


# ELUCIDIAN STARSTRIDER

## FACTION EQUIPMENT

### ARMoured UNDERSUIT

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


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

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### HOT SHOT CAPACITOR PACKS

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

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

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### 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.

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### 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.