



ELUCIDIAN STARSTRIDER

UPDATE 1.2

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM ANNUAL 2022

Q: If a Privateer Support Asset is used but there are no valid targets for it to be resolved, can I cancel the asset and use it again later in the Turning Point?

A: Yes.

Q: When using the Well-drilled Tactical Ploy, can I select another ready friendly operative as required, but then subsequently use a Privateer Support Asset instead?

A: No.

*Q: **ELUCIA VHANE** can only be added to your roster or dataslate once. In narrative play, if this operative is slain, does that mean I can never add it again?*

A: No. In such instances, you could add this operative again, but you cannot have more than one of this operative on your roster or dataslate at once.

*Q: When performing a **Shoot** action with a Privateer Support Asset, if the friendly operative that Line of Sight is being drawn from is on a Vantage Point, does the **Shoot** action gain the benefit of that Vantage Point?*

A: Yes.

Q: For the purpose of the **CANID operative's **Retrieve** unique action, can you determine control of an objective marker/token during the move in order to perform the **Pick Up** action?*

A: Yes.

CLOSE QUARTERS

**Q: Does the Condensed Environment rule of Close Quarters affect Privateer Support Assets?*

A: Yes, in all instances (i.e. all three bullet points of Condensed Environment).