



CODEX: T'AU EMPIRE

VERSION 1.4

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. **New or revised text is presented in red**, with a **text highlight applied to revisions made previously** (excluding passages that were added or replaced in full).

UPDATES & ERRATA

Page 78 – Patient Hunter Detachment rule

Change to:

'During the third, fourth and fifth battle rounds, ranged weapons equipped by T'AU EMPIRE models from your army have the **[SUSTAINED HITS 1]** ability. During the third, fourth and fifth battle rounds, while a unit is a Guided unit (see For the Greater Good), each time a ranged attack is made by a model in that unit that targets a Spotted unit, you can ignore any or all modifiers to that attack's Ballistic skill characteristics and/or all modifiers to the Hit roll.'

Page 80 – Killing Blow Detachment rule

Change to:

'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 82 – Puretide Engram Neurochip Enhancement

Change to:

'T'AU EMPIRE BATTLESUIT model only. Each time you target the bearer's unit with a Stratagem, roll one D6: on a 4+, you gain 1CP.'

Page 92 – Ethereal, Faction abilities

Add:

'FACTION: For the Greater Good'

Page 96 – Crisis Sunforge Battlesuits, Sunforge ability

Change to:

'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.'

Page 102 – Kroot Trail Shaper, Kroot Ambush ability

Change to:

'Kroot Ambush: After both players have deployed their armies, you can redeploy this model's unit and one other friendly KROOT unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.'

Page 109 – Riptide Battlesuit, Nova Charge ability

Change to:

'Nova Charge: Once per battle, when this unit is selected to shoot in your Shooting phase, select one ranged weapon equipped by this model. Until the end of the phase, that weapon has the **[DEVASTATING WOUNDS]** ability.'

FAQS

Q: If I modelled my Crisis Battlesuits using the flying stems provided in the kit rather than glueing them directly to their bases, do those models then have a pivot value of 2"?

A: No, their pivot value is 0".

Q: If I am using the Kroot Hunting Pack Detachment, can I use a Kroot War Shaper's War Leader ability to modify the CP cost of the Join the Hunt Stratagem, selecting as its target that War Shaper's own Bodyguard unit that was just destroyed?

A: No.

Q: If I am using the Kroot Hunting Pack Detachment, if an enemy unit selects a KROOT unit from my army as a target of its ranged attacks, but I use the Hidden Hunters Stratagem so that my KROOT unit is no longer an eligible target for any of those attacks, and there are no other eligible targets for those attacks (as described in the Rules Commentary), can my nearby KROOTOX RIDERS unit still use its Kroot Packmates ability to shoot at that attacking unit?

A: No.

Q: Can I use an Ethereal's Coordinated Leadership ability while it is embarked within a TRANSPORT?

A: No.

Q: Can a unit that contains an Ethereal equipped with a marker drone be an Observer unit as described in the For the Greater Good army rule?

A: No, unless it is an Attached unit and the Bodyguard unit has the For the Greater Good army rule.