



# CODEX: ELUCIDIAN STARSTRIDERS

## Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents 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 a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

## UPDATES & ERRATA

**\*Page 9, 12, 15, 17 and 19** – Concussion grenade, Abilities

Change to read:

'Each time an attack is made with this weapon that targets a unit within 1" of any Obstacles or Area Terrain features, add 1 to the Strength and Damage characteristics of that attack.'

**\*Page 21** – Logis Interrogation Scanner

Change to read:

'Use this Stratagem after both sides have deployed, if you are playing a mission that uses mysterious objectives (this is a rule used in some Theatres of War). Identify one mysterious objective anywhere on the battlefield. Alternatively, use this Stratagem in your Shooting phase when a **LARSEN VAN DER GRAUSS** model from your army is selected to shoot. Until the end of the phase, each time that model makes an attack, you can ignore any or all modifiers to the hit roll.'