

ELUCIDIAN STARSTRIDER

STRATEGY PLOYS

LETHAL PROXIMITY

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

STAKE CLAIM

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.

UNDAUNTED EXPLORERS

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).

QUICK MARCH

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.

FIREFIGHT PLOYS

COMBINED ARMS

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 play while shooting with a **PRIVATEER SUPPORT ASSET**.

SURVIVALIST

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 play for each friendly operative more than once per battle.

GREAT ENDURANCE

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.

WELL-DRILLED

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.

FACTION EQUIPMENT

ARMOURED UNDERSUIT

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

HOT SHOT CAPACITOR PACKS

Up to twice per turning point, whenever a friendly **ELUCIDIAN STARSTRIDER** operative is performing the **Shoot** action and you select a laspistol 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 laspistols are excluded from this rule.

IMPROVED COORDINATES UPLINK

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.

RAPID GUNNERY

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.

FACTION RULES

WARRANT OF TRADE

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.

	When	Effect
Consideration	In the Select Operatives step, after revealing your equipment options.	Select one additional equipment option. It cannot be an option you have previously selected.
Coordinate	At the end of the Select Operatives step.	You gain 1 additional CP.
Coerce	At the start of the Set Up Operatives step	Select one of the following options: <ul style="list-style-type: none"><li>• Your opponent must set up all of their equipment before you set up any.</li><li>• You can set up all of your equipment before your opponent sets up any.</li><li>• Your opponent must set up all of their operatives before you set up any.</li></ul>
Explore	<b>STRATEGIC GAMBIT</b> in the first turning point	Perform a free <b>Reposition</b> action with one friendly <b>ELUCIDIAN STARSTRIDER</b> operative that's wholly within your drop zone. It must end that move wholly within 3" of your drop zone.
Bribe	It's your turn to activate an operative.	You can skip that activation.
Seize	In the Strategy phase, after rolling off to decide initiative.	You can re-roll your dice.
Adaptable Terms (Approved Ops only)	At the end of the second turning point.	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.

PRIVATEER SUPPORT ASSETS

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.

	A	HT	D	WR
⊕ Archeotech beam	4	3+	6/7	Heavy (Reposition only), Piercing 2, Silent
⊕ Cluster bomb	5	4+	2/3	Blast 3", Heavy (Reposition only), Silent
⊕ Guided shell	5	4+	3/4	Blast 2", Heavy (Reposition only), Silent
⊕ Macrocannon	5	4+	4/5	Heavy (Reposition only), Piercing Crits 1, Saturate, Silent, Torrent 2"
⊕ Plasma battery	5	4+	5/6	Heavy (Reposition only), Lethal 5+, Piercing 1, Silent

OPERATIVES

ARCHETYPE: RECON / SECURITY

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 a lasgun and gun-butt
- 1 **VOIDSMAN\*** with a rotor cannon and gun-butt

**ELUCIA VHANE** can only be added to your roster or dataslate once.

\*These operatives have the **NAVIS** keyword.

ELUCIDIAN STARSTRIDER

ELUCIA VHANE	APL 3	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Heirloom relic pistol	4	3+	4/5	Rng 8", Piercing Crits 1, Seek Light
X Monomolecular cane-rapier	4	3+	3/6	Lethal 5+

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

**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.

**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.

CANID	APL 2	MV 8"	SV 5+	W 7
A	HT	D	WR	
X 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.

DEATH CULT EXECUTIONER	APL 3	MV 6"	SV 5+	W 8
A	HT	D	WR	
⊕ Dartmask	4	3+	1/1	Rng 6", Lethal 5+, Silent, Stun
X 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.

LECTRO-MAESTER	APL 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Voltaic pistol	4	3+	4/4	Rng 8", 1" Devastating 1, Rending
X 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.

**Voltaghiest 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.

CALIBRATE VOLTAGHEIST 0AP

● 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 2	MV 6"	SV 4+	W 8
A	HT	D	WR	
⊕ Laspistol	4	4+	2/3	Rng 8"
X 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).

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 2	MV 6"	SV 5+	W 8
A	HT	D	WR	
⊕ Artificer shotgun				
- Close range	4	3+	4/4	Rng 6"
- Long range	4	5+	2/2	-
⊕ Laspistol	4	3+	2/4	Rng 8", Lethal 5+
X Gun butt	3	4+	2/3	-

**Disciplinarian:** **SUPPORT.** Whenever another friendly **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.

UNCOMPROMISING FIRE 1AP

● Perform two free **Shoot** actions with this operative (this takes precedence over action restrictions). You must select its relic laspistol 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 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
⊕ Rotor cannon				
- Focused	5	4+	4/5	Heavy (Dash only), Rending
- Sweeping	4	4+	4/5	Heavy (Dash only), Rending, Torrent 1"
X Gun butt	3	4+	2/3	-

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