

VOID-DANCER TROUPE

STRATEGY PLOYS

DARTING SALVO

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).

RISING 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**).

PRISMATIC BLUR

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.

CEGORACH'S JEST

Whenever a friendly VOID-DANCER TROUPE 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 a block instead (ignore the Brutal weapon rule, if relevant) and you cannot use this rule for the rest of the sequence.

FIREFIGHT PLOYS

MURDEROUS ENTRANCE

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 a critical success if there are none.

THE CURTAIN FALLS

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.

ELUSIVE TARGET

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".

DOMINO FIELD

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).

OPERATIVES

ARCHETYPE: INFILTRATION / RECON

1 VOID-DANCER TROUPE LEAD PLAYER operative equipped with one option from each of the following:

- Fusion pistol, neuro disruptor or shuriken pistol
- Blade, caress, embrace, kiss or power weapon

7 VOID-DANCER TROUPE operatives selected from the following list:

- DEATH JESTER
- PLAYER equipped with one option from each of the following:
 - Fusion pistol, neuro disruptor or shuriken pistol
 - Blade, caress, embrace or kiss
- SHADOWSEER equipped with a miststave and one of the following options:
 - Neuro disruptor, miststave

Other than **PLAYER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one fusion pistol and up to one neuro disruptor.

FACTION RULES

SAEDATH

As a **STRATEGIC GAMBIT** in the first turning point, you must select an **ALLEGORY** for your kill team for the battle, and one friendly VOID-DANCER TROUPE operative to have the **PIVOTAL ROLE** for the battle. Whenever a friendly operative has the **PIVOTAL ROLE**, it has the **ACCOLADE** rule of your **ALLEGORY** for the battle.

As a **STRATEGIC GAMBIT** in each subsequent turning point, you can select one friendly VOID-DANCER TROUPE operative to gain the **ACCOLADE** rule of your **ALLEGORY** for the battle.

Once per turning point, when a friendly operative that has the **PIVOTAL ROLE** completes the performance of your **ALLEGORY**, you can select a friendly VOID-DANCER TROUPE operative to gain the **ACCOLADE** rule of your **ALLEGORY** for the battle.

Allegory	Performance	Accolade
Epic	The operative incapacitates an enemy operative while fighting.	Whenever this operative is fighting, its melee weapons have the Balanced weapon rule.
Melodrama	The operative incapacitates an enemy operative while shooting.	The operative's ranged weapons have the Balanced weapon rule.

HARLEQUIN'S PANOPLY

Whenever an operative is shooting a friendly VOID-DANCER TROUPE operative, and no attack dice are retained as critical successes, worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.

Whenever a friendly VOID-DANCER TROUPE operative is climbing up, you can treat the vertical distance as 2" (regardless of distance actually moved vertically).

Friendly VOID-DANCER TROUPE operatives can move within control range of enemy operatives (they must still start and end the move following all requirements for that move).

FACTION EQUIPMENT

WRAITHBONE TALISMAN

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.

SHRIEKER TOXIN ROUNDS

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.

DEATH MASK

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.

UNDERSTUDY'S MASK

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.

VOID-DANCER TROUPE

LEAD PLAYER	APL 3	MV 7"	SV 4+	W 9
	A	HT	D	WR
⊕ Fusion pistol	4	3+	5/3	Rng 3", Devastating 3, Piercing 2
⊕ Neuro disruptor	4	3+	4/5	Rng 8", Piercing 1, Stun
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
X Blade	5	3+	4/6	-
X Caress	5	3+	4/5	Rending
X Embrace	5	3+	4/5	Brutal
X Kiss	5	3+	3/7	-
X Power weapon	5	3+	4/6	Lethal 5+

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	MV 7"	SV 4+	W 9
	A	HT	D	WR
⊕ Shrieker cannon				
- Focused	5	3+	4/5	Rending, Heavy (Reposition only), Humbling Cruelty*
- Sweeping	4	3+	4/5	Rending, Heavy (Dash only), Torrent 2", Humbling Cruelty*
X 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.

SHADOWSEER	APL 3	MV 7"	SV 4+	W 9
	A	HT	D	WR
⊕ Hallucinogen grenade	4	3+	1/1	Rng 6", Blast 2", Lethal 5+, Seek Light, Silent, Stun
⊕ Neuro disruptor	4	3+	4/5	Rng 8", Piercing 1, Stun
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
X Miststave	4	3+	4/4	Shock

FOG OF DREAMS	1AP	MIRROR OF MINDS	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).		● 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, 4, 2, 1 and your opponent rolled 6, 5, 4, 4, 3, 1 , you would inflict 4D3 damage on that enemy operative	
● This operative cannot perform this action while within control range of an enemy operative.		● This operative cannot perform this action while within control range of an enemy operative.	

PLAYER	APL 3	MV 7"	SV 4+	W 8
	A	HT	D	WR
⊕ Fusion pistol	4	3+	5/3	Rng 3", Devastating 3, Piercing 2
⊕ Neuro disruptor	4	3+	4/5	Rng 8", Piercing 1, Stun
⊕ Shuriken pistol	4	3+	3/4	Rng 8", Rending
X Blade	5	3+	4/6	-
X Caress	5	3+	4/5	Rending
X Embrace	5	3+	4/5	Brutal
X 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.