

WARHAMMER 40,000 CODEX:

TAU EMPIRE

Official Update for 7th Edition, Version 1.0

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 72 – Hunter Contingent, Command Benefits, Coordinated Firepower
Change this rule to read:

'Whenever a unit from a Hunter Contingent selects a target in the shooting phase, any number of other units from the same Detachment who can still shoot can add their firepower to the attack. These units must shoot the same target, resolving their shots at the same time as those of the first unit. When 3 or more units combine their firepower in this way, the firing models add 1 to their Ballistic Skill. In addition, any markerlight counters expended by the first unit confer their benefits on all units shooting at the same target as part of the Coordinated Firepower attack. For example, if you expend one markerlight counter on the Pinpoint ability, all units taking part in the Coordinated Firepower attack would add 1 to their Ballistic Skill for shots directed at the target of that attack.'

Page 96 – AX39 Sun Shark Bomber, Wargear, AX39 Sun Shark Bomber

Add the following line:

'**Pulse bomb** (pg 119)'

FAQs

Q: If a Stormsurge deploys its anchors while on a piece of Tidewall what happens if the Tidewall moves? Does the Stormsurge get left behind, does it have to retract its anchors or does it get to move and still fire twice?

A: The Tidewall terrain is also anchored, and cannot move until the Stormsurge does.

Q: Aun'Va's Paradox of Duality allows him to potentially discount Wounds 'exactly as if a cover save had been passed'. Does this count as a successful cover save for the purposes of the Tidewall Shieldline's Tidewall Field special rule?

A: No.

Q: If a unit behind a Tidewall Shieldline being targeted by a shooting attack Goes to Ground, do they make a successful cover save on a 4+ or a 2+ for the purposes of the Tidewall Field special rule?

A: The unit successfully makes a cover save on a 2+ if it has Gone to Ground. This will trigger the Tidewall Field special rule.

Q: Can attacking units Jink or make a cover save to avoid suffering a Wound or a glancing hit as a result of the Tidewall Shieldline's Tidewall Field special rule?

A: No.

Q: Does the Tidewall Shieldline Tidewall Field reflect the wound/glancing hit, or just the hit?

A: Neither. It inflicts a Randomly Allocated Wound or glancing hit as appropriate, with the same AP as the weapon used in the attack.

Q: Can Tau Tidewall Fortifications pivot?

A: Yes, but if they do so, no part of the Fortification can finish the move more than 6" away from where it started the Movement phase.

Q: If a Flying Monstrous Creature or Flyer shoots at a unit that gets a cover save from the energy barrier of a Tidewall Shieldline, and the target unit makes a successful cover save and rolls a 6 for the purposes of the Tidewall Field special rule, does that Flying Monstrous Creature or Flyer suffer a wound/glancing hit?

A: Yes.

Q: Can the Tidewall Shieldline still move if a friendly unit is partially on it?

A: No. All the members of the unit must be on the Shieldline.

Q: Does the Rearm and Refuel special rule for the Piranha Firestream Wing Formation from War Zone Damocles:

Mont'ka allow the unit to go into Ongoing Reserves every turn (as long as it is near the table edge as specified in the rules)?

A: No.

Q: The Piranha Firestream Wing Formations' Rearm and Refuel special rule – if a unit of 4 TX4 Piranhas loses 3, and the remaining Piranha leaves the table per the Rearm and Refuel special rule, how many Piranhas come back in the following game turn?

A: The unit returns at full strength – 4 Piranhas.

Q: The Piranha Firestream Wing Formation – can a unit of TX4 Piranhas, one model of which has been Immobilised, still utilise Rearm and Refuel as long as all of the surviving models from the unit are within 6" of the table edge?

A: Yes.

Q: The Air Superiority Cadre from War Zone Damocles: Mont'ka – are the Razorshark Strike Fighters able to show up in their first turn if the enemy has any of the unit types listed in the Skywatch special rule on the battlefield?

A: No. Skywatch means you automatically pass your Reserve Rolls for units from this Formation, and Reserve Rolls are only made from your second turn onwards (unless stated otherwise).

Q: Do Drones become a scoring unit if joined by a Commander? Does anything else carry over if a Commander joins a Drone-Net unit?

A: While the unit includes the Commander, it is a scoring unit. Special rules that the Commander and the Drones have will be conferred or otherwise as for any other units. For example, a Commander that joins a unit of Drones from a Drone-Net will benefit from their Split Fire rule while joined to the unit.

Q: When applying Farsight Enclaves rules to a Formation from a Hunter Contingent, does the entire Detachment need to be from the Farsight Enclaves or can just a single Formation from it be from the Farsight Enclaves?

A: You can choose for any Tau Empire Formation or Detachment to be from the Farsight Enclaves – this could include a single Formation that forms part of a Hunter Contingent.

Q: The Locked Coordinates special rule for the Rapid Insertion Force Formation states that Stealth Battlesuits must begin the game deployed on the battlefield. Does this mean that they cannot Infiltrate?

A: No – they may Infiltrate, but may not be deployed in Reserves or Outflank.

Q: The Networked Stealth Field special rule of the Ghostkeel Wing Formation gives units that already have the Stealth special rule the Shrouded special rule. If the unit has the Stealth (Ruins) special rule, does it gain Shrouded (Ruins) or just Shrouded?

A: The unit gains Stealth while it is in the open. While it is in ruins, it gets both Stealth and Shrouded.

Q: Can Commander Farsight be taken as your Commander choice in the new Hunter Contingent, Hunter Cadre, Retaliation Cadre, or Dawn Blade Contingent as long as you have declared the Formation to be a 'Farsight Enclaves' formation and abide by all necessary rules and restrictions?

A: No. As with Commander Shadowsun in the Hunter Contingent, in the Dawn Blade Contingent Commander Farsight is part of the Contingent Headquarters. You can of course field Commander Farsight as part of the Eight instead.

Q: How do you calculate the points required to field The Eight Formation from War Zone Damocles: Mont'ka?

A: Simply add up the units and upgrades taken from Codex: Tau Empire, War Zone Damocles: Mont'ka and Farsight Enclaves – 1494 points.

Q: In 2013's The Farsight Enclaves, any member of The Eight could be taken as an HQ choice that does not use a Force Organisation Slot as long as Commander Farsight was your commander. Is this still true, or are the members of The Eight only available in the Formation now?

A: The intent of that rule was to allow Farsight to be accompanied by the Eight, regardless of the limits of the Force Organisation Chart. The Eight Formation does this, so The Eight as presented in that Formation can only be fielded as part of that Formation.

Q: Signature Systems in Codex: Tau Empire and Farsight Enclaves are restricted to one of each item per army. Are the Signature Systems that come equipped on named characters counted towards this limit?

A: Yes. Only one of each Signature System can be used per army, so if you include a character with a Signature System (one of The Eight, for example) then you cannot also give that Signature System to another unit in your army.

Q: Markerlights in Codex: Tau Empire – it seems to be the case that you can only fire at the target you used the markerlights on, but if you have a unit with Split Fire, people sometimes argue that you can split your attacks and spread the benefits of the markerlights. Is this correct?

A: No. Each markerlight counter is spent to provide a specific bonus or effect against a single unit. A model in the firing unit using the Split Fire special rule to fire at another target would not benefit from any markerlight counters expended against the unit's primary target.

Q: Can XV8 Crisis Battlesuits equip two of the same weapon and not have them be Twin-linked, for example by equipping two fusion blasters to have two shots rather than a single Twin-linked shot?

A: Yes. Simply take the same option from the wargear list twice, paying double the single weapon option points.

Q: If I expend a markerlight to increase a Battlesuit's Ballistic Skill against a target unit, does that apply to all of its weapons or just one?

A: All of them.

Q: If Tau units use markerlights to increase their Ballistic Skill against a unit with Invisibility cast on it, do they gain an increase to their Ballistic Skill when firing Snap Shots?

A: Yes. A Tau unit that targets an invisible unit and expends one markerlight counter on that unit will fire Snap Shots at it at BS2. If the unit expended another markerlight counter on that unit, they would fire Snap Shots at BS3.

Q: The Infiltration Cadre's Neutralisation Lattice rule states that you can fire a single seeker missile if one of the units of the Formation inflicts three or more markerlight hits on a unit in a Shooting phase. Does this missile have the Ignores Cover special rule as if it were fired by expending a markerlight counter?

A: No.

Q: If a unit has markerlight counters on them, do they have to declare Jink before the Tau player decides to use a markerlight counter to give their Wounds, glancing hits and penetrating hits Ignores Cover, or can they wait until the Tau player has decided what to use the markerlight counters for?

A: The target must declare whether or not it is Jinking before the use of markerlight counters is declared.

Q: How do markerlights interact when they are fired against a unit under a void shield?

A: Markerlights are not affected by void shields.

Q: If a Tau vehicle that is forced to make Snap Shots fires a seeker missile using a markerlight counter, what Ballistic Skill does the shot use?

A: Ballistic Skill 5. If the target is a Zooming Flyer, resolve the shot as a Snap Shot as normal, unless it is fired by a vehicle with a velocity tracker, in which case the missile can use the vehicle's Skyfire rule if you wish.

Q: What happens when a Tank Shock is used against an anchored KV128 Stormsurge? Does the Unstoppable rule come into effect?

A: No. If the Stormsurge is anchored, it is destroyed.

Q: When the KV128 Stormsurge is anchored, does it need to use one complete shooting attack, then the next, or can it fire its total number of shots however it wants?

A: Resolve one shooting attack, including all weapons that you wish to fire. Once that is resolved, do the same thing again. Do not, for example, roll 4 shots for the pulse blastcannon at once.

Q: Does the KV128 Stormsurge have a blacksun filter?

A: No.

Q: Because of the Gargantuan Creature rules, and the four One Use Only destroyer missiles on the KV128 Stormsurge, does the Stormsurge have to shoot all of its destroyer missiles at one nominated unit or can it fire them one at a time until that unit is dead, and then switch targets for the remaining missiles?

A: You have to nominate all targets for all weapons before firing. If you have chosen to fire more than one destroyer missile at the same target, they are fired at once, so you roll for them together and have no opportunity to switch targets if it turns out that just one missile would have done the job!

Q: If an enemy unit charges my Fire Warrior squad A, and I choose not to use Supporting Fire with squads B and C, if another enemy unit charges squad A, can I still use Supporting Fire with squads B and C, as they did not use their Overwatch

and the enemy unit is not engaged in combat?

A: Yes – if an enemy unit charges a Tau Empire unit locked in combat, friendly Tau Empire units within 6" of that unit can use Supporting Fire if they are not locked in close combat and haven't fired Overwatch this turn.

Q: How does Supporting Fire work if the unit has a flamer which is out of range?

A: As long as a unit is eligible to fire Supporting Fire and is equipped with one or more flamers, they can use them as if they were also being charged.

Q: Do models who use the Supporting Fire special rule to fire Overwatch require true line of sight to the charging unit, or is it just the unit that is being charged that requires the line of sight?

A: A unit using the Supporting Fire special rule fires Overwatch as if they were the unit being charged. This means it follows the normal rules for Overwatch given in *Warhammer 40,000: The Rules*, which includes requiring line of sight from the firing unit.

Q: If you charge a Tau unit which cannot Overwatch (because of banshee masks, dirge casters, Go to Ground, etc.), can other units still use Supporting Fire?

A: It depends on the situation – if the unit has Gone to Ground, other units can still use Supporting Fire; if the charging unit contains a banshee mask, none of the units can use Supporting Fire; if the unit has a dirge caster, only units which are outside of its effect can use Supporting Fire.

Q: Can you please clear up the confusion with Monstrous Creatures firing Ordnance weapons? Specifically, I'd like to know if the multi-tracker of an XV104 Riptide Battlesuit allows me to fire another weapon, or if that is overwritten by the Ordnance rule.

A: A Monstrous Creature firing an Ordnance weapon cannot fire any other weapons in that phase (even with a multi-tracker).

Q: I have a question about the XV95 Ghostkeel Battlesuit's holophoton countermeasures. You can use this gear once per game, which is pretty clear if there is only one Ghostkeel in the unit, but if there are three of them do they have to use it all at the same time or can they use it separately to have the whole unit protected three times in the game?

A: Each model can use their countermeasures once, and when they do so it protects the whole unit. In a unit of three you could use the countermeasures at three different times.

Q: Does the Warlord Trait Exemplar of the Selfless Cause (which means that once per game friendly Tau units which have Gone to Ground are no longer considered Gone to Ground) affect units that were Pinned in the last game turn?

A: Yes. Pinned units Go to Ground, so if your Warlord uses Exemplar of the Selfless Cause, friendly Tau units that were Pinned recover.

Q: Can Tau models that are able to shoot multiple weapons in the Shooting phase also fire multiple weapons in Overwatch and multiple weapons with the Interceptor rule?

A: When firing Overwatch or weapons with the Interceptor special rule, a model can fire all of the weapons it could usually fire in the Shooting phase. In the case of Interceptor, only weapons with the Interceptor rule can be fired.

Q: Does the multi-tracker work when firing Overwatch or with weapons with the Interceptor rule? What about the Signature Systems?

A: Yes. In the case of Interceptor, only weapons with the Interceptor rule can be fired. The Signature Systems (the Command and Control Node and Multi-spectrum Sensor Suite) specify that they cannot be used in Overwatch, but they could be used when firing weapons with the Interceptor rule.

Q: An Ethereal with a homing beacon is embarked on a TY7 Devilfish. Does the homing beacon work?

A: No. The Ethereal must be on the battlefield, not embarked on a Transport, for a unit to benefit from their homing beacon.

Q: The rules for Tau homing beacons don't say that the model with it has to be on the table for one turn before it takes effect. Does this mean the benefits can be used in the same turn it arrives from Reserves?

A: Yes, if the model bearing the homing beacon moves onto the battlefield from Reserves before the unit you intend to benefit from it. Note that the model must disembark from any Transport it might be on if you want to use the homing beacon.

Q: If a KV128 Stormsurge that is part of a Hunter Contingent fires, in what order must I declare its targets – on its own or at the same time as other units firing at the same enemy? If it's at the same time must I say, for example, 'The Stormsurge fires its destroyer missiles at target A, its pulse blastcannon at target B and its Twin-linked smart missile system at target C, and the Fire Warriors will also fire at target A'?

A: If you wish for a Stormsurge to be part of a Coordinated Firepower attack, you must declare which of its weapons you will fire at which targets at the same time as you declare which other units are taking part in the attack. When it comes to resolving the Stormsurge's attacks, you may attack with all of its weapons, but only those you declared were being fired against the target of the Coordinated Firepower attack can be used against that unit. All other weapons must be directed against the targets you declared earlier.

Q: While using the Coordinated Firepower Command Benefit for two units of the Hunter Cadre, can both units Run and then shoot using the Ambushes and Feints special rule?

A: No. The units cannot fire simultaneously, as required by the Coordinated Firepower Command Benefit, because the Ambushes and Feints special rule requires

you to complete the actions of each unit before moving on to the next one.

Q: Does the Optimised Stealth Cadre get the benefits of The Wall of Mirrors only in the Shooting phase, or also when firing Overwatch or with Interceptor weapons?

A: Only in the Shooting phase.

Q: What is the firing arc of the TX78 Sky Ray Gunship's seeker missiles?

A: 360°.

Q: How does an Ethereal's Storm of Fire interact with a unit firing pulse blasters?

A: Pulse blasters have a maximum range of 15", so an Ethereal's Storm of Fire will grant an additional shot at any range up to 8" (half its maximum range, rounding up) at the appropriate profile's Strength and AP.

Q: Can a Commander upgraded with an XV86 Coldstar Battlesuit take Signature Systems?

A: No.

Q: Does the Infiltration Cadre's Intervention Request Beacons special rule only affect the XV25 Stealth Battlesuits in Reserve, or all units?

A: It affects all units you have in Reserve.

Q: Can an XV104 Riptide Battlesuit move in the Movement phase, then fire the ion accelerator with both the Nova Charged and Overcharged profiles?

A: A Monstrous Creature firing an Ordnance weapon cannot fire any other weapons in that phase (even with a multi-tracker), but the Relentless rule allows them to fire an Ordnance weapon after moving. You could move the Riptide and then either fire the Nova-charged ion accelerator, or fire two other weapons (three with a multi-tracker), including the Overcharged ion accelerator.

Q: If I take a multi-tracker on an XV104 Riptide Battlesuit, does that enable it to fire at two different targets?

A: No. Like all Battlesuits, the Riptide comes equipped with a multi-tracker. This allows it to fire an additional weapon in each Shooting phase, but it must still fire its weapons at a single target unit.

Q: If you Infiltrate a unit of Pathfinders from a Ranged Support Cadre and then move them via their Scout special rule, does the unit count as having moved from their starting location?

A: Yes.

Q: Codex: Tau Empire states that a TX7 Hammerhead Gunship can choose to exchange their MVI Gun Drones for either a twin-linked burst cannon or a twin-linked smart missile system for an identical point cost (free). Are the point costs correct?

A: Yes.

Q: The Tau drone controller – was it intentional that Missile Drones and Shielded Missile Drones were not included?

A: Yes.

Q: The MV17 Interceptor Drones on an AX39 Sun Shark Bomber have Interceptor and Skyfire. This combination used to mean they were effective against ground targets or Flyers as they wished, but now they are only really effective against Flyers. Is this correct?

A: Yes.