

### 6 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Voidsmaster Nitsch</b>	6"	4+	3+	3	3	2	2	8	5+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Artificer Shotgun	12"	Assault 2	4	0	2	If the target is within half range, add 1 to this weapon's Strength characteristic.				
Concussion Grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.				
Laspistol	12"	Pistol 1	3	0	1	-				

### ABILITIES:

Loyal Retainer	Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.
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### SPECIALISM: LEADER

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.
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Experience: ☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

### 25 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
<b>Knosso Prond</b>	7"	3+	4+	4	3	2	4	8	5+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Death Cult Power Blade	Melee	Melee	User	-2	1	-				
Dartmask	9"	Pistol	1	-1	1	This weapon wounds on a 2+.				
Concussion Grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.				

### ABILITIES:

Uncanny Reflexes	This model has a 5+ invulnerable save.
Zealous	You can re-roll failed hit rolls for this model in a battle round in which it charged or was charged by an enemy model.
Specialist Retainer	This model is always a specialist, but this does not count towards the maximum number of specialists in your kill team.

### SPECIALISM: COMBAT

Expert Fighter	Add 1 to this model's Attacks characteristic.
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Experience: ☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

## 22 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Larsen van der Grauss	6"	4+	4+	3	3	2	2	8	4+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Voltaic Pistol	12"	Pistol 1	5	0	1	Each unmodified hit roll of 6 made for this weapon inflicts 3 hits on the target, instead of 1.				
Concussion Grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.				

### ABILITIES:

Voltageist Array	Friendly ELUCIDIAN STARSTRIDERS models that are within 6" of this model have a 5+ invulnerable save.
Specialist Retainer	This model is always a specialist, but this does not count towards the maximum number of specialists in your kill team.

### SPECIALISM: COMMS

Scanner	Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit rolls for that model in this phase.
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## 17 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sanistasia Minst	6"	4+	4+	3	3	2	2	7	5+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Scalpel Claw	Melee	Melee	User	-1	1	-				
Laspistol	12"	Pistol 1	3	0	1	-				
Concussion Grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.				

### ABILITIES:

Healing Serum	At the end of the Movement phase, as long as this model is not shaken or Readied and did not Fall Back or make a charge attempt this phase, choose a friendly ELUCIDIAN STARSTRIDERS model that has any flesh wounds and is within 1" of this model. Roll a D6; on a 4+ one flesh wound is removed from that model.
Specialist Retainer	This model is always a specialist, but this does not count towards the maximum number of specialists in your kill team.

### SPECIALISM: MEDIC

Reassuring	This model is never treated as being shaken when taking Nerve tests for other models in your kill team.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

6 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Aximillion	8"	3+	-	3	3	1	2	5	6+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Vicious Bite	Melee	Melee	User	0	1	-				

**ABILITIES:**

Loyal Retainer	Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.
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**SPECIALISM: VETERAN**

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

6 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Voidsman Gunner	6"	4+	3+	3	3	1	1	7	5+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rotor Cannon	24"	Heavy 4	4	-1	2	-				
Concussion Grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.				
Laspistol	12"	Pistol 1	3	0	1	-				

**ABILITIES:**

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**SPECIALISM: DEMOLITIONS**

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
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Voidsman	6"	4+	3+	3	3	1	1	7	5+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Lasgun	24"	Rapid Fire 1	3	0	1	-				
Concussion Grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.				
Laspistol	12"	Pistol 1	3	0	1	-				

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