TROUPE** operative (including Command Re-roll if the attack or defence dice was rolled for this operative). You cannot select the same firefight play for this rule more than once per battle.

# SHADOWSEER



APL  
▼ 3

MOVE  
➡ 7"

SAVE  
🛡️ 4+

WOUNDS  
🔥 9

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Hallucinogen grenade	4	3+	1/1	Range 6", Blast 2", Lethal 5+, Seek Light, Silent, Stun
🔥🔥🔥 Neuro disruptor	4	3+	4/5	Range 8", Piercing 1, Stun
🔥🔥🔥 Shuriken pistol	4	3+	3/4	Range 8", Rending
🔥 Miststave	4	3+	4/4	Shock

RULES CONTINUE ON OTHER SIDE ►

VOID-DANCER TROUPE👤, AELDARI, HARLEQUIN, PSYKER, SHADOWSEER

# SHADOWSEER



APL  
▼ 3

MOVE  
➡ 7"

SAVE  
🛡️ 4+

WOUNDS  
🔥 9

## MIRROR OF MINDS

1AP

► **PSYCHIC.** Select one enemy operative that's a valid target for and within 8" of this operative. Both players roll five D6. Pair your dice with your opponent's dice based on matching results. For each matching pair, inflict D3 damage on that enemy operative (to a maximum of 8). For example, if you rolled **6, 5, 5, 2, 1** and your opponent rolled **6, 5, 4, 3, 1**, you would inflict 3D3 damage on that enemy operative.

◆ This operative cannot perform this action while within control range of an enemy operative.

## FOG OF DREAMS

1AP

► **PSYCHIC.** Select one ready enemy operative visible to this operative and roll one D6. Until the end of the turning point, that enemy operative cannot be activated or perform actions until it's the last enemy operative to be activated, or until your opponent has activated a number of enemy operatives after this action equal to the result of the D6 (whichever comes first).

◆ This operative cannot perform this action while within control range of an enemy operative.