

WARHAMMER 40,000

CODEX: T'AU EMPIRE

Official Update 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 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 121 – Cyclic ion blaster, Overcharge profile

Change the abilities text to read:

'If you roll one of 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 – 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.'

FAQs

Q: In Index: Xenos 2, 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 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.

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: 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.