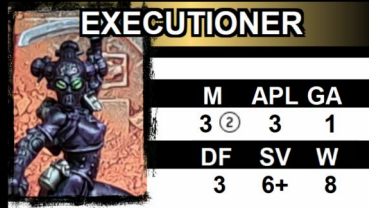
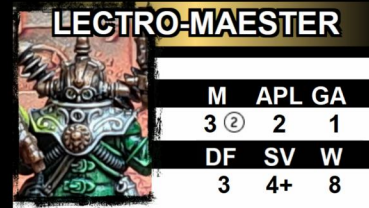


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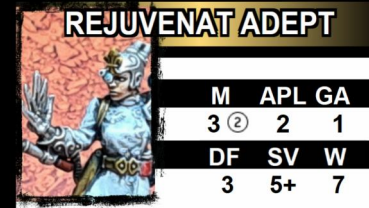
Dartmask  
Rng 6 Lethal 5+ Silent  
Power weapon  
Lethal 5+

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



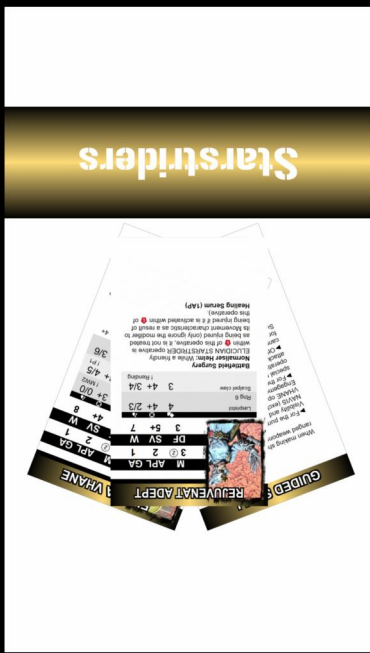
Voltaic pistol  
Rng 6  
Gun butt  
Brutal

**Voltagheist Field (0AP)**  
**Voltagheist Charge (0AP)**  
**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).



Laspistol  
Rng 6  
Scalpel claw

**Battlefield Surgery**  
**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).  
**Healing Serum (1AP)**



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## VOIDSMAN

M APL GA

3 ② 2 1

DF SV W

3 5+ 7

Rotor cannon	6	4+	3/4
Relentless44 Fusillade, Heavy			
Gun butt	3	4+	2/3



## ELUCIA VHANE

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Digital laser	4	3+	0/0
Rng ⚡ Lethal 3+ Indirect Limited			! MW2
Heirloom relic pistol	4	3+	4/5
Rng ⚡ Indirect			! P1
Cane-rapier	4	3+	3/6
Lethal 5+			

**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.



## CANID

M APL GA

4 ② 2 1

DF SV W

3 5+ 6

Vicious bite	4	3+	3/4
			! Rending

**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 ② it travels for a climb, drop or traverse during that activation.

### Loyal Companion

**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.



## VOIDSMAN

M APL GA

3 ② 2 1

DF SV W

3 5+ 7

Lasgun	4	4+	2/3
Gun butt	3	4+	2/3

Operative

Starstriders

Operative

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Operative

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Operative

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VOIDSMAN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7
<div><div></div><div></div><div></div></div>		
Lasgun	4	4+ 2/3
Gun butt	3	4+ 2/3



VOIDMASTER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8
<div><div></div><div></div><div></div></div>		
Artificer shotgun	4	2+ 4/4
Rng ⑥		
Long range	4	4+ 2/3
Las pistol	4	3+ 2/3
Rng ⑥ Balanced		
Gun butt	3	4+ 2/3

**Uncompromising Fire (1AP)**  
**Disciplinarian:** While a friendly VOIDSMAN operative is within 2 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.



VOIDSMAN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7
<div><div></div><div></div><div></div></div>		
Lasgun	4	4+ 2/3
Gun butt	3	4+ 2/3

(3) INVESTIGATE MOTIVE FORCE

You can reveal this Tac Op in the Target Reveal step of any Turning Point. The friendly LECTRO-MAESTER operative can perform the following mission action: **INVESTIGATE MOTIVE FORCE AP** :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.

- 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.

LECTRO does stuff

Operative

Starstriders

Operative

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Operative

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Tac Op

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## (1) REPUTATION TO MAINTAIN

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.

Leaders kills

Tac Op

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## (2) CLAIM FOR HOUSE VHANE

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.

Control point

Tac Op

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## ADAPTABLE TERMS

### Warrant

#### WARRANT OF TRADE

##### When

At the start of the Select Tac Ops step.

##### Effect

You can select Tac Ops from two of your Archetypes (rather than one).

Tac Ops From 2

Warrant

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## CONSIDERATION

### Warrant

#### WARRANT OF TRADE

##### When

At the start of the Select Equipment step.

##### Effect

You can select 6 additional points worth of equipment for the battle.

+6 EP

Warrant

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## EXPLORE

### Warrant

#### WARRANT OF TRADE

##### When

At the end of the Scouting Step.

##### Effect

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.

Scout x2

## SEIZE

### Warrant

#### WARRANT OF TRADE

##### When

In the Initiative phase, after rolling off to determine initiative.

##### Effect

You can re-roll your dice.

Reroll Initiative

## LETHAL PROXIMITY

### Strategic

1CP

Until the end of the Turning Point, each time a friendly ELUCIDIAN STARSTRIDER operative makes a shooting attack against a target within 6 of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

1 reroll close

## STAKE CLAIM

### Strategic

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 3 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.

Area retain hit

Warrant

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Warrant

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Strategic

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Strategic

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## UNDAUNTED EXPLORERS

**Strategic**

**1CP**

Until the end of the Turning Point, each time a friendly ELUCIDIAN STARSTRIDER operative that is within ② of an objective marker or within ⑥ 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 (to a minimum of 2, rounding up) from one of your opponent's successful hits.

**Half damage**

## NEW FRONTIER

**Strategic**

**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.

**+1 M**

## COMBINED ARMS

**Tactical**

**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.

**Rerolls**

## SURVIVALIST

**Tactical**

**1CP**

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

**Heal 4**

**Strategic**

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**Strategic**

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**Tactical**

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**Tactical**

**Starstriders**

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## DARING

### Tactical

1CP

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

+1 APL

## WELL-DRILLED

### Tactical

1 CP

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 ⑥ 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.

GA2

## VOLTAGHEIST

### Ability

**Voltagheist Field (0AP):** Until the end of the Turning Point, each time an enemy operative ends a move within ② 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.

LECTRO-MAESTER

## BATTLEFIELD SURGERY

### Ability

**Battlefield Surgery:** Once per Turning Point, the first time another friendly ELUCIDIAN STARSTRIDER operative would be incapacitated while Visible to and within ③ 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.

REJUVENAT ADEPT

Tactical

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Tactical

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Ability

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Ability

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HEALING SERUM

Ability

**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.

REJUVENAT ADEPT

LOYAL COMPANION

Ability

**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.

CANID

UNCOMPROMISING FIRE

Ability

**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.

VOIDMASTER

COERCE

Warrant

WARRANT OF TRADE

**When**  
In the Select Drop Zone step, after rolling off to decide Attacker and Defender.

**Effect**  
You can re-roll your dice.

Reroll Attacker

Ability

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Ability

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Ability

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Warrant

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COORDINATE

Warrant

WARRANT OF TRADE

When

At the end of the Select a Kill Team step.


Effect

Add 1CP to your pool.

+1 CP

CONCUSSION GRENADE

2EP

The operative can perform the following action during the battle:  
CONCUSSION GRENADE 1APSelect one point on the killzone within  of this operative. Roll one D6 for each operative within ② 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.



Area APL-


FRAG GRENADE

Max: 12EP

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

Frag grenade

 4  3+  2/3




Rng  Blast ② Indirect Limited


KRAK GRENADE

Max: 13EP

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:

Krak grenade

 4  3+  4/5

Rng  AP1 Indirect Limited

Warrant

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Equipment

Starstriders

Equipment

Starstriders

Equipment

Starstriders

## ARCHEOTECH BEAM

When making shooting attacks with the ranged weapons below:

- 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, you cannot use any Strategic or Tactical Ploys for shooting attacks made by Privateer Support Assets.

Archeotech Beam	4	3+	6/7
AP2 Barrage			

## GUIDED SHELL

When making shooting attacks with the ranged weapons below:

- 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, you cannot use any Strategic or Tactical Ploys for shooting attacks made by Privateer Support Assets.

Guided Shell	5	4+	3/5
Blast ② Barrage			

## CLUSTER BOMB

When making shooting attacks with the ranged weapons below:

- 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, you cannot use any Strategic or Tactical Ploys for shooting attacks made by Privateer Support Assets.

Cluster Bomb	5	4+	2/3
Blast ③ Barrage			

## 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.

No APL Mod

Support

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Support

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Support

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Equipment

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## 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.

No APL Mod

## CARAPACE ARMOUR

2EP

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

Sv 4+

## CARAPACE ARMOUR

2EP

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

Sv 4+

## CARAPACE ARMOUR

2EP

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

Sv 4+

Equipment

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Equipment

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Equipment

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## HOT-SHOT CAPACITOR PACK

**2EP**

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

Las +1/1D

## HOT-SHOT CAPACITOR PACK

**2EP**

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

Las +1/1D

## HOT-SHOT CAPACITOR PACK

**2EP**

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

Las +1/1D

## ELUCIDIAN STARSTRIDER KILL TEAM

**Recon, Security**

### 10 operatives

ELUCIA VHANE

CANID

DEATH CULT EXECUTIONER

LECTRO-MAESTER

REJUVENAT ADEPT

VOIDMASTER

VOIDSMAN (x3)

VOIDSMAN w. Rotor Cannon

Team

Equipment

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Equipment

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## PRIVATEER SUPPORT ASSET

### Faction Ability

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 below 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.

## WARRANT OF TRADE

### Faction Ability

Up to **three times per game**, you can use a Warrant of Trade ability. 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.

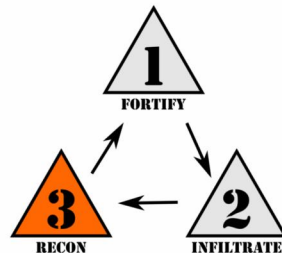
## RECON

#### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


#### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



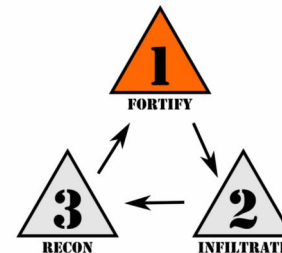
## FORTIFY

#### Matched Play

Set up one additional barricade within  of your drop zone

#### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



Abilities

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Abilities

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Scouting

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Scouting

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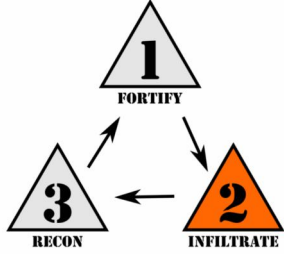
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

## TURN SEQUENCE

- INITIATIVE PHASE
  - READY OPERATIVES
  - DETERMINE INITIATIVE
- STRATEGY PHASE
  - GENERATE COMMAND POINTS
  - PLAY STRATEGIC PLOYS
  - TARGET REVEAL
- FIREFIGHT PHASE
  - PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	PRIMARY			
	SECONDARY			
	1	2	3	4
	1	2	3	4

Scorecard

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Matched

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Matched

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Scouting

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