

WARHAMMER

40,000



INTRODUCTION

You hold in your hand the definitive guide to the Rogue Trader Elucia Vhane and her innermost circle of deadly specialists – the Elucidian Starstriders. This book will help you to assemble your collection of Citadel Miniatures into a potent tabletop force, ready to battle and claim worlds in the Emperor's name.

Elucia Vhane is a Rogue Trader of great renown. Used to life on the lawless frontier of the Imperium, she and her team – the Elucidian Starstriders – are prepared to face any threat, and are suited to any task – mapping out uncharted stars, searching for new inhabitable planets, or bounty hunting an enemy of the Imperium. In combat, Vhane's Voidsmen-at-arms send forth volleys of lasgun fire, the Lector-Maester Larsen van der Grauss keeping them protected with a crackling force field. Foes that get too close face the wrath of the group's deadly Death Cult Executioner, Knosso Prond, or the cane-rapist of Vhane herself. Should a member of the Starstriders be wounded they are quickly healed by Sanistasia Minst, their Rejuvenat Adept comrade.

Building and painting the Elucidian Starstriders is an exciting opportunity for Warhammer 40,000 hobbyists of any ability. Every model in the Starstriders is lavishly detailed, from the Rogue Trader herself, in her baroque armoured corset, to the tech-heavy Lector-Maester. The unique nature of the models poses a variety of challenges – from the heraldic uniforms and squad markings of the Voidsmen-at-arms, to the flamboyant flourishes of the Rogue Trader or the eccentric technology of the Lector-Maester. All come to life with careful painting.

Within this booklet you will find a history of the legendary explorers known as Rogue Traders, and how they operate to continue the Imperium's expansion. You will also find detailed accounts of every member of the Elucidian Starstriders, beginning with Vhane herself.

Alongside this background you will find everything you need to field Elucia Vhane and her followers in your games of Warhammer 40,000. Datasheets contain the rules and weapons for each of the Elucidian Starstriders, while faction abilities, Stratagems and matched play points allow you to turn your collection into a formidable tabletop force.

Finally, you will find a showcase of expertly painted Elucidian Starstriders Citadel Miniatures, which should provide plenty of inspiration and ideas for your own collection.

To discover more about the Warhammer 40,000 hobby, visit warhammer40000.com. The website contains a wealth of resources, including the free core rules, painting guides, faction introductions, gaming tutorials, and much, much more.



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To aid Primarch Roboute Guilliman, the Lord Commander of the Imperium, Rogue Trader Elucia Vhane led her Elucidian Starsriders to the far edge of the galaxy in search of inhabitable star systems. There she found what she sought, but also brought with her the seeds of the very contamination Humanity hoped to escape. Calling upon all her skills and resolve, Vhane fought the loathsome Gellerpox Infected.



ROGUE TRADERS

They are natural born leaders, merchants of death, and talented explorers with a keen eye for profit and survival. They are Rogue Traders – special agents of the Imperium with a license to do nearly anything that they deem necessary. To cross blades with such a star-faring adventurer is to invite swift defeat.

Fighter, explorer, diplomat, deal broker – a Rogue Trader is all of these and more. They are freelance agents granted vast power and autonomy to explore the least known regions of the galaxy.

Rogue Traders alone bear the sacred Warrant of Trade – a letter of marque that empowers the owner to travel beyond the boundaries of the Imperium and to make both trades and war in the Emperor's name. The charters are hereditary, but as the occupation is extremely dangerous there are as many new warrants given out as there are multi-generational dynasties of successful Rogue Traders.

Some Rogue Traders are pious individuals, devout worshippers of the Emperor who are eager to spread the Imperium's dominion. Others are no more than glorified pirates, cut-throats in search of plunder, or vociferous leaders seeking to forge a legacy for themselves. There are as many amongst the Rogue Traders who seek to plant the Imperial flag upon uncharted worlds as there are conquistadors looking for new lands to conquer in their own name. No two Rogue Traders are exactly alike, but all exhibit the same dynamic skills that allow them to not only survive, but flourish in the most dangerous of frontiers.

ORIGINS

The Imperium of Mankind is a vast, scattered realm that stretches across almost the entire galaxy. Although it contains a million worlds, this is but a tiny fraction of the galactic whole. Due to size and the prevalence of warp storms, immense tracts of space remain unexplored – this includes enormous sections upon the galactic fringe, but also a great many territories scattered amongst the most heavily populated regions.

To search out these empty sectors upon the galactic map, the Imperium issued Warrants of Trade to the most dynamic and ambitious of leaders. These contracts empowered the holder with great authority. Often warrants were granted with an initial goal, such as to chart certain regions, visit particular planets or destroy known enemies. Others were given with only vague instructions, such as to explore the galactic west or simply spread out and conquer in the Emperor's name. Regardless of their task, each bearer of a Warrant of Trade has great license in how they conduct their affairs, for their work is dangerous and often occurs far from the guiding light of the Astronomican and Terra's authority. Upon his or her discretion will alien planets be marked for destruction, and entire races designated for ultimate subjugation or eradication.

As the Warrants of Trade are hereditary, entire dynasties of Rogue Traders are common, with some dating back to the founding of the Imperium. Seeking glory, treasure and continued expansion of the Imperium, they have probed beyond explored space, recovered lost colonies from Mankind's earlier ages, and exploited untold xenos civilisations.

As for the origins of the Rogue Traders themselves, they come from the upper echelons of the Imperium. Military officers – particularly admirals of the Imperial Navy – are prime candidates, while the wealthiest merchant guilds or the boldest of Navigator Houses are fertile ground for the formation of future Rogue Traders. Others might have once been high-ranking bureaucrats of the Adeptus Terra, former planetary governors, or even Inquisitors seeking greater freedom in their actions. Some Rogue Traders are created by circumstance rather than choice – a vociferous military commander

'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. And don't come back until you've done so a hundred times.'

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

or liberal-minded Inquisitor might find themselves politically manoeuvred into accepting a Warrant of Trade so as to remove them from the Imperial centre. Indeed, while Rogue Traders wield great powers, they are all outcasts in a way – nomads known for following their own course rather than the strict protocols demanded by many of the Imperium's bloated and bureaucratic organisations.

RETINUES

As resourceful as they are, Rogue Traders do not take to the empty voids of space alone – each commands anything from a lone ship to a small fleet. In addition to the crew needed to fly and maintain their spacecraft, these agents also employ contingents of warriors, for it is a dangerous galaxy and the one surety is that wherever sentient life can be found, battle will soon follow.

It is not surprising to find a Rogue Trader surrounded by an assortment of highly skilled individuals, ranging from assassins of a Death Cult to missionaries

of the Ecclesiarchy. Within the same group, a diplomat might serve alongside a Navigator, or a xenos translator beside a Tech-Priest of Mars. In addition to associating with all manner of Imperial civilians, Rogue Traders are known to enter into pacts with Space Marines, the Astra Militarum, the Imperial Navy, and even xenos forces.

Rogue Traders and their entourages are armed and equipped to the teeth, drawing upon an arsenal of archaic – and sometimes alien – technologies. Far from the light of the Astronomican, a Rogue Trader can seldom, if ever, count upon Imperial reinforcements, and so they must prepare for any eventuality.

Spending most of their lives in the untamed fringes of the galaxy, where they are typically embroiled in a number of plots and political intrigues at any given time, Rogue Traders rarely find themselves returning to the heart of the Imperium – but when they do, it is with news of great import and the holds of their fleets laden with treasures.

'To stand upon the galaxy's edge and look out – to see the real void, the true blackness of beyond. I have seen much more than any of those who have given me orders in the past. It grows easy to begrudge the callow commands of those that have never left their home world. But to work directly for the Returned One? To serve Guilliman? That I will do without hesitation.'

*- Elucia Vhane,
Rogue Trader*



Explorer, conqueror, diplomat, trader, spy, empire builder – a Rogue Trader can be all of these and more. Travelling far past the borders of known space, they claim riches and new worlds in the name of the Emperor.

THE FRONTIER

This section contains background, datasheets, Stratagems and matched play points for your Elucidian Starstriders miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

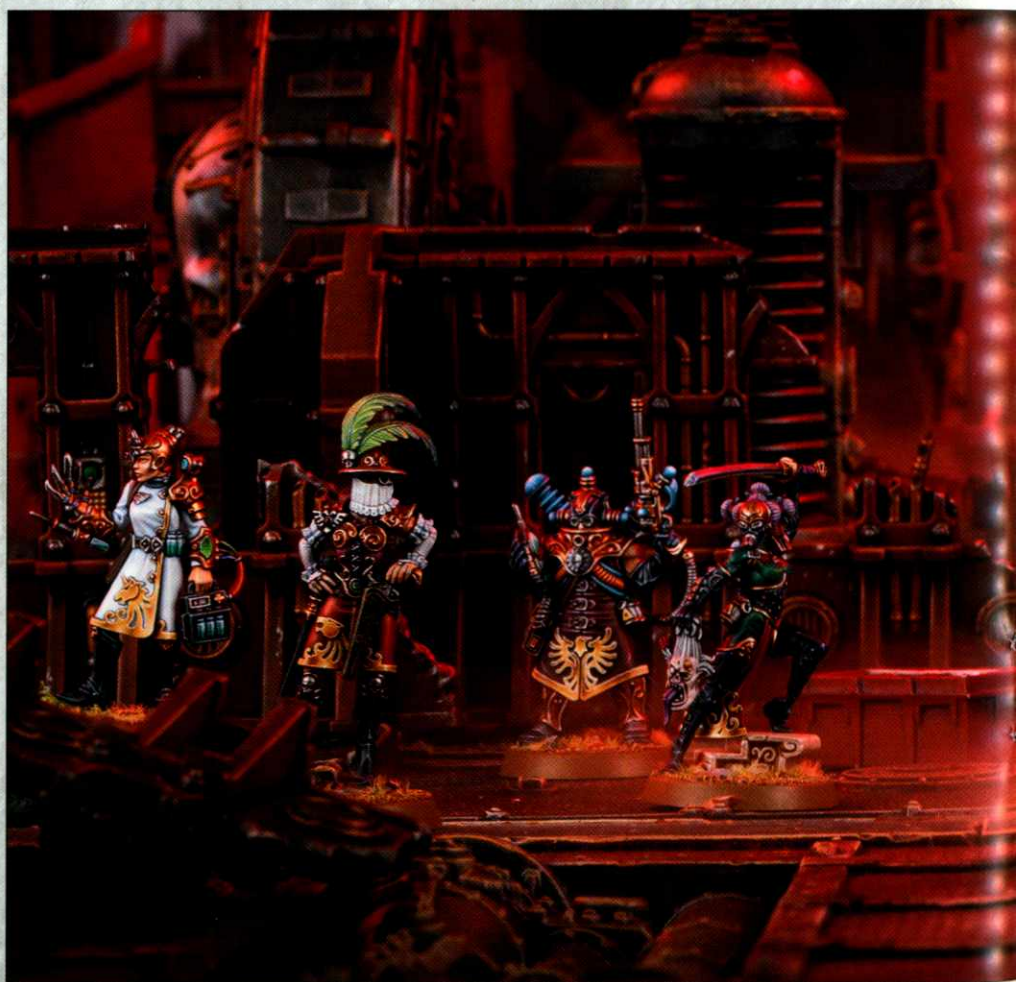
ABILITIES

The following abilities are common to several **ELUCIDIAN STARSTRIDERS** units.

WARRANT OF TRADE

The single most important item in the possession of any Rogue Trader, the Warrant of Trade grants great authority to its bearer throughout the Imperium, and even gives license to travel beyond its boundaries.

A model with this ability can embark onto any **IMPERIUM TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so. All other restrictions apply normally.



ROGUE TRADER RETINUE

By dint of their authority or the promise of untold riches and prestige, Rogue Traders are surrounded by a wide array of followers.

This ability has no effect unless your army includes **ELUCIA VHANE**. If it does, you cannot set up any units with this ability before you have set up **ELUCIA VHANE**. When you set up **ELUCIA VHANE** during deployment, all units with this ability are set up at the same time. When you set up **ELUCIA VHANE** on the battlefield for the first time, all units with this ability must be set up within 6" of her, or they must all be set up in the same **TRANSPORT** as her. If they cannot be set up, they count as destroyed.

WARLORD TRAIT

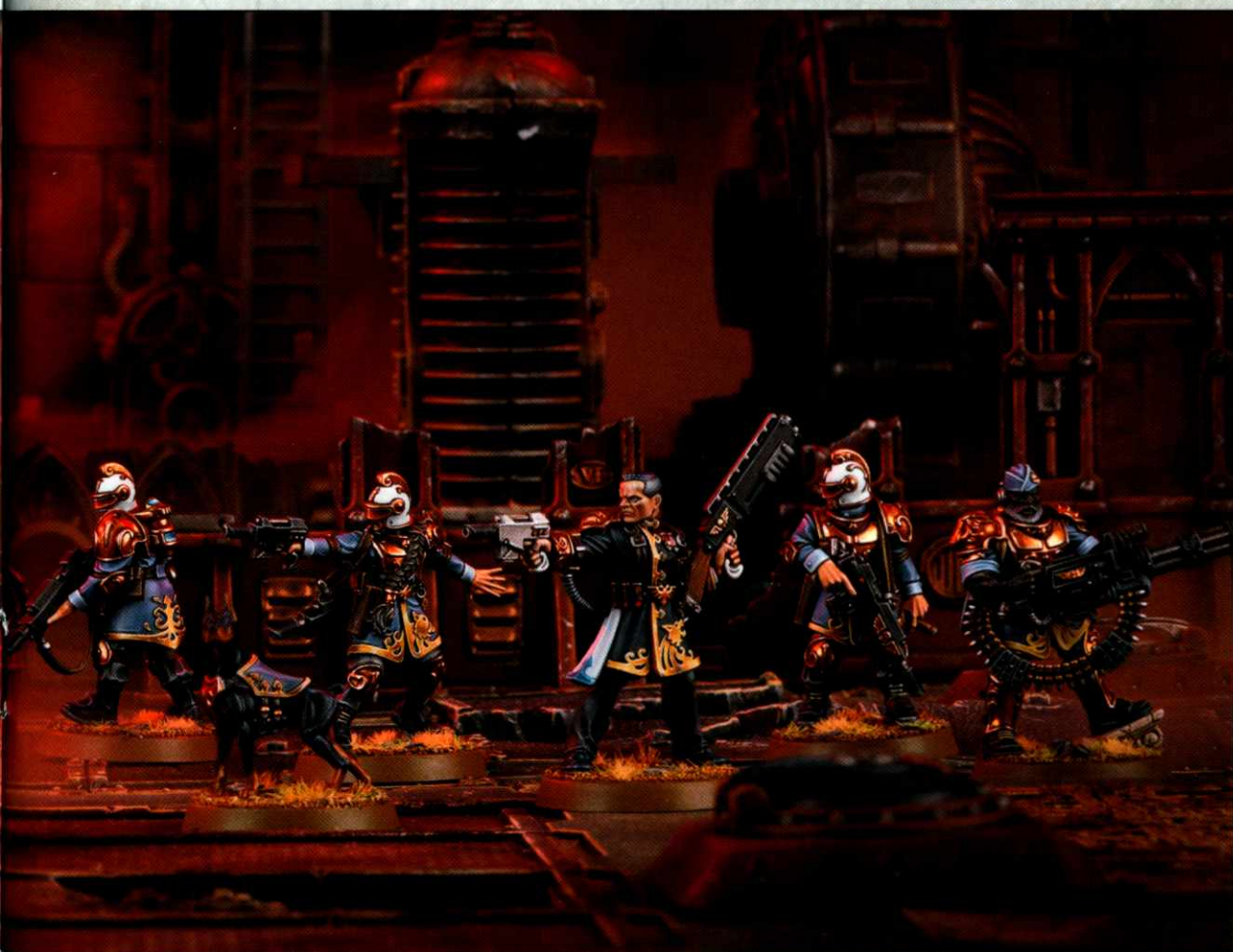
If **ELUCIA VHANE** is your Warlord, she always has the Explorator Fleetmaster Warlord Trait, below.

EXPLORATOR FLEETMASTER

To endure the untold dangers found on the outer edges of the Imperium requires more than just superlative

martial skill – it takes a mastermind of logistical organisation. Only those Rogue Traders who prepare for everything can expect to survive for long.

If your army is Battle-forged, you receive 3 additional Command Points. These can only be spent to use Elucidian Starstriders Stratagems (pg 20-21).





**'Beware the
Rogue Trader,
my prince. Those
ones will enter a
ballroom but leave a
slaughterhouse.'**

*- Gallica Maedes,
last surviving advisor
of the House of
Vendallion*

ELUCIA VHANE

A Rogue Trader always cuts an impressive figure, whether in the courts of Imperial high society or upon a corpse-strewn battlefield – but none do so with more style than Elucia Vhane. Resplendent in her baroque finery, she appears much like a well-to-do quaintrelle, an appearance that is deliberately deceptive.

Beneath her stylish apparel and confident demeanour lies the soul of a merciless and hyper-efficient predator, one whose claws are only sheathed until the moment of the kill. When her prey bares its throat, or leaves even the slightest of openings, Elucia draws *Blur* – her bejewelled cane-rapier – and wields it with the deft quickness of a master duellist. The weapon's monomolecular edge shimmers with potent power, and although the blade is slim, it can cut through the thickest of armour with ease. With but the twitch of a trigger-finger, she can riddle an enemy with bullets from her antique pistol – an heirloom from a more elegant period of Humanity's long-forgotten past. At need, her ring can be flipped to reveal a priceless *Jokaero* digital weapon that emits a blinding laser beam, shooting out from its faceted surface to scorch eyes and melt flesh.

Vhane's potent wargear is not limited to offensive weaponry, as her armoured corset houses within it the finest of disruption field generators. From las-beams to plasma bursts, all manner of incoming fire dissipates against the sudden flash of its protective screen.

Elucia Vhane comes from a long-established Rogue Trader dynasty dating back to the 32nd Millennium. Few Rogue Trader families can claim to have founded more Imperial colonies than have the Vhanes, earning them and their followers the moniker of *Starstriders*. Under her familial training she has become an innate leader, and her quick-thinking and rapid-fire decision making has seen her escape from certain death many dozens of times.

The Vhane Dynasty of Rogue Traders remains tight-knit – typically working together in the galactic north – however, Elucia herself has left her family behind. Whether this is by her choice or theirs is a question she will not answer. Whatever the case, Elucia's actions show she is determined to make her deeds stand out even amongst the rich history of her ancestors. Her bold demeanour will see her rise to glory – or die trying.

MISTRESS OF A THOUSAND NAMES

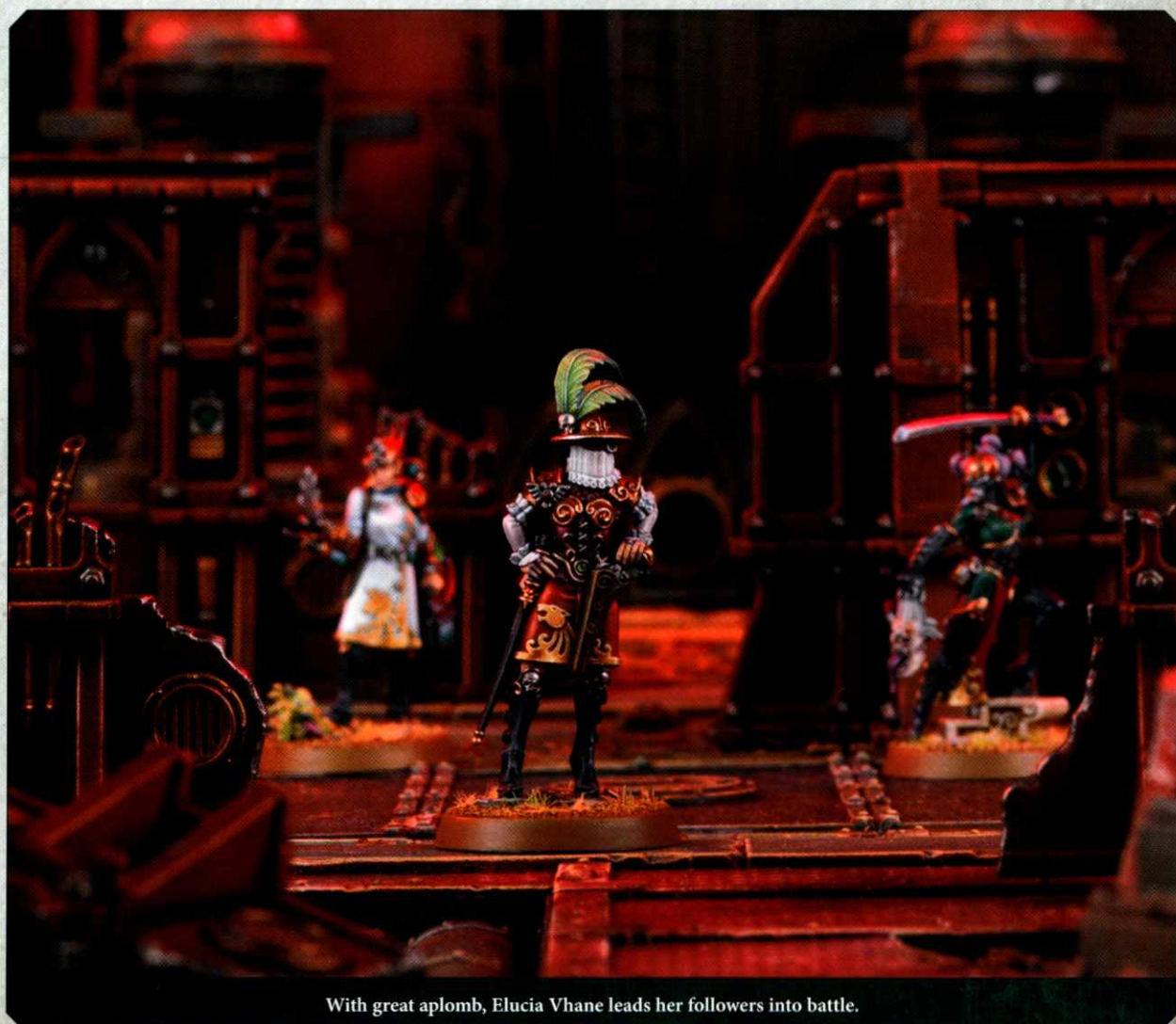
Even by the standards of the High Lords of Terra, Elucia Vhane is old. She keeps in excellent health through advanced medical procedures – most recently performed by *Rejuvenat Adept Sanistasia Minst* – but accounts of her deeds span well over five hundred Terran years. During her illustrious career, Vhane has discovered many star systems, mapped entire new sectors of the galaxy, and been credited with founding no less than a dozen different colonies. She helped eradicate the last of the xenos species known as the *Dharlok*, and has earned the eternal favour of Mars for sending the *Tech-Priests* the coordinates leading to the planet *Oleumus* – to date, the most promethium-rich planet in the Imperium. Her adventures on the edge of the galaxy have not all gone smoothly, however. Several bounties have been placed on her head, and she is wanted for questioning by a number of branches of the *Inquisition* – mostly about the deaths of a string of planetary governors upon distant border worlds. These Imperial agents know her as the *Mistress of the Black Flag*, while the *Orks* of the *Dondar System* refer to Elucia as *Da Feathered Deff*. The *Aeldari corsairs* of the galactic north call her *Faollgael* – a word that translates as either huntress or she-wolf. *Starstrider*, scourge, founder, explorer, saviour, destroyer – Vhane is all of these things and more.



ELUCIA VHANE



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elucia Vhane	6"	3+	3+	3	3	4	3	9	4+
Elucia Vhane is a single model armed with a monomolecular cane-rapier, heirloom pistol and concussion grenades. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Heirloom pistol	12"	Pistol 1		4	-2	2	-		
Monomolecular cane-rapier	Melee	Melee		User	-4	1	-		
Concussion grenade	6"	Grenade D3		3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.		
ABILITIES	Warrant of Trade (pg 6)						Disruption Field Generator: Elucia Vhane has a 4+ invulnerable save.		
	Concealed Archeotech Weapon: Once per battle, at the start of the Fight phase, pick an enemy model within 1" of Elucia Vhane and roll a dice; on a 4+ that model's unit suffers D3 mortal wounds.						Multi-Spectral Auspicator: Re-roll hit rolls of 1 made for attacks by friendly ELUCIDIAN STARSTRIDERS units within 6" of Elucia Vhane.		
FACTION KEYWORDS	IMPERIUM, ASTRA CARTOGRAPHICA, ELUCIDIAN STARSTRIDERS								
KEYWORDS	CHARACTER, INFANTRY, ROGUE TRADER, ELUCIA VHANE								



With great aplomb, Elucia Vhane leads her followers into battle.



VOIDSMEN-AT-ARMS

The warships of the Imperium's vast navy are as varied as the shipmasters that command them, but inside their stout hulls, they all have one thing in common – an armed military force ready and willing to respond to any threat. Known formally as Voidsmen-at-Arms, these naval personnel range from common ratings to gun-commodores in charge of vast broadsides and master officers who command entire armies of warriors.

Voidsmen-at-Arms are trained extensively in the use of the lasgun – the ubiquitous anti-personnel weapon that also serves as the common armament of the Imperium's largest military force, the Astra Militarum. The naval soldiers are regularly drilled, both to keep themselves sharp during long voyages and also to ensure the indentured toiler-class of workers that service the many needs of the starships are kept in line. Voidsmen form the last line of protection should their ship be breached, but they are not merely defensive in nature. Voidsmen are trained to conduct counter-boarding exercises and act as escorts to officers or specialists should they decide to make planetfall.

When a Voidsman-at-Arms is assigned to their host ship, there is no going back. From that day on they are part of that vessel, and that vessel is a part of them. They partake of the ship's vital fluids in a solemn ceremony, drinking incense-laced oil so that the craft's essence flows through their bloodstream, just as they move through the arterial corridors and passageways of their new home. Upon induction they swear a simple but significant oath – to slay, without hesitation, any force that threatens their ship, its crew or any Imperial dignitaries the

craft might carry. This oath is held sacrosanct even when the Voidsman is on planetary leave or assigned to an expedition.

It is not uncommon for the service of Voidsmen-at-arms to be requisitioned by vital Imperial agents, such as Inquisitors or Rogue Traders. Their new duties might entail leaving their assigned ship for months or even years at a time, but their oath will still hold true – they must defend their officers and fellows with steely determination, no matter the cost.

In many ways the Voidsman's life is a simple one, shorn of moral ambiguity and the doubt that haunts the higher ranks of the Imperium. Their imperative is clear: the ship – along with its crew, cargo, and passengers – must be protected against all manner of enemies, be they traitor forces, xenos pirates or abominable Daemons.

In battle, a Voidsman-at-Arms looks first to their lasgun. When grouped into a squad, they are more than capable of laying down hails of las-fire capable of withering enemy ranks and keeping the foe at bay. Although trained in close combat and protected by baroque flak armour, it is standard Imperial Navy tactics to keep enemies at arm's length and punish them with massed firepower. Yet battles do not often adhere to plans, and for close-ranged fighting – such as that taking place during boarding actions – each Voidsman also carries a laspistol.

Crowded ship corridors, with their sudden turns and enclosed spaces, are also the perfect environment for the Voidsmen's concussion grenades. These hand-thrown bombs carry a charge that detonates with a resounding explosion, a

burst that is even more dangerous within enclosed areas. Many a surging breakthrough attack has been halted with the judicious use of a few well-placed grenades.

To augment a squad's firepower, it is common practice for one member to carry a heavier armament. The standard choice is the rotor cannon. With its multi-barrels and high rate of fire, the weapon has earned a number of monikers – the whirgun, deck-clearer, and the Emperor's chainsaw to name but a few.

Voidsmen are typically led by experienced troopers promoted from within their ranks. These individuals are known as Voidmasters, and are sometimes referred to in more archaic terms, such as petty or warrant officers. It is the Voidmaster that barks out commands and ensures discipline is maintained, whether the squad is in battle or simply running through another gruelling training regimen. In place of a lasgun, these officers carry an artificer shotgun – a weapon that can be devastating in close quarters. Voidmasters are noted for their practicality and gruff personas, characterised by their stern dispositions and unwavering adherence to Imperial Navy codes. They uphold many of the traditions and rituals that have been in place since before the days of the Horus Heresy. Whether on weapon-cleaning duty, deck polishing, or volley-fire practice – woe to the trooper that fails to live up to a Voidmaster's exacting expectations.

'That bulkhead can't hold for much longer. Whatever comes down that corridor, I want you to meet it with a wall of las-fire. Ready... aim...'

- Gurnek, Voidmaster of the 3rd Deck Voidsman-at-Arms Squad of the Vengeance





NITSCH'S SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Voidsman	6"	4+	3+	3	3	1	1	7	5+
Voidmaster Nitsch	6"	4+	3+	3	3	2	2	8	5+
Aximillion	8"	3+	-	3	3	1	2	5	6+

This unit contains Voidmaster Nitsch, Aximillion and 4 Voidsmen. Only one of this unit can be included in your army.

- 3 Voidsmen are each armed with a lasgun, laspistol and concussion grenades.
- 1 Voidsman is armed with a rotor cannon, laspistol and concussion grenades.
- The Voidmaster is armed with an artificer shotgun, laspistol and concussion grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Artificer shotgun	12"	Assault 2	4	0	2	If the target is within half range, add 1 to this weapon's Strength characteristic.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Rotor cannon	24"	Heavy 4	4	-1	2	-
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.

ABILITIES	Warrant of Trade (pg 6), Rogue Trader Retinue (pg 7) Aximillion: The death of Aximillion is ignored for the purposes of Morale tests.	Loyal Retainers: Add 1 to the Leadership characteristic of models in this unit whilst it is wholly within 6" of ELUCIA VHANE.
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FACTION KEYWORDS	IMPERIUM, ELUCIDIAN STARSTRIDERS
KEYWORDS	INFANTRY, VOIDSMEN-AT-ARMS, NITSCH'S SQUAD

NITSCH'S SQUAD

Voidmaster Nitsch and his squad became part of the Elucidian Starstriders when they were seconded from the *Vengeance* in exchange for the aid rendered to their task force by Elucia Vhane. Strict and professional in his duties, Nitsch is nevertheless well liked by his men. Even the most begrudging of their group admits that the vigour in training and constant discipline that the Voidmaster preaches has paid off in battle more than once. Additionally, Nitsch backs up his relentless pursuit of military excellence with numerous acts of loyalty and bravery under fire. There is no member of the squad Nitsch has not impressed through his actions; the Voidsman still talk of the time he stepped between the squad and a boarding mob of Orks upon the *Vengeance*, the Voidmaster's artificer shotgun blasting apart the greenskin charge. Vhane herself has complimented Nitsch, as well as remarking upon his squad's ability to lay down an impressive spread of supporting fire.

Of Nitsch's Voidsman squad, weapon specialist Stromian Grell is the most veteran, having served alongside the Voidmaster on three separate voyages. Once a hot-headed recruit, Grell has absorbed the lessons Nitsch so often shouts, and he now remains calm in battle

by repeating mantras taught by the Ecclesiarchy. By laying down effective fire in several engagements, Grell has earned the right to bear the squad's rotor cannon. The rest of the squad contains Voidsman Shalkus, the deadliest shot with the laspistol, Voidsman Riguez, a noted pessimist whose griping earns constant rebuke from Nitsch, and Voidsman Theolus, the youngest and most eager to prove himself.

Aximillion

Many ancient Terran species still survive on planets settled during the Age of Technology and only recently rediscovered. On one such world, Elucia Vhane found a creature belonging to a domesticated species from the past – a canid. Naming the beast Aximillion, she brought it aboard the *New Dawn*, where it quickly bonded with the Voidsman-at-Arms. They trained and outfitted the canid as one of their own, its heightened senses ensuring that not even foes hidden by cloaking technology could approach unnoticed. Aximillion moves with impressive speed and can deliver a powerful bite. Many times the canid has proven both an excellent guardian and loyal companion to all those within the Elucidian Starstriders.



LECTRO-MAESTERS

A Lector-Maester is an artisan Tech-Priest of the Adeptus Mechanicus – an autonomous Imperial institution that worships a trinity of the Machine God, the Omnissiah, and the Motive Force. The Lector-Maesters have a powerful and innate connection with the Motive Force, and sacred electricity literally runs through their veins. So thoroughly do these priests of energy understand their trade that even the fractious Electro-Priests of the Cult Mechanicus treat them as prophets of the Omnissiah. Unusually amongst their priesthood, Lector-Maesters are entrusted with claiming the crackling energies of unexplored territories – in many ways they are missionaries of the Martian creed, always searching for new sources of energy that can be exploited to help fuel prospective forge worlds. They are to raw electrical force what an Ecclesiarchal Priest is to a planet full of heathens ripe for conversion – and with that responsibility comes a great deal of power indeed.

To aid them in their mission, a Lector-Maester has an array of technological marvels at their fingertips. The generator they wear upon their back, optimised via a turnscrew handset, generates a powerful voltagheist field that sends out crackling wraiths of energy whenever the Lector-Maester is threatened. These bursts of electricity prematurely detonate solid-shot projectiles and dissipate energy bolts; even a fusillade of bolter fire can rarely penetrate such an aegis. Should the Lector-Maester be attacked by primitives he intends to relieve of their

precious resources, the pyro-electrics of this defensive shield alone can cow the heathens and convince them that potent spirits are at the priest's command.

In many ways this is not too far from the truth. The Lector-Maester's powers are not limited to defence, for their arsenal of weaponry includes a voltaic blaster, a weapon of the Adeptus Mechanicus that can shock a target's animating energies from his body.

If the Lector-Maester has a weakness, it is without doubt their dangerous curiosity. Many of their kind take up with Explorator fleets or Rogue Traders, hoping to find unexploited worlds rich in untapped energy. It is their driving desire and mania to be able to send back detailed reports of great riches to their forge world of origin. Alas, out in the furthest and most savage reaches of the galaxy, most such seekers find only jeopardy and death instead.

LARSEN VAN DER GRAUSS

It has been only a few years since the Lector-Maester Larsen van der Grauss joined the Elucidian Starstriders. While scouting for sources of the Motive Force for his home world of Mars, van der Grauss was urged by his superiors to forsake his voltless searches along the Eastern Fringe in order to join the expeditions of the Rogue Trader. After all, Vhane had discovered the promethium-rich planet of Oleumus and was seen by Mars as one of the most influential – and likely to discover treasures – of all Rogue Traders. Since that time, Larsen van der Grauss has traded his technical expertise and the impressive protections of his voltagheist array for a chance to travel at Vhane's side across the frontier. Detailed reports – in static code – stream constantly back from van der Grauss to Mars, keeping the Tech-Priests apprised of the Rogue Trader's every move.





LARSEN VAN DER GRAUSS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Larsen van der Grauss	6"	4+	4+	3	3	2	2	8	4+

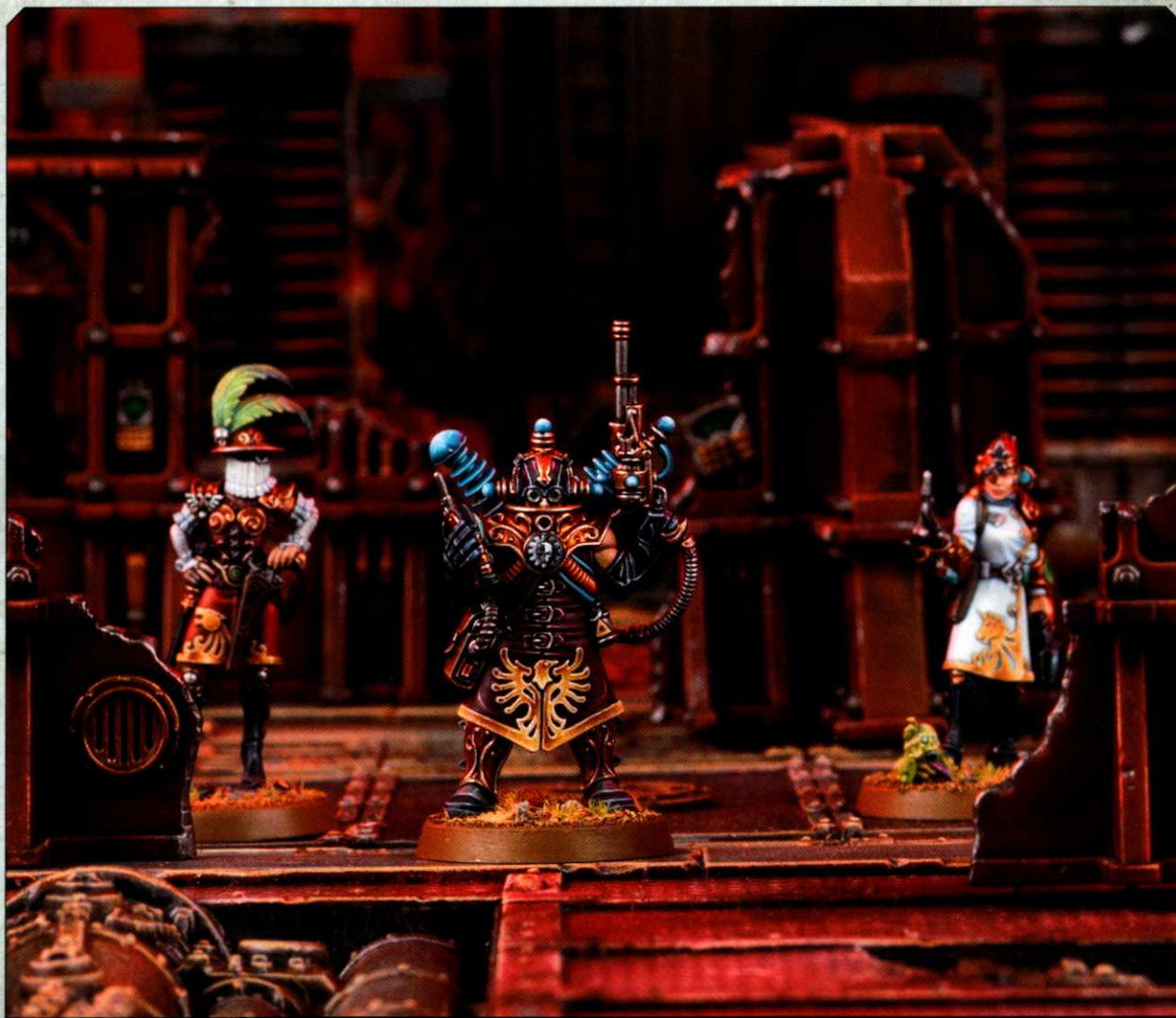
Larsen van der Grauss is a single model armed with a voltaic pistol and concussion grenades. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Voltaic pistol	12"	Pistol 1	5	0	1	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits.
Concussion grenade	6"	Grenade D3	3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.

ABILITIES	Warrant of Trade (pg 6), Rogue Trader Retinue (pg 7)
	Voltageist Array: Friendly ELUCIDIAN STARSTRIDERS units that are wholly within 6" of this model have a 5+ invulnerable save.

FACTION KEYWORDS	IMPERIUM, ELUCIDIAN STARSTRIDERS
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KEYWORDS	CHARACTER, ADEPTUS MECHANICUS, MARS, INFANTRY, TECH-PRIEST, LECTRO-MAESTER, LARSEN VAN DER GRAUSS
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As a member of the Elucidian Starstriders, Larsen van der Grauss scours the frontiers for untapped sources of Motive Force.

**'Broken ribs,
punctured lung,
internal bleeding.
Prepare thyself. I
bring deliverance,
but also pain. If the
Emperor wills it,
you will soon rise.'**

*- Sorora Trebesk,
Rejuvenat Adept*

REJUVENAT ADEPTS

Rejuvenat Adepts are members of an Imperial organisation modelled after the Orders Hospitaller, but are not only focused on healing, but also on longevity. They hold the power of a sham immortality, and their talents are greatly sought after by those with the resources to pay for them. With complex programs of rejuvenat treatments, steroidal elixirs and anti-thanators, these bio-scientists can extend the lifespans of the wealthiest patrons for centuries past their natural limit. Without these specialist personnel, even the High Lords of Terra would feel the cold claw of death clutching at their throats before their generation-spanning agendas could come close to completion.

Rejuvenat Adepts can be found throughout many Imperial agencies, but they are of especial use to Rogue Traders. All voyagers of the stars routinely make journeys that take several decades or longer to complete, even when translating into the warp. Such odysseys are gruelling for the mind as well as the body – the extreme form of cabin fever known as Empyrean Fugue is a very real

danger for those effectively trapped in the immaterium for any length of time. Trusted with the well-being of their charges, the Rejuvenat Adepts are also masters of neural realignment, their normaliser helms allowing them to exude waves of calm that can render even the most hideous waking nightmare a swiftly fading memory.

On the battlefield, Rejuvenat Adepts are incredibly proficient at effecting emergency surgeries. Within the blink of an eye they can heal serious wounds and administer pain-numbing agents. Even warriors felled due to punctured organs, torn muscles or broken bones can be not only stabilised, but ameliorated – even those who have been seemingly mortally wounded can once more take up arms and rejoin the battle.

The members of the Orders Hospitaller take vows of non-violence, dedicating themselves to healing alone. Such is not the case with Rejuvenat Adepts. The galaxy is full of war, and these specialised medics are under no illusions that battle and bloodshed will not be required of them at some point; when called upon to engage an enemy, an Adept's laspistol and scalpel claw allow them to more than hold their own, ending lives as willingly as they would extend them.

SANISTASIA MINST

Sanistasia Minst was once the pre-eminent Rejuvenat Adept in the Talassar Sector. Tragically, her meteoric rise to power was reversed just as she had begun to make a name for herself. After successfully treating the skin-rot of the Dothar aristocracy, and ensuring the ravages of the disease were erased, Minst began to have waking dreams of a maiden trapped in a cage and forced to suffer eternally by contracting – and then overcoming – a potent new disease each day. She became obsessed with the idea of a panacea, a cure-all that could heal even a god.

It was this fixation that saw Sanistasia begin to neglect her duties of rejuvenation. When the High Princess Curtley Dothar began to show signs of her one-hundred-and-eighty year lifespan, Sanistasia was forced to flee. She took up with Elucia Vhane, leaving the Ultramar System on the *New Dawn* in the hope of beginning afresh. It worked, for a while, until the vessel plied the depths of the warp. There something spoke to Sanistasia, promising her an innate understanding of all diseases and the cures that could banish them. All she had to do was to sabotage a certain panel of a certain warp drive, and the knowledge would be hers...





SANISTASIA MINST



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sanistasia Minst	6"	4+	4+	3	3	2	2	7	5+
Sanistasia Minst is a single model armed with a scalpel claw, laspistol and concussion grenades. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Laspistol	12"	Pistol 1		3	0	1	-		
Scalpel claw	Melee	Melee		User	-1	1	-		
Concussion grenade	6"	Grenade D3		3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.		
ABILITIES	Warrant of Trade (pg 6), Rogue Trader Retinue (pg 7)						Healing Serum: At the end of your Movement phase, this model can attempt to heal a single friendly ELUCIDIAN STARSTRIDERS INFANTRY unit within 3". If it does so, roll a D6; on 4+ one model in the unit regains 1 lost wound. If the unit is NITSCH'S SQUAD, one model slain earlier in the battle is returned to the unit instead.		
	Constant Companion: Sanistasia Minst does not take up a slot in a Detachment that includes ELUCIA VHANE.								
FACTION KEYWORDS	IMPERIUM, ELUCIDIAN STARSTRIDERS								
KEYWORDS	CHARACTER, INFANTRY, REJUVENAT ADEPT, SANISTASIA MINST								



Rejuvenat Adept Sanistasia Minst has used her healing serum to save the life of nearly every member of the Elucidian Starstriders.

DEATH CULT EXECUTIONERS

There are many different sects of Imperial Death Cult, but all are obsessed with the act of killing. After all, in a hostile galaxy, only the strongest will survive – hence the cults' glorification of all that brings death to the Imperium's foes.

Although some are branded as heretical, most sects within the Death Cults remain faithful to the Emperor – for they revere him as a figure beyond the grave's cold clutches, and seek a portion of his immortal wisdom by steeping themselves in his morbid energies.

For a Death Cult Executioner, the act of living is a blasphemy only balanced by the tally of souls they reap. It is their calling to slay, and they seek to kill not only the Emperor's enemies – such as xenos or traitors – but also those who would better serve the Imperium through death. By their reasoning,

an assembly-line worker that can no longer keep pace is occupying a vital space that could be better filled. It is the Death Cult's rampant culling of citizens no longer deemed worthy that draws the ire of the Inquisition – that, and the cannibalism that often follows.

Death Cults can be found across the Imperium, and beyond. Some cults demand their members journey upon a blood crusade, while others hire out their trained killers, allowing the cult to better finance themselves while opening up new channels for bloodletting. They are in much demand by Rogue Traders, Inquisitors and other, more unseemly, types.

Death Cult Executioners prefer to deliver a death blow at close quarters, the better to drink in the energies of their kill. The art of

the blade is paramount to Death Cult Executioners, and they master many combat styles and different types of incisions. All have special significance in the sacred kill – decreeing differing levels of respect or dishonour. Yet a sword is not the assassin's only weapon. In addition to its enhanced optics and rebreather, the Executioner's mask can spit a poisoned needle with incredible accuracy.

KNOSSO PROND

Strange are the ways of the Death Cults. Rising to the upper echelons of her cult – the Winged Skull – Knosso Prond was forced by the political manoeuvrings of her own priestesses to take a cruel vow: to strike out into the galaxy, unable to speak a word or return to her temple until she had slain a specimen of no less than one thousand different xenos races. After years of hunting, Knosso crossed paths with Elucia Vhane. By wordlessly offering her services to the Rogue Trader, Prond was able to travel the fringes of the galaxy, bringing her face to face with a huge number of exotic alien species, greatly increasing her kill tally. Although silent, Prond has developed a strong rapport with the Rogue Trader and acts as her champion.

'Our faith demands that you ask but a single question about every single soul that you encounter: would they better serve the Imperium alive or dead?'

- High Priestess of the Death Cult of the Winged Skull

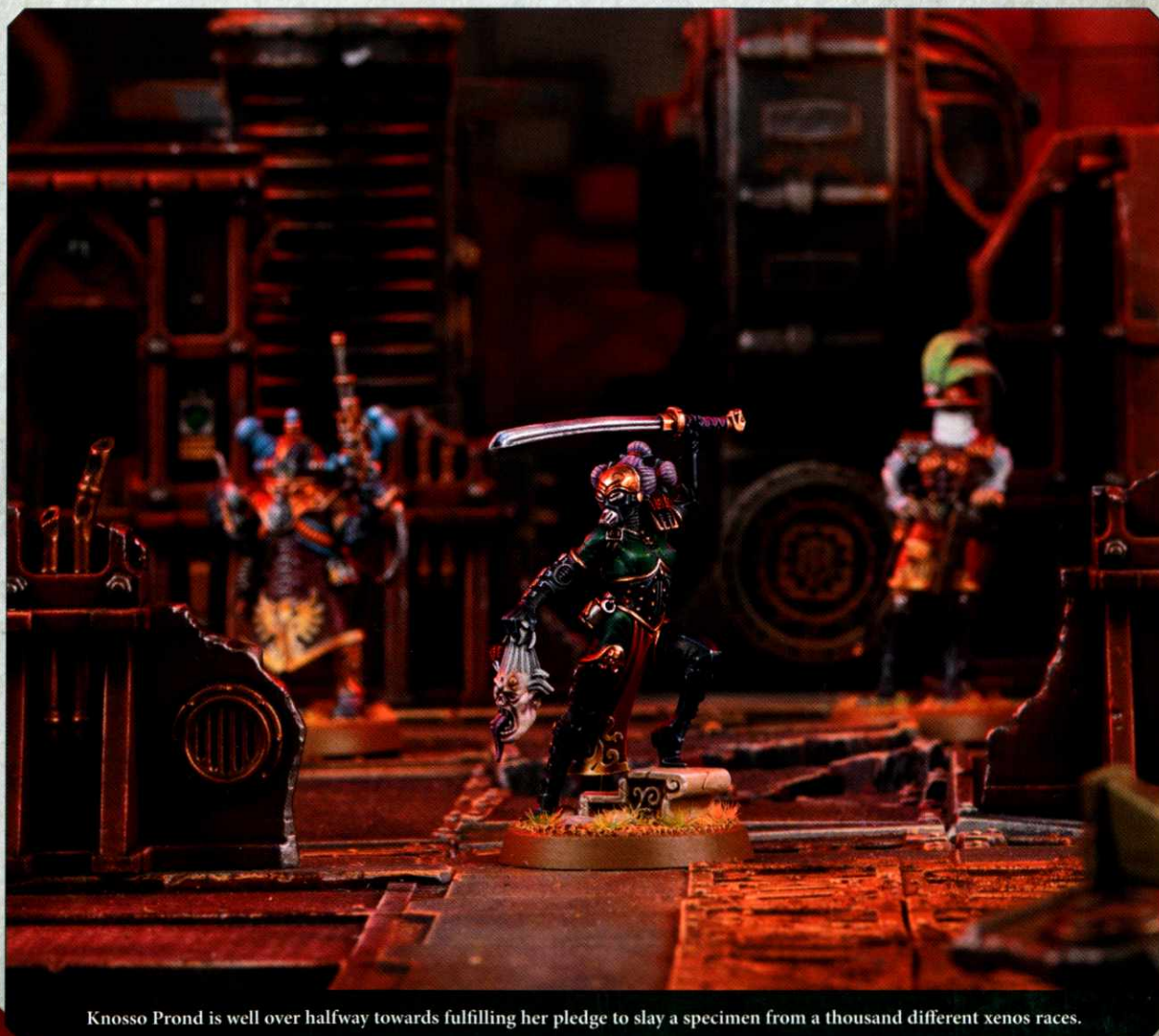




KNOSSO PROND



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Knosso Prond	7"	3+	4+	4	3	2	4	8	5+
Knosso Prond is a single model armed with a Death Cult power blade, dartmask and concussion grenades. Only one of this model can be included in your army.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Dartmask	9"	Pistol 1		1	-1	1	This weapon always wounds on a 2+ unless the target is TITANIC or a VEHICLE .		
Death Cult power blade	Melee	Melee		User	-2	1	-		
Concussion grenade	6"	Grenade D3		3	0	1	If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.		
ABILITIES	Warrant of Trade (pg 6), Rogue Trader Retinue (pg 7)						Zealot: You can re-roll failed hit rolls for this model in a turn in which it charged, made a Heroic Intervention, or was charged by an enemy unit.		
	Uncanny Reflexes: This model has a 5+ invulnerable save.								
FACTION KEYWORDS	IMPERIUM, ELUCIDIAN STARSTRIDERS								
KEYWORDS	CHARACTER, ADEPTUS MINISTORUM, INFANTRY, DEATH CULT EXECUTIONER, KNOSSO PROND								



Knosso Prond is well over halfway towards fulfilling her pledge to slay a specimen from a thousand different xenos races.

STRATAGEMS

If your army is Battle-forged and includes ELUCIA VHANE, you have access to the Stratagems shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by Elucia Vhane and the Elucidian Starstriders on the battlefield.

1CP

EXECUTIONER SHELL

Elucidian Starstriders Stratagem

The executioner shell bears a tiny guidance system that seeks out the most vulnerable parts of the target.

Use this Stratagem in your Shooting phase before Voidmaster Nitsch attacks with his artificer shotgun. Only make a single hit roll for this weapon this phase, but add 3 to the roll. If the target is hit, it suffers 1 mortal wound instead of the normal damage.

1CP

RECOVER ARCHEDTECH AT ANY COST

Elucidian Starstriders Stratagem

Eager to scan an area for the coveted Motive Force, the Lectro-Maester will ramp up the energies expended by his powerful voltagheist array, surrounding himself with cascades of cracking voltage.

Use this Stratagem at the end of your turn if **LARSEN VAN DER GRAUSS** is within 3" of an objective marker. Until the start of your next turn, add 1 to saving throws made for him and increase his Attacks characteristic by 1.

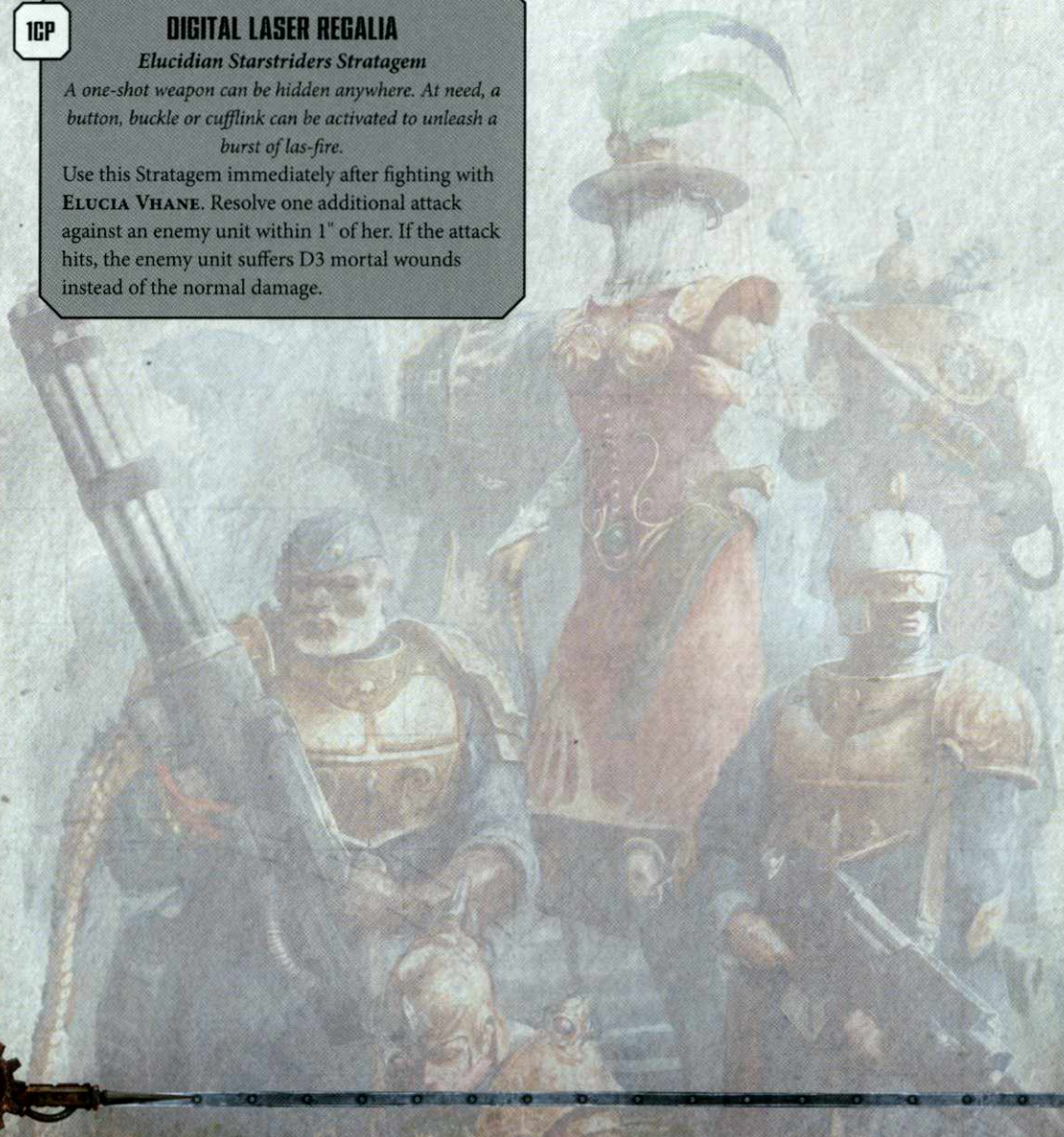
1CP

DIGITAL LASER REGALIA

Elucidian Starstriders Stratagem

A one-shot weapon can be hidden anywhere. At need, a button, buckle or cufflink can be activated to unleash a burst of las-fire.

Use this Stratagem immediately after fighting with **ELUCIA VHANE**. Resolve one additional attack against an enemy unit within 1" of her. If the attack hits, the enemy unit suffers D3 mortal wounds instead of the normal damage.



1CP

KILLING STRIKES*Elucidian Starstriders Stratagem*

By losing herself in a killing trance, Knosso Prond can become more deadly than ever.

Use this Stratagem before fighting with **KNOSSO PROND** in the Fight phase. Until the end of the phase, the Damage characteristic of her power blades is increased to D3 when targeting **INFANTRY** units.

1CP

LOGIS-INTERROGATOR SCANNER*Elucidian Starstriders Stratagem*

The mysterious sciences can reveal much to those who know the rites to unlock their holy secrets.

Use this Stratagem before the battle to either reveal D3 hidden set-up markers (if your opponent is using Concealed Deployment) or identify a mysterious objective anywhere on the battlefield. Alternatively, use this Stratagem in your Shooting phase before attacking with **LARSEN VAN DER GRAUSS**; ignore penalties to his hit rolls this phase.

1CP

COMBAT RESUSCITATION*Elucidian Starstriders Stratagem*

A potent blend of self-administered stim-charges allows Sanistasia Minst to work at unnatural speeds.

Use this Stratagem at the end of your Movement phase after **SANISTASIA MINST** has attempted to heal a unit. She can immediately attempt to heal a unit again (this can be the same unit or a different **ELUCIDIAN STARSTRIDERS INFANTRY** unit from your army).

1CP

PERSONAL TELEPORTARIUM CHAMBER*Elucidian Starstriders Stratagem*

In times of great need, Vhane will employ one of her greatest treasures – a technological relic of a lost age.

Use this Stratagem during deployment. Set up all **ELUCIDIAN STARSTRIDERS** units from your army in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases they can teleport into battle – set them up anywhere on the battlefield that is more than 9" from any enemy models.

1CP

ONE WITH THE ELECTRO-MOTIVE FORCE*Elucidian Starstriders Stratagem*

To be one with the Electro-Motive Force is to be so immersed in holiness as to transcend the limitations of the physical body and become a being of pure energy.

Use this Stratagem in your Movement phase before moving **LARSEN VAN DER GRAUSS**. Instead of moving him normally, remove him from the battlefield; at the end of that Movement phase, set him up anywhere on the battlefield that is more than 9" from any enemy models.

POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your units to determine your army's total points value.

ELUCIDIAN STARSTRIDERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (INCLUDES WEAPONS)
Elucia Vhane	1	45
Knosso Prond	1	25
Larsen van der Grauss	1	22
Sanistasia Minst	1	17
Nitsch's Squad	6	6



Elucia Vhane, Rogue Trader



Sanistasia Minst



Knosso Prond



Aximillion



Larsen van der Grauss





Voidmaster Nitsch



Voidsman Riguez



Voidsman Theolus



Voidsman Shalkus



Voidsman Grell



