

VOID-DANCER TROUPE FACTION EQUIPMENT

WRAITHBONE TALISMAN

Charged with psychic power, this item provides fleeting insight to the bearer, enabling them to strike their opponents with unerring accuracy.

Once per turning point, when a friendly **VOID-DANCER TROUPE** operative is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

VOID-DANCER TROUPE



FACTION EQUIPMENT

SHRIEKER TOXIN ROUNDS

Coated with virulent genetic toxins, these rounds cause the flesh of the target to twist, distort and rupture to devastating effect.

Once per turning point, when a friendly **VOID-DANCER TROUPE** operative is performing the **Shoot** action and you select a shuriken pistol or shrieker cannon (focused), you can use this rule. If you do, until the end of that action, that weapon has the Devastating 1 weapon rule.

VOID-DANCER TROUPE FACTION EQUIPMENT

DEATH MASK

On occasion, a Harlequin must perish in order to fulfil their role in the saedath. Such dedication emboldens those in their troupe that survive.

Keep a Tragedy tally. Whenever a friendly **VOID-DANCER TROUPE** operative that has an **ACCOLADE** rule is incapacitated, add 1 to your Tragedy tally. When your Tragedy tally reaches 3, you gain 1CP and stop that tally.

VOID-DANCER TROUPE FACTION EQUIPMENT

UNDERSTUDY'S MASK

This item allows Harlequins to change roles during the saedath. Should one who holds a pivotal role be slain, another will swiftly take their place.

Once per battle, when you activate a friendly **VOID-DANCER TROUPE** operative, if the friendly operative that has the **PIVOTAL ROLE** has been incapacitated, you can use this rule. If you do, that activated operative has the **PIVOTAL ROLE** for the battle.