

# ELUCIDIAN STARSTRIDER👤

## FIREFIGHT PLOY

### COMBINED ARMS

The standard training of the Navis Imperialis allows the Starstriders to rain fury down upon the enemy with rapid volleys. In great enough volume, even the humble lasgun can shatter formidable defences.

Use this firefight ploy after rolling your attack dice for a friendly **ELUCIDIAN STARSTRIDER👤** operative, if it's shooting an enemy operative that's been shot by another friendly **ELUCIDIAN STARSTRIDER👤** operative during this turning point. You can re-roll any of your attack dice. You cannot use this ploy while shooting with a **PRIVATEER SUPPORT ASSET**.

# ELUCIDIAN STARSTRIDER👤

## FIREFIGHT PLOY

### SURVIVALIST

Ducking into cover for a brief moment, the Starstrider bandages their wounds, applies stimms and prepares to rejoin the fight.

Use this firefight ploy when a friendly **ELUCIDIAN STARSTRIDER👤** operative is activated that's not within control range of enemy operatives. That friendly operative regains up to D3+2 lost wounds. You cannot use this ploy for each friendly operative more than once per battle.

# ELUCIDIAN STARSTRIDER👤

## FIREFIGHT PLOY

### GREAT ENDURANCE

Each member of the Navis Imperialis assigned to a Rogue Trader is elite and prepared to endure the most testing of circumstances to perform their duties.

Use this firefight ploy during a friendly **ELUCIDIAN STARSTRIDER👤** NAVIS operative's activation. Until the end of the activation, add 1 to its APL stat.

# ELUCIDIAN STARSTRIDER👤

## FIREFIGHT PLOY

### WELL-DRILLED

Trained regularly and vigorously in the art of boarding actions, members of the Navis Imperialis are expected to precisely coordinate their strikes, working in tandem to complete the goals of the mission at hand.

Use this firefight ploy when a friendly **ELUCIDIAN STARSTRIDER👤 NAVIS** operative is activated.

Select one other ready friendly **ELUCIDIAN STARSTRIDER👤 NAVIS** operative visible to and within 3" of that operative. When that first friendly operative is expended, you can activate that other friendly operative before your opponent activates. When that other operative is expended, your opponent then activates as normal.