



## 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 five uses per battle, instead of four). 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
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**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 (you can change its order to **Engage** to do so), 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, it can perform a free **Pick Up Marker** or **Place Marker** action (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 MOVE SAVE WOUNDS

## 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 | MOVE | SAVE | WOUNDS

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 **ELUDICIAN STARSTRIDER** or **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

### 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:** Your opponent must set up all of their operatives before you set up any. Additionally, 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.

### Explore

**When:** **STRATEGIC GAMBIT** in the first turning point.

**Effect:** Perform a free **Reposition** action with D3 friendly **ELUCIDIAN STARSTRIDER** operatives that are wholly within your drop zone. Each that does so must end that move wholly within 4" of your drop zone.

**CONTINUES ON OTHER SIDE** ►

## 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 four 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** ►

### 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.

**CONTINUES ON OTHER SIDE** ►



## 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, in the Roll Attack Dice step, you can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.



## ELUCIDIAN STARSTRIDER<sup>®</sup> 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<sup>®</sup>** 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<sup>®</sup> 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<sup>®</sup>** 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<sup>®</sup> 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<sup>®</sup>** operative, if it's shooting an enemy operative that's been shot by another friendly **ELUCIDIAN STARSTRIDER<sup>®</sup>** 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<sup>®</sup> 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<sup>®</sup>** operative is activated. That friendly operative regains up to D3+2 lost wounds and during that activation you can ignore any changes to its APL stat.



## ELUCIDIAN STARSTRIDER<sup>®</sup> 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<sup>®</sup> NAVIS** operative's activation. Until the end of the activation, add 1 to its APL stat.

## ELUCIDIAN STARSTRIDER<sup>®</sup> 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<sup>®</sup> NAVIS** operative is activated. Select one other ready friendly **ELUCIDIAN STARSTRIDER<sup>®</sup> 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<sup>®</sup> 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<sup>®</sup>** 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<sup>®</sup> 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<sup>®</sup>** operative is performing the **Shoot** action and you select a lascannon, lasgun or relic lascannon, 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.



# 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.

**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**.

### FACTION RULES, WARRANT OF TRADE

Relevant part of first sentence of first paragraph changed to read:

'Up to **four** times per battle, [...]'

#### Coerce

Effect changed to read:

'Your opponent must set up all of their operatives before you set up any. Additionally, 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

Effect changed to read:

'Perform a free **Reposition** action with **D3** friendly **ELUCIDIAN STARSTRIDER** operatives **that are** wholly within your drop zone. **Each** that does so must end that move wholly within **4"** of your drop zone.'

### STRATEGY PLOYS, STAKE CLAIM

Relevant part of second sentence changed to read:

'[...] fighting against or retaliating against an enemy operative that's within 3" of that marker, **in the Roll Attack Dice step**, **you can retain one of your fails as a normal success instead of discarding it**, or retain one of your normal successes as a critical success instead.'

## JANUARY '26

### FIREFIGHT PLOYS, SURVIVALIST

Changed to read:

'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 **and during that activation you can ignore any changes to its APL stat**. **You cannot use this ploy for each friendly operative more than once per battle**.'

### ELUCIA VHANE OPERATIVE, REPUTATION TO MAINTAIN RULE

Relevant part of first sentence changed to read:

'[...] you can either gain 1 additional CP or use an additional **WARRANT OF TRADE** rule (up to **five** uses per battle, instead of **four**).'

### CANID OPERATIVE, LOYAL COMPANION RULE

Relevant part of last sentence changed to read:

'[...] this operative can immediately perform a free **Charge** action (you can change its order to **Engage** to do so), [...]'

### FACTION EQUIPMENT, HOT SHOT CAPACITOR PACKS

Relevant part of first sentence changed to read:

'[...] and you select a laspistol, lasgun **or** relic laspistol, you can use this rule.'

Last sentence deleted:

'**Note that** relic laspistols **are excluded from this rule**.'

## PREVIOUS ERRATAS

### 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 of Balanced.**'

### 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.





3

## 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

**LECTRO-MAESTER**

Voltaic pistol

**REJUVENAT ADEPT**

Scalpel claw



Laspistol

**VOIDMASTER**

Relic lascapistol



Artificer shotgun

**VOIDSMAN**

Lasgun



Rotor cannon

