



ELUCIA VHANE



APL ▼3 MOVE 6" SAVE 4+ WOUNDS 8

NAME ATK HIT DMG WR

	Heirloom relic pistol	4	3+	4/5	Range 8", Piercing Crits 1, Seek Light
	Monomolecular cane-rapier	4	3+	3/6	Lethal 5+

Digital Lasers: Whenever this operative performs the **Fight** action, at the start of the Roll Attack Dice step, you can use this rule. If you do, inflict 1 damage on the enemy operative in that sequence.

Merciless: Whenever this operative is shooting against, fighting against or retaliating against an enemy operative that was already wounded when the action started, this operative's weapons have the Balanced weapon rule; if the weapon already has that weapon rule, it has the Ceaseless weapon rule instead of Balanced.

Disruption Field: Whenever an operative is shooting this operative, ignore the Piercing weapon rule.

Reputation to Maintain: The first time this operative incapacitates an enemy operative during the battle, you can either gain 1 additional CP or use an additional **WARRANT OF TRADE** rule (up to four uses per battle, instead of three). Note that you still cannot use the same **WARRANT OF TRADE** rule more than once per battle.

ELUCIDIAN STARSTRIDER®, IMPERIUM, LEADER, ELUCIA VHANE

(25)

CANID



APL ▼2 MOVE 8" SAVE 5+ WOUNDS 7

NAME ATK HIT DMG WR

	Vicious bite	4	3+	3/4	Rending
--	--------------	---	----	-----	---------

Beast: This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Gather**, **Guard**, **Reposition**, **Pick Up Marker** and **Place Marker**. It cannot use any weapons that aren't on its datacard.

Loyal Companion: Whenever an enemy operative performs the **Fight** action, if this operative is a valid operative to fight against, you can force them to select this operative to fight against instead. Whenever an enemy operative ends the **Charge** action within control range of another friendly **ELUCIDIAN STARSTRIDER®** operative within 3" of this operative, if this operative isn't within control range of enemy operatives, this

operative can immediately perform a free **Charge** action, but must end that move within control range of that enemy operative.

GATHER

1AP

► Perform a free **Dash** or **Reposition** action with this operative. During that move, you can perform a free **Pick Up Marker** or **Place Marker** action with this operative (you can determine control during that action to do so), and any remaining move distance it had from the **Dash** or **Reposition** action can be used after it does so.

ELUCIDIAN STARSTRIDER®, IMPERIUM, CANID

(25)

DEATH CULT EXECUTIONER



APL ▼3 MOVE 6" SAVE 5+ WOUNDS 8

NAME ATK HIT DMG WR

	Dartmask	4	3+	1/1	Range 6", Lethal 5+, Silent, Stun
	Power weapon	5	3+	4/6	Lethal 5+

Rapid Reflexes: Whenever an operative is shooting this operative, ignore the Piercing weapon rule.

Bladed Stance: Whenever this operative is fighting or retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

Zealot: If this operative is incapacitated during the **Fight** action, you can strike the enemy operative in that sequence with one of your unresolved successes before this operative is removed from the killzone.

TRAINED ASSASSIN

1AP

► Change this operative's order.

◆ This operative cannot perform this action while within control range of an enemy operative.

ELUCIDIAN STARSTRIDER®, IMPERIUM, DEATH CULT EXECUTIONER

(25)

LECTRO-MAESTER



APL ▼2 MOVE 6" SAVE 4+ WOUNDS 8

NAME ATK HIT DMG WR

	Voltaic pistol	4	3+	4/4	Range 8", 1" Devastating 1, Rending
	Gun butt	3	4+	2/3	-

Missionary of the Martian Creed: Once during each of this operative's activations, it can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP.

Voltaghest Array: Whenever an operative is shooting a friendly **ELUCIDIAN STARSTRIDER®** operative that's within 4" of this operative, you can re-roll one of your defence dice.

RULES CONTINUE ON OTHER SIDE ►

ELUCIDIAN STARSTRIDER®, IMPERIUM, LECTRO-MAESTER

(25)



LECTRO-MAESTER

APL
▼ 2MOVE
6"SAVE
4+WOUNDS
8

CALIBRATE VOLTAGHEIST

1AP

► Select one of the following effects to last until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first):

- Charge: This operative's voltaic pistol has the Lethal 4+ weapon rule.
 - Field: Whenever an enemy operative ends the Charge, Dash, Fall Back or Reposition action visible to and within 4" of this operative, inflict D6 damage on that enemy operative.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

REJUVENAT ADEPT

APL
▼ 2MOVE
6"SAVE
4+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Laspistol	4	4+	2/3	Range 8"
Scalpel claw	3	4+	3/4	Rending

Medic!: The first time during each turning point that another friendly ELUCIDIAN STARSTRIDER® operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 3 wounds remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free Dash action, but must end that move within

this operative's control range. If this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a Shoot action and this operative would be a primary or secondary target.

Normaliser Helm: Whenever a friendly ELUCIDIAN STARSTRIDER® operative is within 6" of this operative, you can ignore any changes to that operative's stats from being injured (including its weapons' stats).

RULES CONTINUE ON OTHER SIDE ►

ELUCIDIAN STARSTRIDER®, IMPERIUM, MEDIC, REJUVENAT ADEPT

25

REJUVENAT ADEPT

APL
▼ 2MOVE
6"SAVE
4+WOUNDS
8

HEALING SERUM

1AP

► Select one friendly ELUCIDIAN STARSTRIDER® operative within this operative's control range to regain up to D3+3 lost wounds. It cannot be an operative that the Medic rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.

VOIDMASTER

APL
▼ 2MOVE
6"SAVE
5+WOUNDS
8

NAME	ATK	HIT	DMG	WR
Artificer shotgun (close range)	4	3+	4/4	Range 6"
Artificer shotgun (long range)	4	5+	2/2	-
Relic lascannon	4	3+	2/4	Range 8", Lethal 5+
Gun butt	3	4+	2/3	-

Disciplinarian: SUPPORT: Whenever another friendly ELUCIDIAN STARSTRIDER® NAVIS operative is within 3" of this operative, that friendly operative's ranged weapons (excluding PRIVATEER SUPPORT ASSET weapons) have the Balanced weapon rule; if the weapon already has that weapon rule, it has the Ceaseless weapon rule instead of Balanced.

Hardy: Once per battle, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.

RULES CONTINUE ON OTHER SIDE ►

ELUCIDIAN STARSTRIDER®, IMPERIUM, NAVIS, VOIDMASTER

25



VOIDMASTER

APL
V2MOVE
6"SAVE
5+WOUNDS
8

UNCOMPROMISING FIRE

1AP

► Perform two free **Shoot** actions with this operative (this takes precedence over action restrictions). You must select its relic lascannon for one action and its artificer shotgun (close range) for the other (in any order).

◆ This operative cannot perform this action while it has a Conceal order, or during an activation in which it performed the **Shoot** action (or vice versa).

VOIDSMAN

APL
V2MOVE
6"SAVE
5+WOUNDS
7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Rotor cannon (focused)	5	4+	4/5	Heavy (Dash only), Rending
Rotor cannon (sweeping)	4	4+	4/5	Heavy (Dash only), Rending, Torrent 1"
Gun butt	3	4+	2/3	-

Crewmen: Once per turning point, whenever you would counteract, if you haven't used a **PRIVATEER SUPPORT ASSET** during this turning point, you can use this rule. If you do, you can counteract with one friendly **ELUCIDIAN STARSTRIDER** **VOIDSMAN** operative that has a Conceal order, but during that counteraction you cannot perform any actions other than **Shoot**, and you must use a **PRIVATEER SUPPORT ASSET** to do so.

ELUCIDIAN STARSTRIDER®, IMPERIUM, NAVIS, VOIDSMAN

25

NOTES:

NOTES:



ELUCIDIAN STARSTRIDERS KILL TEAM

ARCHETYPE: RECON, SECURITY

OPERATIVES

Every **ELUCIDIAN STARSTRIDER** operative in the following list:

- 1 **ELUCIA VHANE**
- 1 **CANID**
- 1 **DEATH CULT EXECUTIONER**
- 1 **LECTRO-MAESTER**
- 1 **REJUVENAT ADEPT**
- 1 **VOIDMASTER**
- 3 **VOIDSMAN** with lasgun and gun butt
- 1 **VOIDSMAN** with rotor cannon and gun butt

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
☰ Macrocannon	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

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.

ELUCIDIAN STARSTRIDER® STRATEGY PLOY

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.



ELUCIDIAN STARSTRIDER[®] STRATEGY PLOY

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).

ELUCIDIAN STARSTRIDER[®] STRATEGY PLOY

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.

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.

ELUCIDIAN STARSTRIDER® FACTION EQUIPMENT

ARMOURED UNDERSUIT

Ablative plates and steel reinforcements are woven into naval fatigues, providing an additional layer of protection.

Whenever an operative is shooting a friendly **ELUCIDIAN STARSTRIDER®** operative (excluding **CANID**) that has a 5+ Save stat, you can retain one of your defence dice results of 4 as a normal success.

ELUCIDIAN STARSTRIDER® FACTION EQUIPMENT

HOT SHOT CAPACITOR PACKS

Dangerous but lethal modification of lasguns and lascannons provide the Starstriders with additional killing power, albeit with the risk of injury.

Up to twice per turning point, whenever a friendly **ELUCIDIAN STARSTRIDER®** operative is performing the **Shoot** action and you select a lascannon or lasgun, you can use this rule. If you do, until the end of the turning point, add 1 to both Dmg stats of that weapon and it has the Hot and Piercing Crits 1 weapon rules. Note that relic lascannons are excluded from this rule.



ELUCIDIAN STARSTRIDER® FACTION EQUIPMENT

IMPROVED COORDINATES UPLINK

Coordinated triangulation undertaken by Navis Imperialis operatives allows the *New Dawn's* weapon batteries to more accurately target the foe.

Whenever a friendly **ELUCIDIAN STARSTRIDER®** operative is using a **PRIVATEER SUPPORT ASSET**, if the target is within 6" of a friendly **ELUCIDIAN STARSTRIDER® NAVIS** operative, the target cannot be obscured and that weapon has the Saturate weapon rule.

ELUCIDIAN STARSTRIDER® FACTION EQUIPMENT

RAPID GUNNERY

The *New Dawn's* colossal batteries are slow to reload and recharge. Only veteran gun crews possess the expertise and coordination to fire a rapid salvo.

Once per battle, when selecting a **PRIVATEER SUPPORT ASSET**, you can select one that's already been used during the battle. This takes precedence over the normal **PRIVATEER SUPPORT ASSET** rules.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- ▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

■■■ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

■■■ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTKYN SALVAGER® FLY, MANDRAKE® SHADOW PASSAGE).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:



ELUCIDIAN STARSTRIDERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

ELUCIA VHANE OPERATIVE, MERCILESS RULE

Relevant part changed to read:

'[...]; if the weapon already has that weapon rule, it has the Ceaseless weapon rule instead of Balanced.'

VOIDMASTER OPERATIVE, UNCOMPROMISING FIRE ACTION

Condition changed to read:

'This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative or during an activation in which it performed the Shoot action (or vice versa).'

VOIDMASTER & ELUCIA VHANE OPERATIVES, DISCIPLINARIAN & MERCILESS RULES RESPECTIVELY

Relevant part changed to read:

'[...] if the weapon already has that weapon rule, it has the Ceaseless weapon rule instead.'

UPDATE 1.2

VOIDMASTER OPERATIVE, DISCIPLINARIAN RULE

Relevant part changed to read:

'[...]; if the weapon already has that weapon rule, it has the Ceaseless weapon rule instead of Balanced.'

PREVIOUS ERRATAS

REJUVENAT ADEPT OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly **ELUCIDIAN STARSTRIDER** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 3 wounds remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can then immediately perform a free Dash action, but must end that move within this operative's control range. If this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a Shoot action and this operative would be a primary or secondary target.'

ELUCIDIAN STARSTRIDER OPERATIVES

2

Elucia Vhane is a scion of a noble mercantile dynasty. Leaving behind her family's operations in the galactic north, Vhane led her Elucidian Starstriders to the Eastern Fringe. Alongside her esoteric crew, the bold Rogue Trader seeks to eclipse the rich history of her ancestors with her own rise to glory – or die trying.

ELUCIA VHANE

Once master of the *New Dawn*, the Rogue Trader Elucia Vhane comes from an ancient dynasty. Her familial training honed her innate leadership and she wields her cane-rapier, *Blur*, as a master-duellist. Ever does she keep an eye out for foes via a multi-spectral auspicator.

CANID

Countless strains of Canid are bred or vat-grown to fulfil hunting, attack or intimidation roles, and many Rogue Traders appreciate the combination of loyalty and aggression. Elucia Vhane named her beast Aximillion, and her Voidsmen-at-Arms train it as guardian and companion.

DEATH CULT EXECUTIONER

For a Death Cult Executioner, the act of living is a blasphemy only balanced by the tally of souls they reap. They deliver death up close and master numerous combat styles. A follower of Vhane, the Death Cult Executioner Knosso Prond has vowed to kill a thousand different xenos.

LECTRO-MAESTER

Harbouring a connection to the Motive Force, these Tech-Priests are followers of the Cult Mechanicus, able to generate a protective voltagheist field from the mechanism on their back. Lectro-Maester Larsen van der Grauss joined Vhane's explorations for the chance of esoteric discoveries.

REJUVENAT ADEPT

These operatives are masters of healing and longevity. They provide pain-numbing agents and emergency surgery, even in the most horrific of environments. Rejuvenat Adept Sanistasia Minst took up with the Starstriders in her obsessive search for a panacea.





VOIDMASTER

Voidmasters lead squads of naval soldiery. Barking commands to ensure fire discipline, their adherence to Naval codes is unwavering. Voidmaster Nitsch and his squad were seconded to Vhane from the warship Vengeance, and his bravery under fire is legendary.

VOIDSMAN

Voidsmen commonly serve on warships, slaying any who threaten their vessel or its crew. Girded in baroque armour, they keep enemies at bay with las-fire. Among Voidmaster Nitsch's squad, the veteran Stromian Grell bears a rotor cannon by right of his consistent fire patterns.

'A ROGUE TRADER IS A PIONEER WHO MUST ROAM THE FRONTIER, WHO MUST STRIDE THE FAR EDGES OF THE GALAXY WITHOUT FEAR. I'M LOOKING FOR CREW BRAVE ENOUGH TO JOIN ME. HAVEN'T YOU EVER WONDERED WHAT'S OUT THERE IN THE DARKNESS?'

- Elucia Vhane, Rogue Trader



Below you will find a list of the operatives that make up an **ELUCIDIAN STARSTRIDER** kill team, including, where relevant, any weapons specified for that operative.

Note that you don't select your operatives from a list. This kill team's operatives are specified.

OPERATIVES

- ▀ Every **ELUCIDIAN STARSTRIDER** operative in the following list:
 - 1 **ELUCIA VHANE**
 - 1 **CANID**
 - 1 **DEATH CULT EXECUTIONER**
 - 1 **LECTRO-MAESTER**
 - 1 **REJUVENAT ADEPT**
 - 1 **VOIDMASTER**
 - 3 **VOIDSMAN** with lasgun and gun butt
 - 1 **VOIDSMAN** with rotor cannon and gun butt

ARCHETYPES



RECON



SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

**'THERE IS NOWHERE WE CANNOT TRAVEL,
NOTHING WE CANNOT ACCOMPLISH.
ONCE YOU HAVE JOINED THE ELUCIDIAN
STARSTRIDERS YOU HAVE JOINED THE
COMPANY OF EXCELLENCE.'**

- Elucia Vhane, Rogue Trader

ELUCIA VHANE

Monomolecular
cane-rapier



Heirloom
relic pistol

CANID



DEATH CULT EXECUTIONER

Dartmask



Power weapon

The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



LECTRO-MAESTER

Voltaic pistol



REJUVENAT ADEPT

Scalpel claw



VOIDMASTER

Relic lascipistol



VOIDSMAN

Lasgun



Rotor cannon

