

# VOID-DANCER TROUPE

# FIREFIGHT PLOY

## MURDEROUS ENTRANCE

The Harlequin assault materialises with terrifying speed, a flurry of deadly blows landing before the foe can raise a blade in response.

Use this firefight ploy when a friendly **VOID-DANCER TROUPE** operative is fighting during an activation in which it performed the **Charge** action, after you strike. You can immediately resolve another of your normal successes as a strike (before your opponent), or one of your critical successes if there are none.

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## THE CURTAIN FALLS

Upon landing a devastating blow, the Harlequin disengages, leaving their wounded opponent flailing desperately in response.

Use this firefight ploy when a friendly **VOID-DANCER TROUPE** operative is fighting, after you strike with a critical success, if the enemy operative isn't incapacitated. End that sequence (any remaining attack dice are discarded) and immediately perform a free **Fall Back** action up to 3" with that operative (then the **Fight** action ends). That operative can do so even if it's performed an action that prevents it from performing the **Fall Back** action.

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## ELUSIVE TARGET

Swift, agile and graceful, Harlequins dart from cover to cover, evading their opponents with contemptuous ease.

Use this firefight ploy during a friendly  
**VOID-DANCER TROUPE** operative's activation.

Until the start of its next activation, while that operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

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## DOMINO FIELD

Harlequins bear a variety of esoteric equipment, including the ubiquitous Domino Field, which breaks up their outline and renders them difficult to target.

Use this firefight ploy when an operative is shooting a friendly **VOID-DANCER TROUPE** operative, during the Resolve Defence Dice step. You can allocate one of your rolled successful dice to block all of your opponent's attack dice with matching results (e.g. one of your successful defence dice results of 5 can be used to block all successful attack dice results of 5).