



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.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

UPDATE 1.3

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**.

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 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"** [...]'

VOID-DANCER TROUPE OPERATIVES

2

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

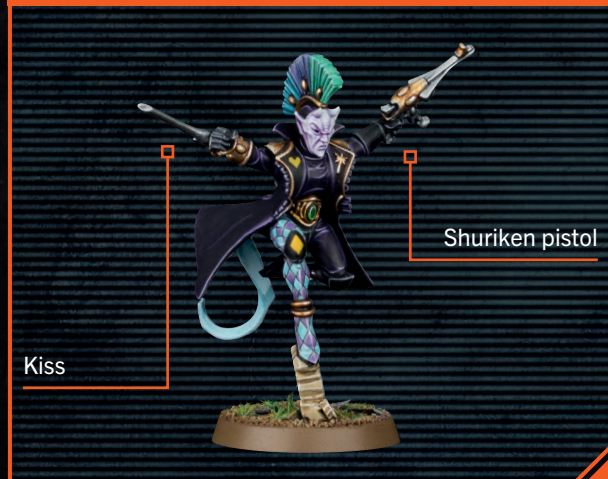
Other than **PLAYER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to one fusion pistol and up to one neuro disruptor.

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

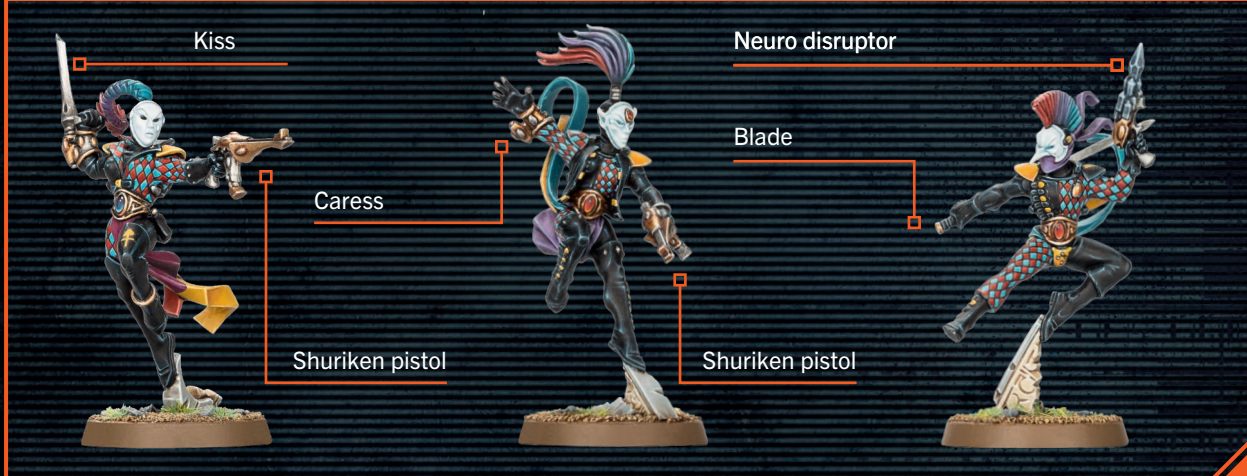
DEATH JESTER



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



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



4

VOID-DANCER TROUPE » KILL TEAM SELECTION

