

WARHAMMER 40,000

CODEX: T'AU EMPIRE

Official Update Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 89 – Master of War

Change the Kauyon ability to read:

'Kauyon: On a turn in which you declare Kauyon, at the start of your Movement phase, you can select any friendly <SEPT> units that are within 6" of the <SEPT> **COMMANDER**. Until the end of the turn, the selected units cannot move for any reason, but you can re-roll failed hit rolls for attacks made by these units.'

Page 93 – Commander in XV86 Coldstar Battlesuit, Wargear Options

Change the first bullet point to read:

- This model may replace its high-output burst cannon and missile pod with two items from the *Ranged Weapons* and/or *Support Systems* lists.'

Page 97 – Longstrike

Add the **'HAMMERHEAD'** keyword to this model's Keywords (Longstrike) line.

Change this model's Fire Caste Exemplar ability to read: 'You can add 1 to hit rolls in the Shooting phase for friendly **T'AU SEPT HAMMERHEADS** within 6" of Longstrike.'

Page 106 – XV104 Riptide Battlesuit, Nova Reactor

Add the following sentence to the end of the Boost bullet point of this ability:

'You cannot use this ability to move within 1" of any enemy models.'

Page 121 – Cyclic ion blaster, Overcharge profile

Change the abilities text to read:

'If you roll one or more hit rolls of 1, the bearer's unit suffers a mortal wound after all of this weapon's shots have been resolved.'

Page 127 – Coordinated Fire Arcs

Change this ability to read:

'When a unit with this tenet uses their For the Greater Good ability, or when they fire Overwatch whilst they are within 6" of another friendly **T'AU SEPT** unit, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.'

Page 127 – Dal'yth Sept: Adaptive Camouflage

Change the rules text to read:

'A unit with the tenet receives the benefit of cover, even while in the open. A unit with this tenet that moves for any reason loses the benefit of this tenet until the start of its next Movement phase.'

Page 130 – Focused Fire

Change the rules text to read:

'Use this Stratagem after a **T'AU SEPT** unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to wound rolls for attacks made by other **T'AU SEPT** units from your army that target the same enemy unit this phase.'

DATACARDS: T'AU EMPIRE

Automated Repair System (Stratagem)

Change the first sentence of the rules text on this datcard to read:

'Use this Stratagem at the start of any turn.'

FAQs

Q: When do you declare which units will fire Overwatch as part of The Greater Good ability?

A: You must declare all units that wish to fire Overwatch at that charging unit before resolving any of these attacks.

Q: In Index: Xenos 2 and Imperial Armour Index: Xenos, the Stimulant Injector was a piece of wargear that I could purchase for certain T'au Empire units. In Codex: T'au Empire, the Stimulant Injector is no longer a wargear option, but instead there is a Stimulant Injector Stratagem. Can I continue to use the Index: Xenos 2 and Imperial Armour Index: Xenos datasheets in order to purchase Stimulant Injectors for my units, as per the 'What datasheet rules should I use?' flowchart?

A: No. You cannot purchase Stimulant Injectors anymore and the rules for Stimulant Injectors as presented in Codex: T'au Empire (i.e. the Stratagem) take precedence.

Q: With regards the Cadre Fireblade's Volley Fire ability, what exactly is meant by 'may fire an extra shot'?

A: It means the player can make one more hit roll for each model that is firing at a target within half range. Note that for a model with a pulse rifle (a Rapid Fire weapon) this means that it would make three hit rolls if the target is within half range.

Q: How many shots does a model armed with multiple pulse weapons fire when affected by a Cadre Fireblade's Volley Fire ability? Is it one extra shot with each of those weapons, or one extra shot with just one of those weapons?

A: These models fire one additional shot for each weapon. For example, a Drone armed with two pulse carbines (an Assault 2 weapon) would fire three shots from each weapon (for a total of six shots from that model).

Q: Is a longshot pulse rifle considered a pulse rifle for the purposes of volley fire?

A: No.

Q: If you set up a Devilfish transport with a unit of Pathfinders embarked inside, and the Pathfinders are accompanied by a Tactical Drone, at which point does the Pathfinder unit count as 'set up' for the purposes of the Drone Support ability? I.e. does the Drone become a separate unit when the Devilfish is set up, or does it become a separate unit when the Pathfinder unit disembarks?

A: The unit of Pathfinders counts as having been set up embarked within the Devilfish, so the Drone becomes a separate unit as soon as the Devilfish is set up.

Q: When a T'AU EMPIRE VEHICLE that has the Attached Drones ability but not the TRANSPORT keyword (or a Transport ability) is destroyed, how do the attached drone models disembark?

A: The attached drone models immediately disembark using the normal rules as if that VEHICLE unit was a transport.

Q: If several TX4 Piranhas from a single unit are destroyed, do any disembarking drones form a unit? Can these disembarking drones be set up within 3" of any Piranha model in that unit?

A: No: Each set of drones is treated as a separate unit, in the same manner as if they had disembarked normally under their Detach ability. Drones must be set up within 3" of the model they are disembarking from as normal.

Q: Can an INFANTRY unit with accompanying Drones be deployed within a Fortification if the Drones cannot embark inside that Fortification?

A: Yes, but the Drones themselves cannot embark inside the Fortification – instead they must be set up within 2" of the Fortification when their unit is deployed within it.

Q: The multi-tracker allows you to re-roll hit rolls of 1 in the Shooting phase for a model equipped with it, as long as it fires all of its weapons at the same target. What if the target is out of range for one or more of the firing model's weapons? Do you have to pick a target that can be fired at by all of the firing model's weapons?

A: No, the intent is that any weapons that the firing model can legitimately fire must be fired at the same target.

Q: Can I use the Breach and Clear! Stratagem against a unit that has 3 or more markerlight tokens on it?

A: Yes.

Q: Is the Experimental Weaponry Stratagem used before or after I determine how many shots are fired by a weapon?

A: Before.

Q: How does the Saviour Protocols ability work when a T'au Empire unit is hit and wounded by a powerful weapon, like a lascannon, when it is near to some friendly Drones?

A: Let's imagine a T'AU SEPT unit is targeted by a model firing a lascannon whilst a friendly T'AU SEPT DRONE unit is within 3" of it. The hit roll and wound rolls for the attack made with the lascannon are both successful. The T'au Sept player then rolls one D6, scoring a 3 – this is more than 2+ so they choose to allocate the wound caused by the lascannon's attack to the nearby Drone unit instead. Instead of resolving the damage normally against the Drone unit (i.e. taking a saving throw, and if it is failed, inflicting damage equal to the weapon's Damage characteristic – in this case D6), the Drone unit suffers 1 mortal wound, typically resulting in the destruction of a single Drone model.

Q: For the purposes of the Saviour Protocols ability, what exactly constitutes an attack?

A: In this context, it is an attack made with a ranged or melee weapon.

Q: If a COMMANDER uses their Master of War ability to declare either Kauyon or Mont'ka, and a friendly <SEPT> unit that was more than 6" from that Commander at the beginning of the turn subsequently moves within 6" of that Commander during that turn, does that <SEPT> unit then benefit from Kauyon or Mont'ka?

A: No. Kauyon and Mont'ka only affect those units that are within 6" of the Commander when the ability was used at the start of the turn.