

ABILITES: Concealed Archeotech Weapon, Disruption Field Generator

Melee Melee

BAYT BOMAR

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.71

Grenade D3

**Pistol** 1

.9

W

Concussion grenade

Heirloom pistol

Elucia Vhane

ELUCIA VHANE

MEVLON

**JMAN** 

Monomolecular cane-rapier

# EXEENIENCE CONVATESCENCE NEW RECAULT EXEENIENCE DEWENNOND2 CONVATESCENCE NEW RECAULT

#### ABILITIES: Specialist Retainer, Healing Serum

**21 POINTS** 

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onension grenade	.9	Grenau	<b>16 D3</b>		٤	0	τ	1" of a add 1 Streng	target is terrain to this w gth and I cteristics	feature, reapon's Damage
Scalpel claw	Selec	9919M			User	Į-	I	-		
lotziqaa.l	.71	Pistol 1			٤	0	τ			
MEVEON	BNVB	Libe			s	dV	0	TLANAA	53	
Sanistasia Minst		"9	+₽	+₽	٤	£	z	z	L	+5
NAME		W	SM	88	S	1	M	¥	PI	AS
IM AISATSINAS	LSNI		1		A Start	1.52	1		Da LI	TNI

VULGRAR THRIC	CE-CU	RSE	D						PC	INTS
NAME		M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed		4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE			8	AP		ABILIT	ES	
Belly-flamer	8"	Assaul	t D6	5	4	0	1	This w autom its targ	atically I	nits
Fleshripper claws	Melee	Melee			4	-1	1			

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

Strength and Damage characteristics.

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VBILLIES

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User

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SB

+8

SM

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If the target is within 1" of a terrain feature,

6

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AC

SINIO

SPECIALISM: St	rength – Muscular		DEMEANOUR: Opp	oressive	
LEVEL	FLESH WOUNDS	NURY	Contusion	Minor Injury	Serious Injury

NAME	191	M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer		<b>4</b> "	4+	1	5	5	4	4	8	6+
WEAPON	RANGE	TYPE			S	AP	B	ABILITI	ES	12.21
Hideous mutations	Melee	Melee			User	-2	2	1		
Plague cleaver	Melee	Melee			User	-2	2		l wound his weap	

#### ABILITIES: Disgustingly Resilient, Horrific Visage

Consume

SPECIALISM: Leader - Resourceful	DEMEANOUR: Caco	phonous	
	FLESH WOUNDS		



VULGRAR THRIC	CE-CU	RSE	D						PO	INT
NAME		M	WS	BS	\$	1	W	A	Ld	Sv
Vulgrar Thrice-Cursed		4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE		1.1	8	AP	D	ABILIT	ES	
Belly-flamer	8"	Assaul	t D6		4	0	1	This w autom its targ	atically h	nits
Fleshripper claws	Melee	Melee			4	-1	1			

INUURY

DEMEANOUR: Oppressive

Contusion

**Minor Injury** 

**Serious Injury** 

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

FLESH WOUNDS

SPECIALISM: Strength - Muscular

LEVE

AS	P1	¥	M	1	\$	88	SM	W	New J	NAME
+₽	6	٤	ŧ	£	٤	+£	+£	"9		Elucia Vhane
	1	ABILITIES	8	d¥	S			IAME	BANGE	MEWLON
			z	7-	Þ			Pistol 1	17.	Heirloom pistol
		(a	I	p-	User			sələM	sələM	Monomolecular cane-rapier
eature, eapon's amage	this we d bus n	If the tar add 1 to Strength Strength	t	0	٤		¢ D3	Grenad	.9	Soncussion grenade

ABILITES. Concealed Archeotech Weapon, Disruption Field Generator



EX DEMIENCE	LI L	CONAVTERCENCE	NEM BECKNIL	
SPECIALISM: Medic - Reassuring	DEMEANOUR: Enter	Buising		

Grenade D3

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SM

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Melee Melee

**BANGE TYPE** 

Strength and Damage characteristics.

SATURA

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User -1

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add 1 to this weapon's

If the target is within 1" of a terrain feature,

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ABILITIES: Specialist Retainer, Healing Serum

Concussion grenade

TENIM AIEATEINAS

Scalpel claw

Laspistol

Sanistasia Minst WEAPON

**JMAN** 

VULGRAR THRIC	CE-CU	RSE	D						PO	INTS
NAME		M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Cursed		4"	3+	6+	5	5	5	4	9	6+
WEAPON	BANGE	TYPE		10000	8	AP	8	ABILIT	ES	
Belly-flamer	8"	Assaul	t D6		4	0	1		eapon atically l get.	nits
Fleshripper claws	Melee	Melee			4	-1	1	-		

**GNASHER-SCREAMER 31 POINTS** NAME M WS BS W 4" 8 **Gnasher-Screamer** 5 5 4 4+ 4 AP ABILITIES RANGE TYPE WEAPON Melee Melee User -2 2 **Hideous** mutations Re-roll wound rolls of

Melee Melee

6+

2

1 for this weapon.

User -2

ABILITIES: Disgustingly Resilient, Horrific Visage

Plague cleaver

SPECIALISM: Leader - Resourceful	DEMEANOUR: Caco	phonous	
	FLESH WOUNDS	CONVALESCENCE	



ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage



NAME	See The Mark	M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Curs	ed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE			8	AP	B	ABILITI	ES	
Belly-flamer	8"	Assault	D6		4	0	1	This w autom its targ	atically h	nits
								no targ	set.	
Fleshripper claws		Melee			4	-1	1	-	ζετ. 	

GNASHER-SCR	EAMER						Sec.	3	110	INT
NAME	S. Salar	M	WS	BS	S	Т	W	A	Ld	Sv
Gnasher-Screamer		4"	4+	-	5	5	4	4	8	6+
WEAPON	RANSE	TYPE			S	AP		ABILITI	IS N	2.1
Hideous mutations	Melee	Melee			User	-2	2			
Plague cleaver	Melee	Melee			User	-2	2		wound is weap	
ABILITIES: Disgustingly F	Resilient, Ho	rrific Vi	sage					1101 1	ns weap	
ABILITIES: Disgustingly F		rrific Vi	sage	DEME	ANOUR, C	acophe	opous	11010		
ABILITIES: Disgustingly F SPECIALISM: Leader – Re		rrific Vi	sage	DEMI	ANOUR: C	Cacopho	onous	11010	iis weap	
			sage		ANOUR: C			SCENCE		

## LORD OF RESENTMENT

#### Vulgrar Thrice-Cursed Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes **VULGRAR THRICE-CURSED**. This model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 made for friendly **GELLERPOX INFECTED** models within 6" this model.

1 COMMAND POINT

## **INSANE GIBBERING**

Vulgrar Thrice-Cursed Tactic Use this Tactic at the start of the Psychic phase if your kill team includes VULGRAR THRICE-CURSED. Until the end of the phase, subtract 1 from Psychic tests taken

for enemy PSYKERS whilst they are within 18" of your VULGRAR THRICE-CURSED.

1 COMMAND POINT

NAME		M	WS	BS	S	T	W	A	Ld	Sv
Vulgrar Thrice-Curse	ed	4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANGE	TYPE			S	AP		ABILIT		
Belly-flamer	8"	Assaul	t D6		4	0	1		veapon latically f get.	nits
Fleshripper claws	Melee	Melee			4	-1	1			
ADII ITIES. Discustingly	Resilient Bio	nic Abr	minatic	n. Horri	ific Visa	ge				
ABILITIES: Disgustingly		nic Abo	ominatio							
ABILITIES: Disgustingly SPECIALISM: Strength -		nic Abo	ominatio			ge Oppress	ive			
		onic Abo	ominatio			Oppress	ive Minor 1		Seriou	「いうち」」し、いいなってい

NAME     M     WS     BS     S     T       Gnasher-Screamer     4"     4+     -     5     5       WEAPON     RANGE     TYPE     S     AP       Hideous mutations     Melee     Melee     User     -2       Plague cleaver     Melee     Melee     User     -2	<b>W</b> 4 D 2	4 4 ABI	1004-24	Ld 8	<b>Sv</b> 6+
WEAPON         RANGE TYPE         S         AP           Hideous mutations         Melee         Melee         User         -2	0	110	1	100	6+
Hideous mutations Melee Melee User -2	Index	ABI	LITTES		
	2	1.		8	10.0
Plague cleaver Melee Melee User -2					
	2			wound is wear	l rolls of oon.
ABILITIES: Disgustingly Resilient, Horrific Visage					

FLESH WOUNDS

CONVALESCENCE NEW RECRUIT





NAME		M	WS	BS	S	T	W	A	u	Sv
Vulgrar Thrice-Cursed		4"	3+	6+	5	5	5	4	9	6+
WEAPON	RANBE	TYPE			S	AP	8	ABILITI	ES	
Belly-flamer	8"	Assaul	t D6		4	0	1	This w autom its targ	atically h	nits
Fleshripper claws	Melee	Melee			4	-1	1			

NAME		M	WS	BS	S	T	W	A	Ld	Sv
Gnasher-Screamer		4"	4+	-	5	5	4	4	8	6+
WEAPON	RANBE	TYPE			S	AP	0	ABILIT	ES	
Hideous mutations	Melee	Melee			User	-2	2	-		
Plague cleaver	Melee	Melee			User	-2	2		ll wound his weap	

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

**CORRUPTION AND DECAY** 

**Gellerpox Infected Tactic** 

Use this Tactic at the start of the Fight

of the phase, subtract 1 from that enemy

phase. Choose an enemy model within 3" of a model from your kill team. Until the end

SPECIALISM: S	trength - Muscular		DEMEANOUR: Opp	oressive		
LEVEL	FLESH WOUNDS	NURY	Contusion	Minor Injury	Serious Injury	



SPECIALISM: Leader - Resourceful

#### GELLERSHIFT

#### **Gellerpox Infected Tactic**

Use this Tactic in the Movement phase before making a normal move with a **GELLERPOX MUTANT** from your kill team. Remove that model from the battlefield, then set it up anywhere on the battlefield that is more than 4" from any enemy models. It cannot move further in this phase.

**DEMEANOUR:** Cacophonous

CONVALESCENCE

NEW RECRUIT

FLESH WOUNDS



## RANCID VOMIT

#### **Gellerpox Infected Tactic**

Use this Tactic at the start of the Shooting phase. Choose a **NIGHTMARE HULK** model from your kill team and then choose an enemy model within 6" of and visible to it. Roll three D6; for each roll of 5+ that enemy model suffers 1 mortal wound.

**2 COMMAND POINTS** 

## 2 COMMAND POINTS

IAME		M	WS	BS	S	T	W	A	Ld	Sv
ulgrar Thrice-Curse	ed	4"	3+	6+	5	5	5	4	9	6+
VEAPON	RANBE	TYPE			\$	AP	0	ABILITY		
selly-flamer	8"	Assaul	t D6		4	0	1	This we automa its targ	atically h	uits
								0	CL.	
Fleshripper claws		Melee	ominatio	on, Horr	4 ific Visa	-1	1			
ABILITIES: Disgustingly 1	Resilient, Bio		ominatio	T	ific Visa			•		
	Resilient, Bio		ominatio	T	ific Visa	ge				

NAME		M	WS	BS	S	T	W	A	Lđ	Sv
Gnasher-Screamer		4"	4+	-	5	5	4	4	8	6+
WEAPON	RANGE	TYPE			8	AP	D	ABILITI	ES	
Hideous mutations	Melee	Melee			User	-2	2			
Plague cleaver	Melee	Melee			User	-2	2		l wound his weap	
ABILITIES: Disgustingly R	esilient, Ho	rrific Vi	sage					1 101 0		
ABILITIES: Disgustingly R	esilient, Ho	rrific Vi	sage					11010		
ABILITIES: Disgustingly R SPECIALISM: Leader - Res		rrific Vi	sage	DEM	EANOUR: C	Cacophe	onous	11010		
		rrific Vi	sage		EANOUR: C			SCENCE		RECRUT

#### VERMINOID INFESTATION

#### **Gellerpox Infected Tactic**

Use this Tactic at the end of the Movement phase. Set up a **MUTOID VERMIN** model on the battlefield anywhere that is wholly within 6" of a **GELLERPOX INFECTED** model from your kill team and more than 6" from any enemy models. This **MUTOID VERMIN** model is added to your kill team until the end of the mission, but is ignored for the purposes of determining whether your kill team is broken. At the end of the battle, remove all models added to your kill team through this Tactic before determining who has won the mission.

**3 COMMAND POINTS** 

## TWISTED BLESSINGS

#### **Gellerpox Infected Tactic**

Use this Tactic at the end of the Movement phase. Choose a **NIGHTMARE HULK** model from your kill team that has one or more flesh wounds and roll a D6; on a 4+ one flesh wound is removed from that model.

**2 COMMAND POINTS** 

#### **MACHINE GLITCH**

5-3

#### **Gellerpox Infected Tactic**

Use this Tactic when a player attempts to open or close a door if a **GLITCHLING** from your Kill Team that is not shaken is within 1" of that door or doorway. Add 3 to your dice result when rolling off to determine if that door opens (or remains closed) or if it closes (or remains open).

1 COMMAND POINT

1 COMMAI



NAME	2.1.	M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane	特别	6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE	10	No.	S	AP.	D	ABILIT	IES	
Heirloom pistol	12"	Pistol 1			4	-2	2			
Monomolecular cane-rapier	Melee	Melee			User	-4	1	-		
Concussion grenade	6"	Grenac	le D3		3	0	1	1" of a add 1 Streng	target is terrain to this w gth and I cteristics	feature, eapon's Damage
ABILITIES: Concealed Archeo	tech We	apon, D	isruptic	n Field	Generate	or				
SPECIALISM: Strategist - Reso	ourceful			DEM	EANOUR: I	ntrepid			The second	
LEVEL FLESH	WOUNDS	5	NUR	C	ontusion	1	Minor I	njury	Seriou	s Injury

NAME		M	WS	BS	S	Т	W	A	Ld	Sv	
Gnasher-Screamer		4"	4+		5	5	4	4	8	6+	
WEAPON	RANGE	TYPE			S	AP	0	ABILITI	ES		
Hideous mutations	Melee	Melee			User	-2	2				
Plague cleaver	Melee	Melee			User	-2	2		l wound his weap		
ABILITIES: Disgustingly R	Resilient, Ho	rrific Vi	sage					1 for this weapon.			
ABILITIES: Disgustingly R	Resilient, Ho	rrific Vi	sage								
ABILITIES: Disgustingly R SPECIALISM: Leader – Ret		rrific Vi	sage	DEM	EANOUR: C	Cacophe	onous				



NAME		M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane		6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE			S	AP	D	ABILITY	ES	
Heirloom pistol	12"	Pistol 1			4	-2	2	1.0		
Monomolecular cane-rapier	Melee	Melee			User	-4	1	-		
Concussion grenade	6"	Grenad	e D3		3	0	1	1" of a add 1 t Streng	arget is terrain to this w th and I teristics	feature, reapon's Damage
ABILITIES: Concealed Archeo	tech We	apon, Di	sruptio	n Field	Generate	or .				
SPECIALISM: Strategist - Res	ourceful		1	DEM	ANOUR: I	ntrepid		1.6		
LEVEL FLESH	WOUNDS	1	NUR	r c	ontusion	N	Minor I	njury ]	Seriou	s Injur

NAME		M	WS	BS	S	T	W	A	Ld	Sv
Sanistasia Minst		6"	4+	4+	3	3	2	2	7	5+
WEAPON	RANGE	TYPE			S	AP	0	ABILIT	ES	
Laspistol	12"	Pistol 1			3	0	1	1		
Scalpel claw	Melee	Melee			User	-1	1	-		
Concussion grenade	6"	Grenad	le D3		3	0	1	1" of a add 1 Streng	target is terrain f to this w gth and E cteristics.	feature eapon' Damag
ABILITIES: Specialist Reta	iner, Healin	g Serum				-				
SPECIALISM: Medic - Rea	ssuring			DEM	EANOUR: E	interpri	ising	Tr.		
				FLES		is i			NEW	



ELUCIA VHANE									PC	INTS
NAME		M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane		6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE			S	AP	8	ABILITI	ES	1.1
Heirloom pistol	12"	Pistol 1			4	-2	2			
Monomolecular cane-rapier	Melee	Melee			User	-4	1	-		
Concussion grenade	6"	Grenad	ie D3		3	0	1	1" of a add 1 Streng	target is terrain to this w th and I teristics	feature, reapon's Damage

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Str	ategist - Resourceful		DEMEANOUR: Intr	epid	
LEVEL	FLESH WOUNDS	NURY	Contusion	Minor Injury	Serious Injury



NAME	M	WS	BS	S	T	W	A	Ld	Sv			
Sanistasia Minst		6"	4+	4+	3	3	2	2	7	5+		
WEAPON	RANGE	TYPE			S	AP	0	ABILIT	ES			
Laspistol	12"	Pistol			3	0	1					
Scalpel claw	Melee	Melee			User	-1	1	-				
Concussion grenade	6"	6" Grenade D3			3	0	1	1" of a add 1 Streng	target is terrain to this w th and I cteristics	feature reapon's Damage		
ABILITIES: Specialist Reta	iner, Healin	g Serun	1									
SPECIALISM: Medic - Reassuring					DEMEANOUR: Enterprising							
EXPERIENCE		EXPERIENCE					ONVALE	SCENCE	NEW	RECRUIT		

# MULTI-SPECTRAL AUSPICATOR

#### **Elucia Vhane Aura Tactic**

Use this Tactic at the start of the Movement phase. **ELUCIA VHANE** gains the following aura ability until the end of the battle round:

As long as this model is not shaken, re-roll hit rolls of 1 for attacks made by friendly ELUCIDIAN STARSTRIDERS models within 6" of it.



NAME	ne (per)	M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane		6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE			5	AP	D	ABILITIE	8	
Heirloom pistol	12"	Pistol 1			4	-2	2	-2-11		
Monomolecular cane-rapier	Melee	Melee			User	-4	1	-		
Concussion grenade	6"	Grenad	e D3		3	0	1	If the ta 1" of a t add 1 to Strengt charact	errain f this w h and D	eature, eapon's amage
ABILITIES: Concealed Archeo	tech We	apon, Di	sruptio	n Field	Generato	or				

INURY

Contusion

**Minor Injury** 

Serious Injury

## DIGITAL LASER REGALIA

#### **Elucia Vhane Tactic**

LEVE

Use this Tactic immediately after fighting with **ELUCIA VHANE**. Make an additional hit roll against an enemy model within 1" of her; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.

FLESH WOUNDS



SANISTASIA MI	INST			3.00	1		17 POINT				
NAME		M WS	BS	S	T	W	A	Ld	Sv		
Sanistasia Minst		6" 4+	4+	3	3	2	2	7	5+		
WEAPON	RANBE	TYPE		s	AP	8	ABILITY	ES	2		
Laspistol	12"	Pistol 1		3	0	1	-				
Scalpel claw	Melee	Melee		User	-1	1					
Concussion grenade	ncussion grenade 6" Grenade D3				0	1	1" of a add 1 t Streng	arget is t terrain f to this w th and D teristics.	eature, eapon's amage		
ABILITIES: Specialist Retai	iner, Healin	g Serum									
SPECIALISM: Medic - Reassuring				DEMEANOUR: Enterprising							
	FLES	H WOUND	S I	CONVALE	SCENCE	NEW	RECRUIT				

ELUCIA VHANE	10 10 100		-	-	-	_	-	-		INT		
NAME		M	WS	BS	S	T	W	•	Ld	Sv		
Elucia Vhane		6"	3+	3+	3	3	4	3	9	4+		
WEAPON	RANGE	TYPE			S	AP	D	ABILIT	ES			
Heirloom pistol	12"	Pistol 1			4	-2	2	•				
Monomolecular cane-rapier	Melee	Melee			User	-4	1	-				
Concussion grenade 6" Grenade D3					3	0	1	1" of a add 1 Streng	target is terrain f to this w gth and E cteristics.	eature, eapon's Damage		
ABILITIES: Concealed Archeo	tech We	apon, Di	isruptio	n Field	Generate	or	1000					
SPECIALISM: Strategist - Resourceful					DEMEANOUR: Intrepid							
LEVEL FLESH	WOUNDS		NUR	C	ontusion	N	Ainor I	njury	Seriou	s Injur		

## **COMBAT MEDICINE**

#### **Elucidian Starstriders Tactic**

Use this Tactic after using SANISTASIA MINST'S Healing Serum ability (whether or not the ability was successful). You can immediately use that ability for a second time this phase, either on a different model or the same model again.

**1 COMMAND POINT** 

# PRIORITY OBJECTIVE IDENTIFIED

#### **Elucidian Starstriders Tactic**

Use this Tactic at the end of the Movement phase if LARSEN VAN DER GRAUSS is within 3" of an objective marker and not shaken. Until the end of the battle round, add 1 to his saving throws and Attacks characteristic.



## **EXECUTIONER SHELL**

#### **Elucidian Starstriders Tactic**

Use this Tactic before Voidmaster Nitsch is chosen to shoot with in the Shooting phase. Only make a single hit roll with his artificer shotgun this phase, but add 3 to the result; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.



<b>8</b> S 4+	<b>S</b> 3 <b>S</b> 3	3 AP 0	W 2 0 1	A 2 ABILITH -	Ld 7 ES	Sv 5+	
4+	<b>S</b> 3	AP	0			31	
	3	144.8	223	ABILIT	18	1910	
		0	1				
	100-5						
	User	-1	1	-			
	3	0	1	1" of a add 1 t Strengt	terrain to this w th and I	feature, eapon's Damage	
DEMEANOUR: Enterprising							
FLESH WOUNDS CONVALESCENCE NEW RECRUI							
		DEMEANOUR: E	DEMEANOUR: Enterpri	DEMEANOUR: Enterprising	3 0 1 add 1 1 Streng charac	Strength and I characteristics DEMEANOUR: Enterprising	

ELUCIA VHANE						POINT				
NAME		M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane		6"	3+	3+	3	3	4	3	9	4+
WEAPON	RANGE	TYPE			S	AP		ABILIT	ES	
Heirloom pistol	12"	Pistol I			4	-2	2			
Monomolecular cane-rapier	Melee	Melee			User	-4	1	-		
Concussion grenade 6"		Grenad	de D3		3	0	1	1" of a add 1 Streng	target is terrain to to this w gth and I cteristics	feature, eapon's Damage
ABILITIES: Concealed Archeo	tech We	apon, D	isruptio	n Field	Generate	or				
SPECIALISM: Strategist - Rese	ourceful			DEM	ANOUR: I	ntrepid				
FLESH	WOUNDS	-	-	C	ontusion	1	Minor I	Injury	Seriou	s Injur

INBIR

## **KILLING STRIKES**

**Elucidian Starstriders Tactic** Use this Tactic before **KNOSSO PROND** is chosen to fight with in the Fight phase. Until the end of the phase, the Damage characteristic of her power blade is increased to D3.



## **VOLTAGHEIST TRANSFERENCE**

LEVEL

#### **Elucidian Starstriders Tactic**

Use this Tactic in the Movement phase before making a normal move with LARSEN VAN DER GRAUSS. Remove this model from the battlefield, then set it up anywhere that is more than 4" from any enemy models. He cannot move further this phase.



#### **VOLTAGHEIST FIELD**

#### **Elucidian Starstriders Tactic**

Use this Tactic before LARSEN VAN DER GRAUSS is chosen to shoot with in the Shooting phase. He can do one of the following instead of shooting normally: open or close a door as if he were within 1" of it, scan a terrain feature for traps (your opponent(s) must tell you if that terrain feature has been trapped or not), or ignore penalties to his hit rolls for the target model being obscured when shooting with his voltaic pistol this phase.

#### **2 COMMAND POINTS**