

# ELUCIDIAN STARSTRIDER👤 STRATEGY PLOY

## LETHAL PROXIMITY

Well-drilled in boarding actions and combat in cramped conditions, the Starstriders truly excel in close-quarters firefights.

Whenever a friendly **ELUCIDIAN STARSTRIDER👤** operative is shooting an operative within 6" of it, that friendly operative's ranged weapons (excluding **PRIVATEER SUPPORT ASSET** weapons) have the Balanced weapon rule.


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### STAKE CLAIM

When Elucia Vhane stakes her claim upon a prize, the Starstriders will strive to ensure it is delivered into her hands.

Place your Claim marker in the killzone.


Whenever a friendly **ELUCIDIAN STARSTRIDER ** operative is shooting against, fighting against or retaliating against an enemy operative that's within 3" of that marker, that friendly operative's weapons have the Accurate 1 weapon rule. In the Ready step of the next Strategy phase, remove that marker.

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### UNDAUNTED EXPLORERS

The Starstriders have weathered many terrible storms in their journeys through the void, and are capable of shrugging off wounds that would fell lesser soldiers.

The first time an attack dice inflicts damage on each friendly **ELUCIDIAN STARSTRIDER ** operative during the turning point in the Resolve Attack Dice step, you can halve that inflicted damage (rounding up, to a minimum of 2).

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### QUICK MARCH

As fearless as any elite Astra Militarum regiment, the Elucidian Starstriders advance swiftly to outflank and isolate their enemies.

Whenever a friendly **ELUCIDIAN STARSTRIDER👤** operative performs the **Reposition** action during its activation, you can use this rule. If you do, add 1" to its Move stat until the end of that activation, but it must end that move closer to your opponent's drop zone and cannot use a **PRIVATEER SUPPORT ASSET** during that activation.