

Void Dancers

PLAYER			
M	APL	GA	
3 ②	3	1	
DF	SV	W	
3	6+	9	

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Caress	5	3+	4/5
			! Rending

Fly, Holo-suit: This operative has a 4+ invulnerable save.

LEAD PLAYER			
M	APL	GA	
3 ②	3	1	
DF	SV	W	
3	6+	9	

Fusion pistol	4	2+	5/3
Rng ⑤ AP2			! MW3
Power weapon	5	2+	4/6
Lethal 5+			

Fly, Holo-suit: This operative has a 4+ invulnerable save.
Performance Lead: Once per battle, in the Strategy phase, you can 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).

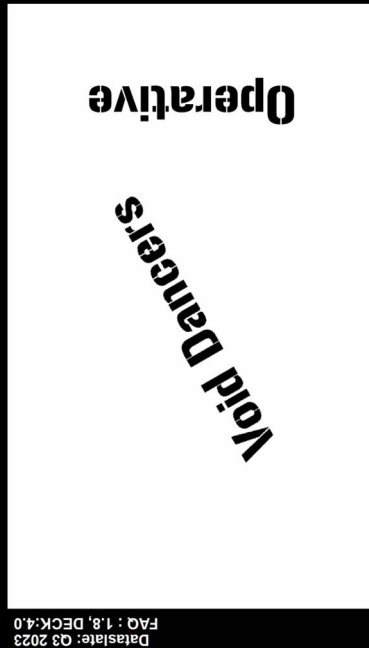
PLAYER			
M	APL	GA	
3 ②	3	1	
DF	SV	W	
3	6+	9	

Shuriken pistol	4	3+	3/4
Rng ⑥			! Rending
Kiss	5	3+	3/7

Fly, Holo-suit: This operative has a 4+ invulnerable save.



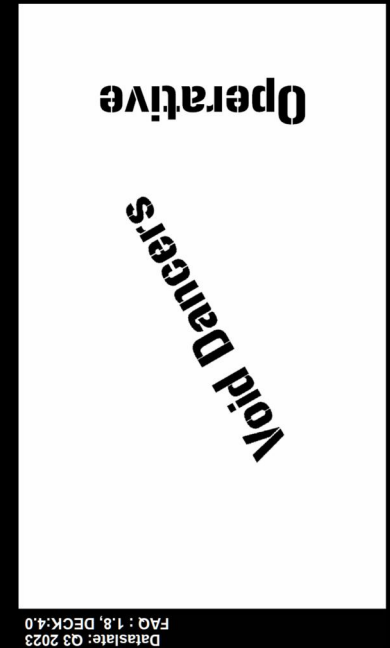
Void Dancers



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DEATH JESTER

M	APL	GA
3 ②	3	1
DF	SV	W
3	6+	9

Shrieker cannon	5	3+	4/5
Fusillade Heavy Humbling Cruelty		! Rending	
Shrieker blade	4	3+	3/4
		! Reap 2	

Fly, Holo-suit: This operative has a 4+ invulnerable save.

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.

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 ② special rule instead of the Fusillade special rule for that shooting attack.



SHADOWSEER

M	APL	GA
3 ②	3	1
DF	SV	W
3	6+	9

Neuro disruptor	4	3+	4/5
Rng ⑥ AP1		! Stun	
Miststave	4	3+	4/5
		! Stun	

Fly, Holo-suit: This operative has a 4+ invulnerable save.

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.

Hallucinogen Grenade (1AP)



PLAYER

M	APL	GA
3 ②	3	1
DF	SV	W
3	6+	9

Shuriken pistol	4	3+	3/4
Rng ⑥		! Rending	
Caress	5	3+	4/5
		! Rending	

Fly, Holo-suit: This operative has a 4+ invulnerable save.



PLAYER

M	APL	GA
3 ②	3	1
DF	SV	W
3	6+	9

Shuriken pistol	4	3+	3/4
Rng ⑥		! Rending	
Kiss	5	3+	3/7

Fly, Holo-suit: This operative has a 4+ invulnerable save.

Operative

Void Dancers

Operative

Void Dancers

Operative

Void Dancers

Operative

Void Dancers



PLAYER

M APL GA

3 ② 3 1

DF SV W

3 6+ 9

Shuriken pistol

4 3+ 3/4

Rng

! Rending

Kiss

5 3+ 3/7

Fly, Holo-suit: This operative has a 4+ invulnerable save.

(2) HERO'S PATH

You can reveal this Tac Op when a friendly VOID-DANCER TROUPE operative incapacitates an enemy operative. At the end of the battle:

- If that friendly operative has incapacitated more enemy operatives than each other friendly VOID-DANCER TROUPE operative has during the battle, you score 1VP.
- If that friendly operative is wholly within your opponent's drop zone, you score 1VP.

Main Killer

(3) GRAND ACT

You can reveal this Tac Op in the Target Reveal step of any Turning Point. When this Tac Op is revealed, start a Grand Act tally, adding one to the tally the first time each different Performance is completed by any friendly VOID-DANCER TROUPE operative. Note that it does not have to be the active Allegory's Performance.

- If your Grand Act tally is five, you score 1VP.
- If you achieve the first condition before the fourth Turning Point, you score 1VP.

5 Performances

(1) MYTHIC PLAY

If you are using the Saedath ability, reveal this Tac Op in the Target Reveal step of the first Turning Point.

- If your Performance tally is four or more, you score 1VP.
- If your Performance tally is six or more, you score 1VP.

4/6 Saedath

Operative

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Tac Op

Void Dancers

FAQ : 1.8, DECK:4.0
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Tac Op

Void Dancers

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Date: Q3 2023

PRISMATIC BLUR

Strategic

1CP

Until the end of the Turning Point, each time a friendly VOID-DANCER TROUPE operative performs an action in which it moves, it is a prismatic blur until the end of the Turning Point. Each time a shooting attack is made against a friendly operative that is a prismatic blur, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

Reroll 1 DF

Strategic

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

CEGORACH'S JEST

Strategic

1CP

Until the end of the Turning Point, each time a friendly VOID-DANCER TROUPE operative fights in combat, once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit, you can roll one D6. If the result is equal to or less than the Weapon Skill characteristic of the enemy operative's selected melee weapon, treat that strike as a parry instead (the Brutal special rule has no effect for that parry).

Auto Parry

Strategic

Void Dancers

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Date: Q3 2023

MURDEROUS ENTRANCE

Tactical

1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat, after a friendly VOID-DANCER TROUPE operative that performed a Charge action during this activation strikes with a critical hit. You can immediately select one of your remaining attack dice and strike with it.

Charge Double Hit

Tactical

Void Dancers

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Date: Q3 2023

THE CURTAIN FALLS

Tactical

1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat, after an active friendly VOID-DANCER TROUPE operative strikes. Immediately end that combat and that friendly operative can perform a Fall Back action for 1AP, even if it has performed an action during that activation that prevents it from performing a Fall Back action (e.g. a Charge action).

Hit then Fall Back

Tactical

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

RUTHLESS DERISION

Tactical

1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly VOID-DANCER TROUPE operative in an activation in which it performed a Fall Back action. You can re-roll any or all of your attack dice for that shooting attack.

Fall back Reroll Shooting

CAPRICIOUS ROLE

Tactical

1 CP

Use this Tactical Ploy when a friendly VOID-DANCER TROUPE operative is activated. Until the end of its activation, that operative can perform Dash and Charge actions while within Engagement Range of enemy operatives.

Dash Charge within 1

HALLUCINOGEN GRENADE

Ability

Hallucinogen Grenade (1AP): Select one point on the killzone within ④ of this operative. Roll one D6 for each operative within ② 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.

SHADOWSEER

COMEDY

Allegory

Performance: The operative performs a Fall Back action.

Accolade: This operative can perform the Fall Back action for one less action point (to a minimum of 1AP).

Fall Back

Tactical

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Tactical

Void Dancers

FAQ : 1.8, DECK:4.0
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Ability

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FAQ : 1.8, DECK:4.0
Date: Q3 2023

Allegory

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

EPIC

Allegory

Performance:The operative incapacitates an enemy operative in combat by inflicting damage with two or less attack dice in the Resolve Successful Hits step.

Accolade:Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, if you did not retain any critical hits, you can strike or parry with one normal hit as if it were a critical hit.

Melee Kill 1/2 Dice

MELODRAMA

Allegory

Performance:The operative incapacitates an enemy operative in a shooting attack by inflicting damage with two or more attack dice in the Resolve Successful Hits step.

Accolade:Each time this operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

Shoot Kill 2+ Dice

ODYSSEY

Allegory

Performance:The operative performs a Charge action and ends the move within 1 of your opponent's drop zone.

Accolade:This operative can move up to a distance equal to its Movement characteristic plus 3 for Charge actions, instead of plus 2.

Charge within 6 of DZ

TRAGEDY

Allegory

Performance:The operative loses wounds from a shooting attack made by an enemy operative.

Accolade:Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is not in Cover, you can retain one as a successful normal save without rolling it.

Take damage from shooting

Allegory

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Allegory

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Allegory

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Date: Q3 2023

Allegory

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

BETWEEN COLOURS

Strategic

1CP



Until the end of the Turning Point, friendly VOID-DANCER TROUPE operatives can perform Shoot actions during Normal Move actions (any remaining increments of movement can be used after performing the Shoot action). You cannot select a shrieker cannon for those shooting attacks.

Shoot While Move

DOMINO FIELD

Strategic

1+CP

Until the end of the Turning Point or until it makes a shooting attack, each friendly VOID-DANCER TROUPE operative has a domino field. For the purposes of determining Line of Sight, while a friendly operative with a domino field is within  of a terrain feature and more than  from the active operative, the active operative always treats that friendly operative as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

The Balance Dataslate: This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

Always Conceal

DEATH MASK

Max: 1

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.

Die Gain 1CP

ACCELERATED WIRE

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.

Embrace Lethal 5+ Reap1

Strategic

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FAQ : 1.8, DECK:4.0
Dataslate: Q3 2023

Strategic

Void Dancers

FAQ : 1.8, DECK:4.0
Dataslate: Q3 2023

Equipment

Void Dancers

FAQ : 1.8, DECK:4.0
Dataslate: Q3 2023

Equipment

Void Dancers

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Dataslate: Q3 2023

ACCELERATED WIRE

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.

Embrace Lethal 5+ Reap1

SUPERTENSILE WIRE

3EP

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

Kiss +1/0 D

SUPERTENSILE WIRE

3EP

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

Kiss +1/0 D

SUPERTENSILE WIRE

3EP

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

Kiss +1/0 D

Equipment

Void Dancers

FAQ : 1.8, DECK:4.0
Datastate: Q3 2023

Equipment

Void Dancers

FAQ : 1.8, DECK:4.0
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Datastate: Q3 2023

Equipment

Void Dancers

FAQ : 1.8, DECK:4.0
Datastate: Q3 2023

WRAITHBONE TALISMAN

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.

1 Reroll

WRAITHBONE TALISMAN

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.

1 Reroll

PRISMATIC GRENADE

Max: 1

3EP

The operative is equipped with the following ranged weapon for the battle:

Prismatic grenade	4	3+	3/4
Rng	Blast 2	Indirect Limited	! Stun

PSYCHOCRYSTALS

Max: 1

3EP

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

Neuro Lethal 5+

Equipment

Void Dancers

Equipment

Void Dancers

Equipment

Void Dancers

Equipment

Void Dancers

SUPPORT GRIP

Max: 1

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 ② in the same activation in which it performs a Shoot action with this ranged weapon.

Move 6 and Fire

DESTINY WEAVE FATE

Select one friendly VOID-DANCER TROUPE operative Visible to this operative. Until the end of the Turning Point:

- For the purposes of determining Line of Sight, while that operative is more than ⑤ from the active operative, it is in Cover.
- Enemy operatives cannot end a Charge action within Engagement Range of that operative unless they began that action within ⑤ of it, or they would also end that action within Engagement Range of another friendly operative from your kill team.

Give Cover

FOG OF DREAMS

Select one ready enemy operative Visible to this operative and roll one D6. Until the end of the Turning Point, that enemy operative is treated as having a Group Activation characteristic of 1, and cannot be activated or perform actions until it is the last enemy operative to be activated, or a number of enemy operatives have been activated equal to the result of the D6 (whichever comes first).

Make Activate Last

MIRROR OF MINDS

Select one enemy operative within this operative's Line of Sight. Both players roll six D6. Pair your dice with your opponent's dice based on matching results. For each matching pair, that enemy operative suffers 1 mortal wound. For example, if you roll 6, 5, 5, 4, 2, 1 and your opponent rolls 6, 5, 4, 4, 3, 1 that enemy operative would suffer 4 mortal wounds.

Snap for MWs

Equipment

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Spell

Void Dancers

FAQ : 1.8, DECK:4.0
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Date: Q3 2023

Spell

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

SHRIEKER TOXIN

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.

MW1

SHRIEKER TOXIN

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.

MW1

VOID-DANCER TROUPE

Seek and Destroy, Infiltration, Recon
1 leader and 7 operatives

LEAD PLAYER

Fusion pistol (1), neuro disruptor (1) or shuriken pistol
Blade, caress, embrace, kiss or power weapon

DEATH JESTER

SHADOWSEER

neuro disruptor (1) or shuriken pistol
Miststave

PLAYER

Fusion pistol (1), neuro disruptor (1) or shuriken pistol
Blade, caress, embrace, kiss or power weapon

SAEDATH (1/2)

Faction Ability

When selecting your kill team for the battle, select an Allegory to be active for it during the battle (reveal it to your opponent when you reveal your kill team). Then, at the start of the first Strategy phase, select one friendly VOID-DANCER TROUPE operative to have the pivotal role for the battle. While a friendly operative has the pivotal role, it has the Accolade ability of the active Allegory.

Keep a Performance tally for your kill team for the battle. Add 1 to the tally as follows:

- The first time each friendly VOID-DANCER TROUPE operative completes the Performance of an active Allegory during the battle.
- The first time a friendly pivotal role operative completes the Performance of an active Allegory during the battle (this is cumulative with the above).

Equipment

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Equipment

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Team

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Abilities

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

SAEDATH (1/2)

Faction Ability

Note that this means, for the purposes of your kill team's Performance tally during the battle, each friendly operative can only complete one Performance, and only one pivotal role can complete a Performance (even if you change the active Allegory or pivotal role during the battle. For example, as a result of the LEAD PLAYER operative's Performance Lead ability).

When you add the fourth mark to your Performance tally:

- All friendly VOID-DANCER TROUPE operatives have the Accolade ability of the active Allegory until the end of the battle.
- You gain 1 Command Point.

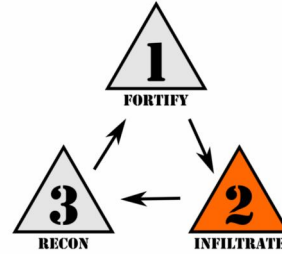
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



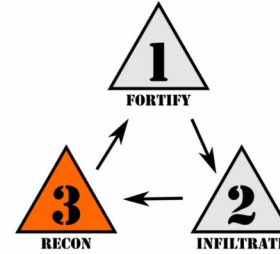
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



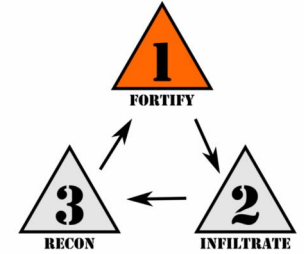
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



Abilities

Void Dancers

FAQ : 1.8, DECK:4.0
Date: Q3 2023

Scouting

Void Dancers

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Date: Q3 2023

Scouting

Void Dancers

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Date: Q3 2023

Scouting

Void Dancers

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MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
	1	2	3
	2	3	4

PHIL TEAM

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Give this card away

Matched

Void Dancers

Date: 1.8, DECK:4.0
FAQ : Q3 2023

Matched

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Date: 1.8, DECK:4.0
FAQ : Q3 2023

Scorecard

Void Dancers

Date: 1.8, DECK:4.0
FAQ : Q3 2023

Credits

Void Dancers

Date: 1.8, DECK:4.0
FAQ : Q3 2023