

# Fusion pistol

A

4

BS

2+

D

5/3



# Neuro disruptor

A

4

BS

2+

D

4/5



# Shuriken pistol

A

4

BS

2+

D

3/4



# Blade

A

5

BS

2+

D

4/5



# Caress

A

5

BS

2+

D

4/5



# Embrace

A

5

BS

2+

D

4/5



# Kiss

A

5

BS

2+

D

3/7



# Power weapon

A

5

BS

2+

D

4/6





# Shrieker cannon

A

5

BS

3+

D

4/5



# Shrieker blade

A

4

BS

3+

D

3/4



# Fusion pistol

A

4

BS

3+

D

5/3



# Neuro disruptor

A

4

BS

3+

D

4/5



# Shuriken pistol

A

4

BS

3+

D

3/4



# Blade

A

5

BS

3+

D

4/5



# Caress

A

5

BS

3+

D

4/5



# Embrace

A

5

BS

3+

D

4/5





# Kiss

A

5

BS

3+

D

3/7



# Neuro disruptor

A

4

BS

3+

D

4/5



# Shuriken pistol

A

4

BS

3+

D

3/4



# Miststave

A

4

BS

3+

D

4/5



# Lead Player

M

6

## Holo-suit

This operative has a 4+ invulnerable save.

APL

3

## Performance Lead

Once per battle, in the Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can use this ability instead. If you do so, select a different Allegory to be active for your kill team. You can also select a different operative for the pivotal role. The new pivotal role would therefore have the Accolade ability of the new active Allegory instead. Your Performance tally remains unchanged (therefore if the tally was four or more, all friendly VOID-DANCER TROUPE operatives have the Accolade ability of the new active Allegory instead).

GA

1

DF

3

SV

6+



# Death Jester

M

6

## Holo-suit

This operative has a 4+ invulnerable save.

APL

3

## \*Humbling Cruelty

Each time a friendly operative makes a shooting attack with this weapon, in the Resolve Successful Hits step of that shooting attack, if the target loses any wounds, the target is injured until the end of the Turning Point.

GA

1

## Shrieking Harvest (2AP)

Perform a free Shoot action with this operative using the shrieker cannon it is equipped with. The shrieker cannon has the Torrent special rule instead of the Fusillade special rule for that shooting attack.

DF

3

SV

6+



# Player

M

6

## Holo-suit

This operative has a 4+ invulnerable save.

APL

3

GA

1

DF

3

SV

6+



# Shadowseer

M

6

## Holo-suit

This operative has a 4+ invulnerable save.

APL

3

## Manifest Psychic Power (1AP)

Psychic action. Resolve a VOID-DANCER TROUPE psychic power, as specified here. This operative can perform this action twice during its activation, but cannot perform it while within Engagement Range of an enemy operative.

GA

1

## Hallucinogen Grenade (1AP)

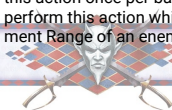
Select one point on the killzone within of this operative. Roll one D6 for each operative within of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL; in addition, on a 6, that operative suffers 1 mortal wound. This operative can only perform this action once per battle, and cannot perform this action while within Engagement Range of an enemy operative.

DF

3

SV

6+





# SHRIEKER TOXIN ROUNDS

Equipment

3/4EP

Select one shuriken pistol or shrieker cannon the operative is equipped with. That weapon gains the MW1 critical hit rule for the battle. If you selected a shrieker cannon, this equipment costs 4EP; otherwise, it costs 3EP.



# DEATH MASK+

Equipment

3EP

This operative gains the following ability for the battle: Death Mask: If this operative is incapacitated, at the end of that activation, you gain 1CP.



# ACCELERATED MONOFILAMENT WIRE

Equipment

3EP

Select one embrace the operative is equipped with. That weapon gains the Reap 1 critical hit rule and Lethal 5+ special rule for the battle.



# SUPERTENSILE MONOFILAMENT WIRE

Equipment

3EP

Select one kiss the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle.



# WRAITHBONE TALISMAN

Equipment

3EP

The operative gains the following ability for the battle: Wraithbone Talisman: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy without spending any Command Points.



# PRISMATIC GRENADE

Equipment

3EP

The operative is equipped with the following ranged weapon for the battle: &nbsp;NameABS/WSDPrismatic grenade43+3/4Special Rules!Rng , Limited, Blast , IndirectStun



# PURE PSYCHOCRYSTALS+

Equipment

3EP

Select one neuro disruptor the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.



# SUPPORT GRIP+

Equipment

1EP

DEATH JESTER operative only. Remove the Heavy special rule from the shrieker cannon that operative is equipped with for the battle. That weapon gains the following special rule for the battle instead: **Cumbersome:** An operative cannot move more than 3 in the same activation in which it performs a Shoot action with this ranged weapon.





# 1. HIDDEN GUISE

Rare-Equipment

1EP

The operative gains the following ability for the battle: Hidden Guise: Once per battle, at the start of the Strategy phase, you can select this operative to have the pivotal role instead.



## 2. CRYSTAL SHARD

Rare-Equipment

3EP

The operative gains the following ability for the battle: Crystal Shard: Once per battle, when a shooting attack is made against this operative, at the start of the Roll Defence Dice step of that shooting attack, you can use this ability. If you do so, until the end of the Turning Point, this operative has a 3+ invulnerable save.



### 3. SHIMMERCLONE

Rare-Equipment

3EP

The operative gains the following ability for the battle: Shimmerclone: Once per battle, in the Resolve Successful Hits step of a combat or shooting attack, when damage would be inflicted on this operative from an attack dice, you can use this ability. If you do so, ignore the damage inflicted from that attack dice.



## 4. FALCON'S FEATHER

Rare-Equipment

3EP

The operative gains the following ability for the battle:**Falcon's Feather:** At the start of each Firefight phase after the first, if this operative is not within Line of Sight of every enemy operative, it can perform a free Dash action.



## 5. MOCKING PANOPLY

Rare-Equipment

2EP

The operative gains the following ability for the battle: Mocking Panoply: Each time this operative moves, you can roll one D6 for each enemy operative it moved within of during that move. On a 5+, that enemy operative suffers D3 mortal wounds.



## 6. RAIMENT OF MIRRORS

Rare-Equipment

2EP

The operative gains the following ability for the battle: Raiment of Mirrors: Each time this operative fights in combat, or a shooting attack is made against it by an enemy operative within of it, in the Roll Attack Dice step of that combat or shooting attack, your opponent's attack dice results of 1-3 are failed hits.

