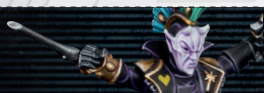




LEAD PLAYER

APL
3MOVE
7"SAVE
4+WOUNDS
9

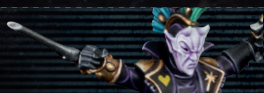
NAME	ATK	HIT	DMG	WR
Fusion pistol	4	3+	5/3	Range 3", Devastating 3, Piercing 2
Neuro disruptor	4	3+	4/5	Range 8", Piercing 1, Stun
Shuriken pistol	4	3+	3/4	Range 8", Rending
Blade	5	3+	4/6	-
Caress	5	3+	4/5	Rending
Embrace	5	3+	4/5	Brutal
Kiss	5	3+	3/7	-
Power weapon	5	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

VOID-DANCER TROUPE®, AELDARI, HARLEQUIN, LEADER, LEAD PLAYER

(25)

LEAD PLAYER

APL
3MOVE
7"SAVE
4+WOUNDS
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
3MOVE
7"SAVE
4+WOUNDS
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, 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.

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

(25)

PLAYER

APL
3MOVE
7"SAVE
4+WOUNDS
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 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 ploy for this rule more than once per battle.

VOID-DANCER TROUPE®, AELDARI, HARLEQUIN, PLAYER

(25)



SHADOWSEER

APL
3MOVE
7"SAVE
4+WOUNDS
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 ►

VOID-DANCER TROUPE®, AELDARI, HARLEQUIN, PSYKER, SHADOWSEER

(25)

SHADOWSEER

APL
3MOVE
7"SAVE
4+WOUNDS
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 activated 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.

NOTES:

NOTES:



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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.



UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
🔥 Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
🔥 Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- ▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTHKYN SALVAGER 🐞 **FLY**, **MANDRAKE** 🐞 **SHADOW PASSAGE**).

- ▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶



SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:

NOTES:



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 '25

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, HALLUCINOGEN GRENADE WEAPON

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

LEAD PLAYER & PLAYER OPERATIVES, BLADE WEAPON

Dmg stats changed to '4/6'

'**Severe**' weapon rule deleted.

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.**'

FIREFIGHT PLOYS, THE CURTAIN FALLS

Relevant part 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.'

RULES COMMENTARY

OCTOBER '25

This section provides clarification on ambiguous and complex rules interactions.

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.

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"](#).'

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

Relevant part 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.'

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

3

VOID-DANCER TROUPE » KILL TEAM SELECTION



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

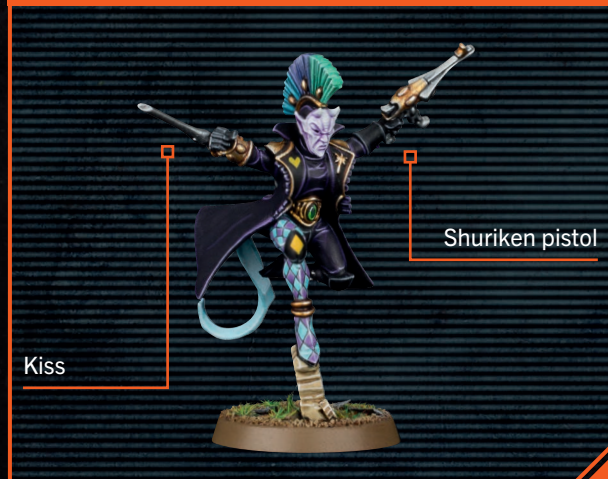
Other than **PLAYER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one fusion pistol and up to one neuro disruptor.

ARCHETYPES



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

