

ELUCIDIAN STARSTRIDER

FACTION RULE

WARRANT OF TRADE

The writ of a Rogue Trader allows them incredible access across the Imperium. With more flexibility than almost any other agents of the Imperium, they barter, intimidate and 'borrow' to gain valuable resources that allow them to enter any engagement with the upper hand.

Up to three times per battle, you can use a **WARRANT OF TRADE** rule (below). Each one specifies when it can be used, and you cannot use the same **WARRANT OF TRADE** rule more than once per battle.

Consideration

When: In the Select Operatives step, after revealing your equipment options.

Effect: Select one additional equipment option. It cannot be an option you have previously selected.

CONTINUES ON OTHER SIDE



Coordinate

When: At the end of the Select Operatives step.

Effect: You gain 1 additional CP.

Coerce


When: At the start of the Set Up Operatives step.

Effect: Select one of the following options:

- Your opponent must set up all of their equipment before you set up any.
- You can set up all of your equipment before your opponent sets up any.
- Your opponent must set up all of their operatives before you set up any.

Explore

When: **STRATEGIC GAMBIT** in the first turning point.

Effect: Perform a free **Reposition** action with one friendly **ELUCIDIAN STARSTRIDER**  operative that's wholly within your drop zone. It must end that move wholly within 3" of your drop zone.

CONTINUES ON OTHER SIDE



Bribe

When: It's your turn to activate an operative.

Effect: You can skip that activation.

Seize

When: In the Strategy phase, after rolling off to decide initiative.

Effect: You can re-roll your dice.

Adaptable Terms (Approved Ops only)

When: At the end of the second turning point.

Effect: Select a new tac op or a new primary op. If you select a new tac op, any points scored from the previous tac op are discarded.

ELUCIDIAN STARSTRIDER👤

FACTION RULE

PRIVATEER SUPPORT ASSETS

The Starstriders never stray too far from the *New Dawn*. Overhead, its massive batteries of ship-based artillery rain down on enemies, providing invaluable air support.

Once per Firefight phase, when a friendly **ELUCIDIAN STARSTRIDER👤 NAVIS** or **ELUCIDIAN STARSTRIDER👤 ELUCIA VHANE** operative performs the **Shoot** action, you can select one of the following **PRIVATEER SUPPORT ASSET** ranged weapons for it to use. You cannot use each **PRIVATEER SUPPORT ASSET** more than once per battle.

Whenever a friendly **ELUCIDIAN STARSTRIDER👤** operative is using a **PRIVATEER SUPPORT ASSET**, determine cover saves differently. Instead, the target has a cover save if any part of its base is underneath Vantage terrain. Note that while this can affect the target's cover save, you must still select a valid target as normal. In other words, the shot is guided by an operative in the killzone, but it comes from above.

CONTINUES ON OTHER SIDE



NAME	ATK	HIT	DMG
------	-----	-----	-----

Archeotech beam	4	3+	6/7
-----------------	---	----	-----

WR

Heavy (Reposition only), Piercing 2, Silent

NAME	ATK	HIT	DMG
------	-----	-----	-----

Plasma battery	5	4+	5/6
----------------	---	----	-----

WR

Heavy (Reposition only), Lethal 5+, Piercing 1, Silent

NAME	ATK	HIT	DMG
------	-----	-----	-----

Macro cannon	5	4+	4/5
--------------	---	----	-----

WR

Heavy (Reposition only), Piercing Crits 1, Saturate, Silent, Torrent 2"

NAME	ATK	HIT	DMG
------	-----	-----	-----

Guided shell	5	4+	3/4
--------------	---	----	-----

WR

Blast 2", Heavy (Reposition only), Silent

NAME	ATK	HIT	DMG
------	-----	-----	-----

Cluster bomb	5	4+	2/3
--------------	---	----	-----

WR

Blast 3", Heavy (Reposition only), Silent