

WARHAMMER
40,000

KILL TEAM



ELUCIDIAN STARSTRIDER



ARCHETYPE: RECON / SECURITY

ELUCIDIAN STARSTRIDER KILL TEAM

48

ELUCIDIAN STARSTRIDER • OPERATIVES

Below you will find a list of the operatives that make up an **ELUCIDIAN STARSTRIDER** kill team, including, where relevant, any wargear those operatives must be equipped with. Note that, unlike other kill teams, you do not select your operatives from a list; instead, this kill team's operatives are specified.

OPERATIVES

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

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

'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



TAC OPS

If your faction is **ELUCIDIAN STARSTRIDER**, you can use the Elucidian Starstrider Tac Ops listed below, as specified in the mission sequence.

REPUTATION TO MAINTAIN

Elucidian Starstrider - Faction Tac Op 1

Reveal this Tac Op the first time a **Fight** or **Shoot** action is declared for a **LEADER** operative (friendly or enemy). When this Tac Op is revealed, both players start a Reputation tally (if both players reveal this Tac Op simultaneously, only start one Reputation tally each). Add one to your Reputation tally each time a friendly **LEADER** operative inflicts a point of damage on an enemy operative. Note that, in the rare instance an enemy operative did not lose a wound as a result of a point of damage, you would still add one to the Reputation tally.

- If your Reputation tally is 12 or more, you score 1VP.
- At the end of the battle, if your Reputation tally is greater than that of your opponent's, you score 1VP.

CLAIM FOR HOUSE VHANE

Elucidian Starstrider - Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one objective marker. It cannot be an objective marker that can be permanently removed from the killzone, but it can be an objective marker that can be carried.

- At the end of any Turning Point, if friendly operatives are controlling that objective marker, you score 1VP.
- At the end of the battle, if friendly operatives are controlling that objective marker, you score 1VP.

INVESTIGATE MOTIVE FORCE

Elucidian Starstrider - Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- The second time a friendly **LECTRO-MAESTER** operative performs the **Investigate Motive Force** action (below), you score 1VP.
- The third time a friendly **LECTRO-MAESTER** operative performs the **Investigate Motive Force** action, you score 1VP.

The friendly **LECTRO-MAESTER** operative can perform the following mission action:

INVESTIGATE MOTIVE FORCE 1AP

An operative can perform this action while it controls an objective marker that is not within your drop zone and has not been investigated for Motive Force during the battle. If it does so, that objective marker has been investigated for Motive Force.

'OUR FAITH DEMANDS THAT YOU ASK BUT A SINGLE QUESTION ABOUT EVERY SOUL THAT YOU ENCOUNTER: WOULD THEY BETTER SERVE THE IMPERIUM ALIVE OR DEAD?'

- High Priestess of the Death Cult of the Winged Skull



ABILITIES

Over the following pages, you will find common abilities of the **ELUCIDIAN STARSTRIDERS** kill team.

WARRANT OF TRADE

Warrants of Trade grant Rogue Traders a level of independence and authority that few within the Imperium possess. They offer great power and influence, allowing their hereditary holders to operate on their own terms and at their own discretion. As such, there are few bars to these adventurers' ambitions.

Up to three times per game, you can use a Warrant of Trade ability (below). Each ability specifies when it can be used, you must inform your opponent when you do so, and you cannot use the same ability more than once per game.

Ability	When	Effect
Coerce	In the Select Drop Zone step, after rolling off to decide Attacker and Defender.	You can re-roll your dice.
Coordinate	At the end of the Select a Kill Team step.	Add 1CP to your pool.
Adaptable Terms	At the start of the Select Tac Ops step.	You can select Tac Ops from two of your Archetypes (rather than one).
Consideration	At the start of the Select Equipment step.	You can select 6 additional points worth of equipment for the battle.
Explore	At the end of the Scouting Step.	Select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection. If both players have this or a similar ability, the Defender resolves this ability first.
Seize	In the Initiative phase, after rolling off to determine initiative.	You can re-roll your dice.

'IT IS YOUR MISSION TO FIND SOMETHING IN THE GREAT DARK - TO FIND IT AND TAKE IT! TAKE THEIR RICHES, TAKE THEIR LIVES, TAKE THEIR PLANET. TAKE EVERYTHING AND YIELD NOTHING. DON'T COME BACK UNTIL YOU'VE DONE SO A HUNDRED TIMES.'

- Umberto II, upon granting a Warrant of Trade to Lady Acantha

PRIVATEER SUPPORT ASSETS

Even the lowest Rogue Trader has their own well-appointed ship, and many operate entire fleets. Such ships are often armed far in excess of their size to see off pirates, xenos, over-inquisitive officials or even to secure deals via literal gunboat diplomacy. Most contain vast hangers that accommodate not only bulk haulers, but also atmospheric strike craft. Their precision firepower can be called upon by a Rogue Trader's elite operatives to ensure the success of clandestine missions.

Once per Firefight phase, when you would activate a ready friendly operative, you can use a Privateer Support Asset instead. Each time you do so, select one of the ranged weapons opposite and perform a **Shoot** action with it. After you have done so, your opponent activates one of their operatives as normal.

You cannot select a ranged weapon you selected in the previous Turning Point, but you can in a Turning Point thereafter. For example, if you selected archeotech beam in the first Turning Point, you couldn't select it in the second Turning Point, but you could in the third Turning Point. If you did so, you couldn't subsequently select it in the fourth Turning Point.



When making shooting attacks with the ranged weapons on this page:

- For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly **NAVIS** (excluding **CANID**) or **ELUCIA VHANE** operative that is not within Engagement Range of enemy operatives.
- For the purposes of the weapon's special rules, it is treated as if a friendly operative were making the shooting attack.
- Other than Command Re-roll (see the Kill Team Core Book), you cannot use any Strategic or Tactical Ploys for shooting attacks made by Privateer Support Assets.

Archeotech Beam

Name	A	BS	D
Archeotech beam	4	3+	6/7

Special Rules

AP2, Barrage

Guided Shell

Name	A	BS	D
Guided shell	5	4+	3/5

Special Rules

Barrage, Blast ○

Cluster Bomb

Name	A	BS	D
Cluster bomb	5	4+	2/3


Special Rules

Barrage, Blast ■


STRATEGIC PLOYS

If your faction is **ELUCIDIAN STARSTRIDER**, you can use the following Strategic Ploys during a game.



LETHAL PROXIMITY 1CP

Until the end of the Turning Point, each time a friendly **ELUCIDIAN STARSTRIDER** operative makes a shooting attack against a target within  of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.


STAKE CLAIM 1CP

Place one of your Claim tokens anywhere in the killzone. Each time a friendly **ELUCIDIAN STARSTRIDER** operative fights in combat or makes a shooting attack against an enemy operative within  of that token, before rolling your attack dice, you can retain one as a successful normal hit without rolling it. At the end of the Turning Point, remove that Claim token.

UNDAUNTED EXPLORERS 1CP

Until the end of the Turning Point, **First** time a friendly **ELUCIDIAN STARSTRIDER** operative that is within  of an objective marker or within  of your opponent's drop zone fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, you can halve the damage inflicted on that friendly operative (rounding up) from one of your opponent's successful hits **minimum of 2 damage**.

NEW FRONTIER 1CP

Until the end of the Turning Point, each time a friendly **ELUCIDIAN STARSTRIDER** operative (excluding a **CANID** operative) performs a **Normal Move** action, it can move an additional  for that move, but must finish that move closer to your opponent's drop zone.


TACTICAL PLOYS

If your faction is **ELUCIDIAN STARSTRIDER**, you can use the following Tactical Ploys during a game.

COMBINED ARMS 1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly **ELUCIDIAN STARSTRIDER** operative. If the target of that attack is an enemy operative that was targeted by another friendly **ELUCIDIAN STARSTRIDER** operative with a shooting attack during that Turning Point, you can re-roll any or all of your attack dice for that shooting attack.


SURVIVALIST 1CP

Use this Tactical Ploy when a friendly **ELUCIDIAN STARSTRIDER** operative more than  from enemy operatives is activated. That friendly operative regains 4 lost wounds. You can only use this Tactical Ploy for each friendly operative once.

DARING 1CP

Use this Tactical Ploy when a friendly **ELUCIDIAN STARSTRIDER NAVIS** operative is activated. Add 1 to its APL.

WELL-DRILLED 1CP

Use this Tactical Ploy when a friendly **ELUCIDIAN STARSTRIDER NAVIS** operative is activated. Select one other ready friendly **ELUCIDIAN STARSTRIDER NAVIS** operative Visible to and within  of that operative that is eligible to be activated. After that first friendly operative has been activated, you can immediately activate that other friendly operative.

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.



M	APL	GA
3 ○	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	I
○ Digital laser	4	3+	0/0	Rng ■, Lethal 3+, Indirect, Limited	MW2
○ Heirloom relic pistol	4	3+	4/5	Rng ◆, Indirect	P1
✕ Monomolecular cane-rapier	4	3+	3/6	Lethal 5+	-

ABILITIES

Disruption Field: This operative has a 4+ invulnerable save.

Predator: Each time this operative is activated, it can perform a free **Fight** or **Shoot** action during that activation.

Merciless: Each time this operative fights in combat or makes a shooting attack, if it's against an enemy operative that has fewer than its starting number of wounds remaining, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

UNIQUE ACTIONS

ELUCIDIAN STARSTRIDER ◆, IMPERIUM, ASTRA CARTOGRAPHICA, LEADER, ELUCIA VHANE



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 – her Voidsmen-at-Arms training it as guardian and companion.



M	APL	GA
4 ○	2	1
DF	SV	W
3	5+	6

NAME	A	BS/WS	D	SR	I
✕ Vicious bite	4	3+	3/4	-	Rending

ABILITIES

Canid: This operative cannot perform mission actions and cannot be equipped with equipment (unless **CANID** operative is specified). Each time this operative is activated, it can ignore the first distance of ○ it travels for a climb, drop or traverse during that activation.

Loyal Companion: Each time an enemy operative performs a **Fight** action, if this operative is a valid target, you can select this operative as the target instead. Each time an enemy operative finishes a **Charge** action within Engagement Range of another friendly **ELUCIDIAN STARSTRIDER ◆** operative within ■ of this operative, if this operative is not within Engagement Range of an enemy operative, this operative can perform a free **Charge** action, but must finish that move within Engagement Range of that enemy operative.

UNIQUE ACTIONS

Retrieve (1AP): Perform a free **Dash**, **Fall Back** or **Normal Move** action with this operative. At any point during that move, you can perform the **Pick Up** action for free with this operative, and any remaining increments of movement can be used after it does so.

ELUCIDIAN STARSTRIDER ◆, IMPERIUM, NAVIS, CANID



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.



M	APL	GA
3 ●	3	1
DF	SV	W
3	6+	8

NAME	A	BS/WS	D	SR	!
☉ Dartmask	4	3+	1/1	Rng ●, Lethal 5+, Silent	Stun
✕ Power weapon	5	2+	4/6	Lethal 5+	-

ABILITIES

Rapid Reflexes: This operative has a 5+ invulnerable save.

Duellist: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

Zealot: Each time this operative would lose a wound, roll one D6. On a 6, that wound is not lost.

UNIQUE ACTIONS

Assassin (1AP): Change this operative's order. This operative cannot perform this action while within Engagement Range of an enemy operative.

ELUCIDIAN STARSTRIDER ●, IMPERIUM, DEATH CULT EXECUTIONER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
☉ Voltaic pistol	4	4+	4/4	Rng ●	Rending, Splash 1
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Voltagheist Array: Each time a shooting attack is made against a friendly ELUCIDIAN STARSTRIDER ● operative within 2● of this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

Missionary of the Martian Creed: Once per Turning Point, during this operative's activation, it can perform a mission action for one less action point (to a minimum of 0AP).

UNIQUE ACTIONS

Voltagheist Field (0AP): Until the end of the Turning Point, each time an enemy operative ends a move within ● of this operative, inflict D6 mortal wounds on that enemy operative. This operative cannot perform this action while within Engagement Range of an enemy operative, or if it has performed the **Voltagheist Charge** action during this Turning Point.

Voltagheist Charge (0AP): Until the end of the Turning Point, the voltaic pistol this operative is equipped with gains the Lethal 4+ special rule. This operative cannot perform this action while within Engagement Range of an enemy operative, or if it has performed the **Voltagheist Field** action during this Turning Point.

ELUCIDIAN STARSTRIDER ●, IMPERIUM, ADEPTUS MECHANICUS, LECTRO-MAESTER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	I
⊙ Laspistol	4	4+	2/3	Rng ●	-
✕ Scalpel claw	3	4+	3/4	-	Rending

ABILITIES

Normaliser Helm: While a friendly **ELUCIDIAN STARSTRIDER** operative is within ● of this operative, it is not treated as being injured (only ignore the modifier to its Movement characteristic as a result of being injured if it is activated within ● of this operative).

Battlefield Surgery: Once per Turning Point, the first time another friendly **ELUCIDIAN STARSTRIDER** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 3 wounds remaining, and if it was a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Healing Serum (1AP): Select one friendly **ELUCIDIAN STARSTRIDER** operative Visible to and within ▲ of this operative. That operative regains D3+3 lost wounds. An operative cannot be selected for this if it was revived using the Battlefield Surgery ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⊕ Artificer shotgun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Close range	4	2+	4/4	Rng ●	-
- Long range	4	4+	2/3	-	-
⊕ Laspistol	4	3+	2/3	Rng ●, Balanced	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Disciplinarian: While a friendly **VOIDSMAN** operative is within 2 ● of this operative, weapons that friendly operative is equipped with gain the Balanced special rule.

Hardy: Once per battle, in the Resolve Successful Hits step of a combat or shooting attack, you can ignore the damage inflicted on this operative from one attack dice.

UNIQUE ACTIONS

Uncompromising Fire (1AP): Make a shooting attack with the laspistol and make a shooting attack with the close range profile of the artificer shotgun this operative is equipped with (in any order). This action is treated as a **Shoot** action. This operative cannot perform this action if it has a Conceal order or while within Engagement Range of an enemy operative.

ELUCIDIAN STARSTRIDER ●, IMPERIUM, NAVIS, VOIDMASTER



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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⊕ Lasgun	4	4+	2/3	-	-
⊕ Rotor cannon	6	4+	3/4	Fusillade, Heavy, Relentless	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

ELUCIDIAN STARSTRIDER ●, IMPERIUM, NAVIS, VOIDSMAN



EQUIPMENT

ELUCIDIAN STARSTRIDER operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

FLASH VISOR [1EP]

The operative gains the following ability for the battle:

Flash Visor: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

CARAPACE ARMOUR [2EP]

VOIDSMAN or **VOIDMASTER** operative only. Improve the operative's Save characteristic to 4+ for the battle.



HOT-SHOT CAPACITOR PACK [2EP]

Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with for the battle.

CONCUSSION GRENADE [2EP]

The operative can perform the following action during the battle:

CONCUSSION GRENADE 1AP

Select one point on the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules

Rng , Blast , Indirect, Limited

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5

Special Rules

Rng , AP1, Indirect, Limited



ELUCIDIAN STARSTRIDERS SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **ELUCIDIAN STARSTRIDER** as your Faction keyword.





BATTLE HONOURS

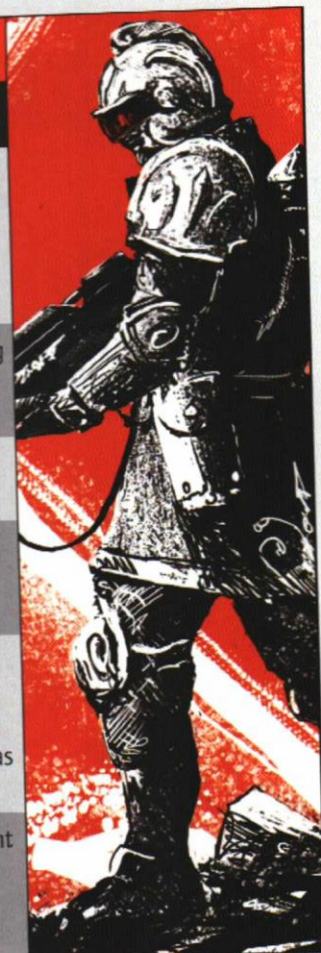
Each time an **ELUCIDIAN STARSTRIDER** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Elucidian Starstrider Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



ELUCIDIAN STARSTRIDER SPECIALIST

D6 Battle Honour

- Loyal to House Vhane:** Each time this operative fights in combat or makes a shooting attack, if it is within  of a friendly **ELUCIA VHANE** operative, in the Roll Attack Dice step of that combat or shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.
- Close-Quarters Composure:** Each time this operative makes a shooting attack against an enemy operative within  of it, ranged weapons it is equipped with have the No Cover special rule for that shooting attack.
- Voidmaster's Commendation:** Ranged weapons this operative is equipped with gain the Balanced special rule.
- Discretionary:** Once per battle, when this operative is activated, you can use the Daring Tactical Ploy (pg 52) without spending any Command points.
- Veteran of the Frontier:** Each time a shooting attack is made against this operative, if this operative is within  of an enemy operative and more than  from all other friendly operatives, in the Roll Defence Dice step of that shooting attack, you can retain one successful normal save as a critical save instead.
- Well Prepared:** In the Select Equipment step, when selecting equipment from your stash, you can select one item of equipment. Every operative with this Battle Honour that can be equipped with that item can do so for one less equipment point each (to a minimum of OEP).



RARE EQUIPMENT


Each time you would determine an item of rare equipment to add to your stash, if your faction is **ELUCIDIAN STARSTRIDER**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. ARCHEOTECH GRENADE [4EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Archeotech grenade	4	3+	2/2

Special Rules

Rng , Indirect, Lethal 4+, Limited

!



MW3

2. DECKSWEEPER [3EP]

VOIDSMAN operative only. Select a rotor cannon the operative is equipped with. That weapon gains the Relentless special rule for the battle.

3. MEDICAE SERVO UNIT [2EP]

REJUVENAT ADEPT operative only. The operative gains the following ability for the battle:

Medicae Servo Unit: For the purposes of this operative's **Healing Serum** action (pg 55), you can select one friendly **ELUCIDIAN STARSTRIDER** operative within  of this operative (instead of Visible to and within .

4. AGGRESSION SERUM [2EP]

CANID operative only. The operative gains the following ability for the battle:

Aggression Serum: You can ignore any or all modifiers to this operative's Movement characteristic. In addition, the vicious bite this operative is equipped with gains the Relentless special rule for the battle.

5. RELIC VOLTAGHEIST GENERATOR [4EP]

LECTRO-MAESTER operative only. The operative gains the following ability for the battle:

Relic Voltagheist Generator: This operative has a 3+ invulnerable save.

6. SUPPORT UPLINK [1EP]

The operative gains the following ability for the battle:

Support Uplink: Each time you make a shooting attack with a Privateer Support Asset (pg 51), you can determine Line of Sight from this operative (even if it isn't a **NAVIS** or **ELUCIA VHANE** operative). If you do so, enemy operatives are not Obscured for that shooting attack.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **ELUCIDIAN STARSTRIDER**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

ENVOY STRATEGIUM

Elucia Vhane is able to access a complex cogitative comms relay, coordinating advance parties of envoys who coerce, bribe and negotiate with their contacts – all to her agenda.

You can use a Warrant of Trade ability (pg 50) up to four times per game, instead of up to three.

FLEET UPLINK BOOSTER

Amongst Vhane's 'consideration' for aiding the warship Vengeance was this arcane device, which she uses to coordinate her void-borne assets with strategic superiority.

Once per battle, for the purposes of selecting a ranged weapon for the Privateer Support Assets ability (pg 51), you can select one you selected in the previous Turning Point. In each Turning Point thereafter, follow the normal rules. For example, you could select archeotech beam in Turning Points 1 and 2. If you did so, you could not select it in Turning Point 3, but could in Turning Point 4.

FAMILY CHRONICLE

The Vhane Dynasty dates back to the 32nd Millennium. Elucia is determined that her deeds will outshine even her own family's rich history.

Each time your **ELUCIA VHANE** operative gains a rank, you can distribute a number of experience points across the other **ELUCIDIAN STARSTRIDER** operatives on your dataslate equal to the number of ranks that **ELUCIA VHANE** operative has, multiplied by two. For example, if your **ELUCIA VHANE** operative gains the Ace rank, you can distribute up to 6XP across the other operatives on your dataslate.

REQUISITIONS

In a Spec Ops campaign, if your faction is **ELUCIDIAN STARSTRIDER**, you can use the following Requisitions in addition to those presented in other sources.

NEGOTIATE

1RP

The Starstriders employ aggressive negotiation techniques to secure the appropriate remuneration.

Purchase this Requisition when you receive a commendation (e.g. for completing all of a Spec Op's operations). Select one of that commendation's bullet points, then select a bullet point from a different commendation your kill team could have access to (it cannot be the same reward as another bullet point from your received commendation and it cannot be one in which you gain Requisition points). Gain the rewards of the second selected bullet point instead of the first.

HAND-PICKED RETINUE

1RP

When deploying for missions personally, Elucia Vhane demands the most experienced soldiery her seconded Navis retainers can provide.

Purchase this Requisition before or after a game, if your dataslate includes an **ELUCIA VHANE** operative of Ace rank or higher. Add one **NAVIS** operative to your dataslate. That **NAVIS** operative starts with 6XP (select its Battle Honours accordingly).

TRADE

1RP

Though Elucia has left her family behind, she is not above using House Vhane's influence to trade, barter and haggle for what she needs as she embarks on her own rise to glory.

Purchase this Requisition before or after a game. Select one of the following:

- Remove one or more items of equipment (excluding rare equipment) from your stash, then add one or more items of equipment (excluding rare equipment) to your stash. The total points worth of the new equipment cannot exceed the points worth of the removed equipment.
- Remove one or more strategic assets from your base of operations, then add one or more strategic assets to your base of operations. You cannot add more than you removed, and you cannot exceed your asset capacity.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **ELUCIDIAN STARSTRIDER**, you can select one from those found on the following page instead of selecting one from another source.

ELIMINATE OBSTACLE

An enemy is stalling Elucia Vhane's mercantile progress in the region and the predatory Rogue Trader devises a violent resolution to negotiations. The foe must be defeated entirely: politically, economically and militarily.

OPERATION 1: REMOVE SUPPORT

As the Starstriders discredit their enemy off the battlefield, they also take to it to cripple or remove the foe's key supporters, leaving the enemy's paymasters open to humiliation as well as elimination.

Complete five games in which you scored victory points from the 'Claim for House Vhane', 'Reputation to Maintain' and/or 'Challenge' Tac Op.

OPERATION 2: FINAL BLOW

With the foe's reputation languishing and their key supporters outmanoeuvred or assassinated, the Starstriders move to deliver the final blow.

Complete a game in which you scored victory points from the 'Headhunter' Tac Op.

COMMENDATION

- The friendly operative that scored you victory points from the 'Headhunter' Tac Op earns up to 5XP. This is not affected by a passed Casualty test.
- You can distribute up to 5XP across the other operatives on your dataslate. This is not affected by a passed Casualty test.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Elimination' Spec Op.

GLORY AND PROFIT

The Starstriders have narrowed down the location of an invaluable prize. Pinpointing its location and retrieving it will not only prove worthwhile to the Imperium and further the Starstriders' considerable influence, but bring personal glory to Vhane herself — and no small amount of profit.

OPERATION 1: INVESTIGATE SOURCES

The Starstriders move in to conduct their research. They must use all the ruthless means at their disposal to investigate and pinpoint the location of the prize.

Complete five games in which you scored victory points from the 'Investigate Motive Force', 'Upload Viral Code' and/or 'Plant Signal Beacon' Tac Op.

OPERATION 2: RETRIEVE PRIZE

The prize has been located, but others have caught the scent of opportunity too. The Starstriders must move to secure and extract it, staking their claim as 'rightful owners' in the process.

Complete a game in which you scored victory points from the 'Retrieval' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- A friendly **ELUCIA VHANE** or **LECTRO-MAESTER** operative earns up to 5XP. This is not affected by a passed Casualty test.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Recover Archeotech' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Elucidian Starstrider crewmates as well as the title of your kill team, its quirks, base of operations and background. If you wish to generate any of these randomly, roll the number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites or use them as inspiration.

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OPERATIVE NAMES

If you wish to create a name for one of your crew, you can use the tables below, either by picking your favourite or rolling a D66 on one or both tables. To roll a D66, roll two D6s, one after the other – the first result is your 'tens' and the second is your 'units'. For example, a D66 roll where the first result is a 3 and the second is a 6 is a result of 36.

D66	FIRST NAME	D66	SURNAME
11	Delarique	11	Draikh
12	Jan	12	Argevván
13	Kaerlhu	13	Holpstein
14	Milosh	14	Tellanarosea
15	Elecia	15	Hu
16	Vuleth	16	<none known>
21	Fihrenika	21	Greist-Varrak
22	Dekkon	22	Of House Philo
23	Saorise	23	Borodin
24	Jeinus	24	Sulymanya
25	Neyam	25	Vhorne
26	Mordekei	26	Rey Garanoza
31	Sie'hadn	31	Parnevue
32	Dragalos	32	Of House Larmor
33	Konstanza	33	ven Jastobol
34	Nylus	34	Threce
35	Ingnacia	35	Mottano di Vega
36	Tobasin	36	Du Languille
41	Eyva	41	Romalla
42	Inigo	42	Tresskus
43	Temusin	43	Of House Di'ma'qetch
44	Hektor	44	Varonius
45	Irenna	45	Ghebli
46	Creigan	46	Svort
51	Ani-Quor	51	Felucidine
52	Godwyn	52	Al'Mazia
53	Mharean	53	Quarmokk
54	Strostan	54	Vatham
55	Verasheen	55	Of House Kran
56	Thaddeus	56	Aseer'nahal
61	Yvanna	61	Dammas
62	Poltrek	62	Zhufornix
63	Sine va Rethe	63	na Khal
64	Johannes	64	Serjin
65	Khorvasta	65	Of the Thelcid Dynasty
66	Nestor	66	Whorn

KILL TEAM NAMES

Rogue Traders are fiercely individualistic, strong-willed and ostentatiously flamboyant. These powerful men and women are used to getting their own way and often boast inflated egos. Consequently, when they lead retinues of specialists from their crews on daring, possibly illegal forays, many Rogue Traders choose to boastfully name such teams after themselves, as tastefully or as inelegantly as they deem appropriate. To randomly determine a kill team's name of this kind, roll once on each of the Trader's Elite tables – Table 1 referencing the Rogue Trader's name or reputation – select your favourites or use them as inspiration.

As a Rogue Trader's ships represent an immense portion of their wealth – viewed as much as status symbols as means of transit – and can often be as heavily armed as a capital ship of the Imperial Navy, kill teams of specialist operatives are sometimes named in their honour. To randomly determine a kill team's name of this kind, roll once on each of the Crew of Honour tables – Table 1 being the name or nickname of the vessel. Feel free to select your favourites or come up with your own ship name, perhaps even a history for it.

D6 TRADER'S ELITE TABLE 1

1	Von Klemprine
2	Jesperest
3	Greigan
4	The Grey Weaver's
5	The Scarlet Baron's
6	Honorean

D6 TRADER'S ELITE TABLE 2

1	Scrutineers
2	Final Negotiation
3	Acquisitors
4	Diligents
5	Transactors
6	Covenant Wards

D6 CREW OF HONOUR TABLE 1

1	Sapphire Broker's
2	Scepter's
3	Transmercator's
4	Caveat Pactor's
5	The Golden Mean's
6	Aquila of Spite's

D6 CREW OF HONOUR TABLE 2

1	Warrantguard
2	Dealbreakers
3	Diplomats-Martial
4	Void Escorts
5	Reclamators
6	Companions Astral

SQUAD QUIRK

D6 CHARTER

- 1 Fresh Trail:** Elucia Vhane has never forgotten the monstrosities that caused her to destroy the *New Dawn*. Throughout her travels she has diverted at any suggestion of the plague mutants, incapable of resting until all are destroyed.
- 2 Dealmakers:** Nothing but closing the most profitable of deals matters to this Rogue Trader and their coterie, and they will go to any lengths to do so.
- 3 Xenos Traders:** This kill team has dealt with many species and learned enough to exploit them.
- 4 Pious:** The Rogue Trader of this kill team is a fervent adherent of the Imperial Creed and sees their role in expanding the Imperium as much in terms of proselytism as profit.
- 5 Arrogance of Position:** This kill team enjoys great privilege and their Rogue Trader's superiority sees them view all lessers as opportunities for exploitation.
- 6 Covetous Nature:** This kill team are instinctive acquirers, assessing every item's worth and how best to relieve its current owners of such a burden.

BACKGROUND

D6 CONTRACT

- 1 Starstrider Survivors:** Led by the fearless Elucia Vhane herself, this kill team are amongst the original core of her infamous band of hardened specialists.
- 2 Mercantile Fugitives:** Whether from peers of their own trading dynasty or a former client, this Rogue Trader and their retinue are on the run after a deal that went sour.
- 3 Cartogrammatists:** This Rogue Trader and their kill team have been contracted to explore wilderness space and chart suitable warp routes past dangerous rifts.
- 4 Darkened Eyes and Hollowed Souls:** This kill team have returned from unmapped regions laden with priceless treasure, but are silent on the horrors they saw.
- 5 Criminal Contacts:** Beneath a carefully maintained veneer of respectability, this Rogue Trader and their kill team profit from numerous illegal activities.
- 6 Archeobrokers:** Under retainer by a shadowy patron, this kill team follow up rumours of ancient archeotech. They have become skilled in identifying priceless devices among piles of worthless scrap.

BASE OF OPERATIONS

D6 TRANSFER MEANS

- 1 Aquila Lander:** This kill team employ an ostentatious but well-armoured Aquila Lander – acquired from a Navis battle group – to transfer them from orbit and swiftly access sites of lucrative interest.
- 2 Archeotech Port-Key:** This Rogue Trader and their coterie acquired this transdimensional device illegally, but it allows them to transfer from the safety of their ship via a shimmering corridor to evade watchful eyes.
- 3 Boarding Craft:** After boarding a vessel, orbital station or space hulk in search of riches, this kill team can return to the safety of its boarding craft to regroup and rearm.
- 4 Luxury on the Move:** This kill team is followed by cyber-vassels carrying equipment, as well as extravagant accoutrements and furnishings to transform wherever their master camps into a courtly haven.
- 5 Truehawk II:** This kill team are based in a replacement orbital shuttle that Elucia Vhane has christened the *Truehawk II*, honouring the original through which she battled the Gellerpox mutants.
- 6 Traded Transports:** Through fair means or foul, this kill team have laid their hands on a collection of transports – military personnel carriers or perhaps a herd of pack-beasts – whatever suit the local terrain best.





ELUCIDIAN STARSTRIDER

UPDATE 1.2

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM ANNUAL 2022

Q: If a Privateer Support Asset is used but there are no valid targets for it to be resolved, can I cancel the asset and use it again later in the Turning Point?

A: Yes.

Q: When using the Well-drilled Tactical Ploy, can I select another ready friendly operative as required, but then subsequently use a Privateer Support Asset instead?

A: No.

*Q: **ELUCIA VHANE** can only be added to your roster or dataslate once. In narrative play, if this operative is slain, does that mean I can never add it again?*

A: No. In such instances, you could add this operative again, but you cannot have more than one of this operative on your roster or dataslate at once.

*Q: When performing a **Shoot** action with a Privateer Support Asset, if the friendly operative that Line of Sight is being drawn from is on a Vantage Point, does the **Shoot** action gain the benefit of that Vantage Point?*

A: Yes.

Q: For the purpose of the **CANID operative's **Retrieve** unique action, can you determine control of an objective marker/token during the move in order to perform the **Pick Up** action?*

A: Yes.

CLOSE QUARTERS

**Q: Does the Condensed Environment rule of Close Quarters affect Privateer Support Assets?*

A: Yes, in all instances (i.e. all three bullet points of Condensed Environment).

THE BALANCE DATASLATE

Q2 2023

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2 (even if injured).



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER**), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**

THOUSAND SONS replaced by **WARPCOVEN**

TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- * **Loot mission action:** Each objective marker can be looted a maximum of four times during the battle (instead of three).





KILL TEAM: MOROCH




PHOBOS STRIKE TEAM

- Can use the following Strategic Ploy:

DEADLY SHOTS

1CP

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM** operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- **REIVERS'** **Terror** action: OAP.
- **INCUSORS'** Multi-spectrum Array ability: Change first bullet point to read: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADERS'** **Strategise** actions: Change distance requirement to  (instead of .
- Guerrilla Battle Honour: Change to read 'while not within Engagement Range of an enemy operative' (instead of .
- Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'



KILL TEAM ANNUAL 2022


HUNTER GLADE

- Doctrina Imperatives can be selected each Turning Point (instead of only twice per battle).
- Ignore each Imperative's Deprecation effect during first Turning Point that it's active for your kill team during the battle.
- Operative selection:
 - Your kill team cannot include more **SICARIAN** operatives than it does **RANGER** and **VANGUARD** operatives combined (but it can include the same).
 - If your kill team includes no more than four **SICARIAN** operatives, it can include one additional **RANGER** or **VANGUARD** operative (for 11 operatives in total).





VOID-DANCER TROUPE

- Cegorach's Jest Strategic Ploy: Change relevant part of first sentence to read: 'once in the Resolve Successful Hits step of that combat, when your opponent strikes with a normal hit'.
- Saedath ability: Delete third bullet point from the effects of adding the fourth mark to your Performance tally.
- Domino Field Strategic Ploy: 1+CP. This Strategic Ploy costs 1 additional Command point for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

WARPCOVEN

- Add the following to Exalted Astartes Strategic Ploy: 'In addition, until the end of the Turning Point, each time a friendly **RUBRIC MARINE** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation. If it's a **GUNNER** operative, one additional action point must be subtracted to perform the second **Shoot** action.'
- * **RUBRIC MARINE** operatives: Change APL characteristic to 3 and change Attacks characteristic of their fists and gargoye bayonets to 4.
- * Change **SORCERER** operative's Rubric Command ability: 'Each time a friendly **RUBRIC MARINE** operative is activated, if it isn't within  of a friendly **SORCERER** operative, subtract 1 from its APL.'
- * Change Rubric Affinity Battle Honour: 'Select one friendly **RUBRIC MARINE** operative from your dataslate. For the purposes of this **SORCERER** operative's Rubric Command ability, you never have to subtract 1 from that friendly operative's APL while this **SORCERER** is in the killzone.'

GELLERPOX INFECTED

- Techno-curse ability: Distance requirement is reduced to  (instead of , and  for **GLITCHLING** operatives (instead of .
- Revoltingly Resilient ability: **GLITCHLING** and **GELLERPOX MUTANT** operatives ignore lost wounds on a 6 (instead of a 5+).
- **VULGRAR THRICE-CURSED**'s Lead the Infection ability: You can only use it once per battle.

ELUCIDIAN STARSTRIDER

- **LECTRO-MAESTER**'s **Voltageist Field** and **Voltageist Charge** actions: OAP.
- Archeotech Beam Privateer Support Asset: Improve its BS characteristic by 1.
- Undaunted Explorers Strategic Ploy: The first time each friendly **ELUCIDIAN STARSTRIDER** operative fights in combat or a shooting attack is made against it (instead of each time). Damage halved to a minimum of 2 (rounding up).
- * **VOIDSMAN**'s rotor cannon: Gains the Relentless special rule.