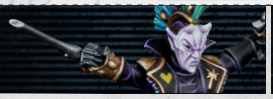
LEAD PLAYER



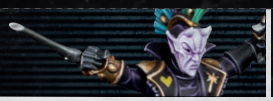
APL	MOVE	SAVE	WOUNDS
3	7"	4+	9

	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 25

LEAD PLAYER



APL	MOVE	SAVE	WOUNDS
3	7"	4+	9

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	MOVE	SAVE	WOUNDS
3	7"	4+	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, subtract 2" from its Move stat and worsen the Hit stat of its weapons by 1. This isn't cumulative with being injured. At the end of that enemy operative's next activation, remove its Humbling Cruelty token.

VOID-DANCER TROUPE, AELDARI, HARLEQUIN, DEATH JESTER 25

PLAYER



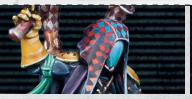
APL	MOVE	SAVE	WOUNDS
3	7"	4+	8

	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 ploy for 0CP 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 ploy for this rule more than once per battle.

VOID-DANCER TROUPE, AELDARI, HARLEQUIN, PLAYER 25

SHADOWSEER



APL	MOVE	SAVE	WOUNDS
3	7"	4+	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 ▶

SHADOWSEER



APL	MOVE	SAVE	WOUNDS
3	7"	4+	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 completed the activation of 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, or more than once per turning point.

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VOID-DANCER TROUPE KILL TEAM

ARCHETYPE: INFILTRATION, RECON

OPERATIVES

- 1 **VOID-DANCER TROUPE LEAD PLAYER** operative 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** with one option from each of the following:
    - Fusion pistol, neuro disruptor or shuriken pistol
    - Blade, caress, embrace or kiss
  - **SHADOWSEER** with hallucinogen grenade and one of the following options:
    - Neuro disruptor; miststave
    - Shuriken pistol; miststave

CONTINUES ON OTHER SIDE ▶

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.

VOID-DANCER TROUPE FACTION RULE

SAEDATH

Void-dancer Troupes put on a performance as they attack from the Webway. A single player begins in the pivotal role, then the rest of the troupe progressively join in.

As a **STRATEGIC GAMBIT** in the first turning point, you must select an **ALLEGORY** (Epic or Melodrama below) 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 one friendly **VOID-DANCER TROUPE** operative to gain the **ACCOLADE** rule of your **ALLEGORY** for the battle.

CONTINUES ON OTHER SIDE ▶

Epic

Performance: The operative incapacitates an enemy operative while fighting.

Accolade: Whenever this operative is fighting, its melee weapons have the Balanced weapon rule.

Melodrama

Performance: The operative incapacitates an enemy operative while shooting.

Accolade: The operative's ranged weapons have the Balanced weapon rule.

VOID-DANCER TROUPE
FACTION RULE

HARLEQUIN'S PANOPLY

The tools of the Harlequins' trade afford them additional mobility and make them highly difficult to target, enabling them to dodge away from piercing shots of plasma and melta fire.

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 how far the operative actually moves 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).

VOID-DANCER TROUPE
STRATEGY PLOY

DARTING SALVO

Advancing in a dazzling blurr of vibrant colour, Harlequins fire on the move, leaping away before their opponents can return fire.

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).

VOID-DANCER TROUPE
STRATEGY PLOY

RISING CRESCENDO

With each darting advance and lethal flourish, the tempo of the troupe's performance increases, building towards a violent 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**).

VOID-DANCER TROUPE
STRATEGY PLOY

PRISMATIC BLUR

So swift and dazzling are the Harlequins that even veteran marksmen struggle to draw a bead upon their lithe forms.

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.

VOID-DANCER TROUPE
STRATEGY PLOY

CEGORACH'S JEST

Attempts to engage the troupe in melee combat meet with little success. Luckless assailants find their well-aimed strikes meeting only thin air.

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 allocated to block one of your dice instead (ignore the Brutal weapon rule, if relevant) and you cannot use this rule for the rest of the sequence.

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.

VOID-DANCER TROUPE
FIREFIGHT PLOY

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.

VOID-DANCER TROUPE
FIREFIGHT PLOY

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".

VOID-DANCER TROUPE
FIREFIGHT PLOY

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).

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.

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VOID-DANCER TROUPE: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

SHADOWSEER OPERATIVE, FOG OF DREAMS ACTION

Relevant part of third sentence of effect changed to read:
'[...], or until your opponent has completed the activation of a number of enemy operatives after this action equal to the result of the D6 (whichever comes first).'

Condition changed to read:
'This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.'

PREVIOUS ERRATAS

FIREFIGHT PLOYS, ELUSIVE TARGET

Second sentence changed to read:
'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".'

FIREFIGHT PLOYS, THE CURTAIN FALLS

Relevant parts changed to read:
'[...] 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 ~~Dash or~~ **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 ~~Dash or~~ **Fall Back** action.'

LEAD PLAYER & PLAYER OPERATIVES, BLADE WEAPON

Dmg stats changed to '4/6'

'~~Severe~~' weapon rule deleted.

SHADOWSEER OPERATIVE, HALLUCINOGEN GRENADE WEAPON PROFILE

'Seek' weapon rule changed to 'Seek Light'.

SHADOWSEER OPERATIVE, MIRROR OF MINDS ACTION

Second sentence of effect changed to read:
'Select one enemy operative that's a valid target for and within 8" of this operative.'

FACTION RULES, HARLEQUIN'S PANOPLY

First sentence changed to read:
'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.'

Relevant parts of second paragraph changed to read:
'Whenever a friendly **VOID-DANCER TROUPE** operative is climbing up, you can treat the vertical distance as 2" [...]'

FACTION RULES, SAEDATH, EPIC

Relevant part of Performance deleted:
'The operative incapacitates an enemy operative while fighting ~~or retaliating~~.'

Accolade changed to read:
'Whenever this operative is fighting, its melee weapons have the Balanced weapon rule.

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *When using The Curtain Falls firefight ploy, if the free* **Fall Back** *action is prevented (e.g.* **MANDRAKES** *Chain Snares), is the spent CP refunded?*

A: No. If Luck of the Laughing God was used, that firefight ploy counts as being used for that rule as well.

Q: *Does 'Once per turning point' in the* **PLAYER** *operative's Luck of the Laughing God rule mean I can only use this rule once during each turning point, no matter how many friendly operatives have that rule?*

A: Yes.

VOID-DANCER TROUPE OPERATIVES

Even amongst the agile Aeldari, the Harlequins of the Void-dancer Troupes display an almost preternatural level of dexterity and skill. Performance and war merge in their actions, precisely directed to shape the fate of their race.

LEAD PLAYER

Choreographers of conflict, Lead Players are experienced Harlequins clad in extravagant garb. They direct their warriors' reactions to the fates of battle and ensure their comrades' performances in the theatre of war is as perfect as it can be.

DEATH JESTER

The arrival of a Death Jester in a killzone is announced by a hissing storm of shrieker cannon fire. Enemy infantry are torn apart as the weapon's gene-toxins cause them to combust horrifically from within. Adding insult to injury, the Death Jester ensures every demise is cruelly ironic.

PLAYER

Harlequin Players perform with breathtaking skill, whether their stage is a wraithbone-and-glass amphitheatre bathed in crystalline light or the firelit hell of the battlefield. They tumble, sprint and leap, with every trigger squeeze and blade slash bringing orchestrated death to the enemy.

SHADOWSEER

Shadowseers can blind foes and drive them mad with their psychic powers. As they obscure their allies with illusions, they fire hallucinogenic grenades that cause disorientation or death. In close combat, Shadowseers' miststaves scramble the perceptions of those they hit.



VOID-DANCER TROUPE KILL TEAM

Below you will find a list of the operatives that make up a **VOID-DANCER TROUPE** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **VOID-DANCER TROUPE LEAD PLAYER** operative 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** with one option from each of the following:
    - Fusion pistol, neuro disruptor or shuriken pistol
    - Blade, caress, embrace or kiss
  - **SHADOWSEER** with hallucinogen grenade and one of the following options:
    - Neuro disruptor; miststave
    - Shuriken pistol; 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.

ARCHETYPES

INFILTRATION

RECON

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

LEAD PLAYER



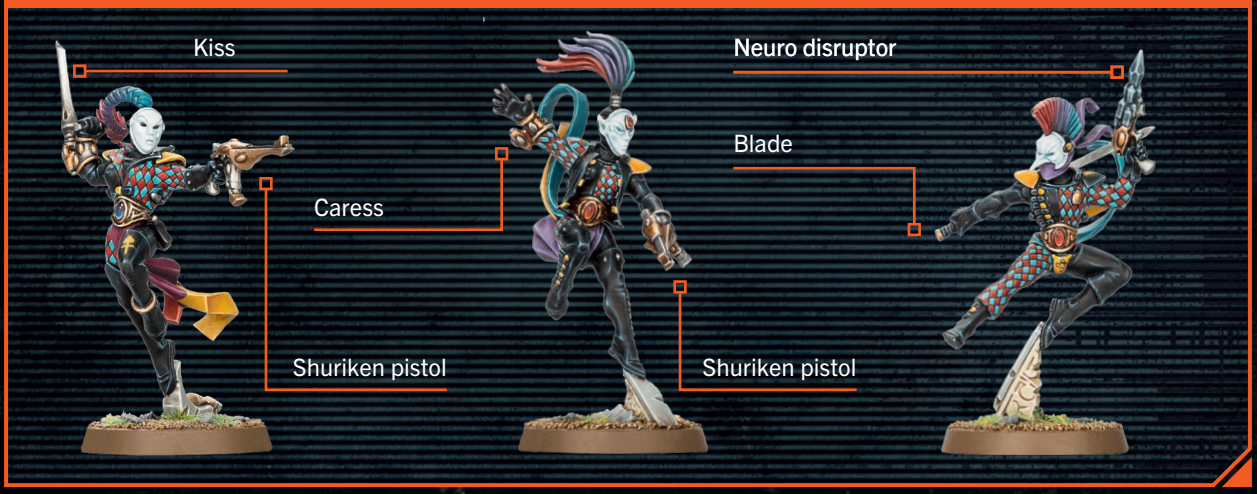
'STRIKE NOT WHERE YOUR ENEMY EXPECTS YOUR BLADE TO FALL, NOR EVEN WHERE LOGIC DICTATES. STRIKE INSTEAD WHERE YOUR BLOW WILL HAVE THE GREATEST MEANING. LEAVE YOUR LESSON WRIT LARGE IN BLOOD UPON THE FIELD OF BATTLE.'

- extract from the Teachings of Cegorach

DEATH JESTER



PLAYER



'THERE WERE SO FEW OF THEM. NO TANKS, NO ARTILLERY, JUST THIS... HANDFUL... OF XENOS. WE EXPECTED AN EASY FIGHT. THEN THE MADNESS STARTED TO SPREAD; MEN BEGAN TO SCREAM, TO TURN UPON ONE ANOTHER. THE THINGS I SAW... EVEN NOW I CANNOT TRUST MY OWN MIND. EXECUTE ME, I BEG YOU. MAYBE THAT WILL FINALLY WIPE AWAY THE NIGHTMARES.'

- tribunal testimony of Sergeant Gastor, Cadian 654th

SHADOWSEER



