



CODEX: T'AU EMPIRE

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. 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.

UPDATES & ERRATA

Page 80 – Killing Blow Detachment rule

Change to read:

'During the first, second and third battle rounds, ranged weapons equipped by **T'AU EMPIRE** models from your army have the **[ASSAULT]** ability. During the first, second and third battle rounds, while a unit is a Guided unit (see For the Greater Good), its ranged weapons have the **[LETHAL HITS]** ability.'

Page 96 – Crisis Sunforge Battlesuits, Sunforge ability

Change to read:

'**Sunforge:** Each time a model in this unit makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll and you can re-roll the Damage roll.'