



## CODEX: TAU EMPIRE ERRATA & FAQ

### Errata

Page 26 – Cyclic Ion Blaster.

The last sentence should be changed to:

Any rolls to wound of a 6 count as AP1.

Page 29 – Kroot Rifle.

The last sentence should be changed to:

Kroot with Kroot Rifles count as having two single-handed weapons in close combat.

Page 30 – Decoy Launchers.

The second sentence should be changed to:

Whenever a glancing hit causes an Immobilised result onto the vehicle, the Tau player may force his opponent to re-roll the dice, and the second result applies.

Page 37 – Special rules, Fieldcraft.

The third sentence should be deleted, as visibility through woods is now done with real line of sight. The Kroots' bonuses to cover saves and movement in woods remain unchanged.

Page 53 – Last caption (bottom left).

This caption should be changed to:

Battlesuits and Stealtsuits can be equipped with many different weapon systems, support systems and other specialised wargear.

### FAQs

*Q. Can you please clarify the rules for independent characters and Bodyguard/Honour Guard for Tau characters, especially if they also select drones as part of their wargear. For example, do Tau characters with a retinue always count as independent characters for the purposes of close combat, or do they not?*

**A.** When selecting your army, if you buy a Tau character without a Bodyguard, he (and his drones) may join/leave units as a normal independent character. In combat, the character (and his drones) count as a separate unit.

If, when selecting your army, you buy a Bodyguard for a Tau character, the Bodyguard and the character (and his drones) must be fielded as a unit, as described for Retinues on page 48 of the Warhammer 40,000 rulebook. In this case, the character (and his drones) cannot leave the Bodyguard unit. The character (and his drones) are members of the unit in all respects. Only if the entire Bodyguard is destroyed, the character returns to being an independent character, as described above.

The same is true for Ethereals and their Honour Guard.

*Q. The text says that the Spotter of a Sniper Drones squad is equipped with a drone controller. Does that mean he must buy 1 or 2 extra drones for his squad? Also, does that mean that if he is killed, the drones are removed, or do they continue to operate as a Drones squadron?*

**A.** The drone controller he is equipped with is used to control the Sniper Drones. This means that he cannot buy any extra drones and, if he is killed, the entire squad is removed.

*Q. Can Commander Shadowsun join another unit as long as she has her drones with her? Can she have a Bodyguard?*

**A.** No and no. She is unique in the fact that she forms a separate unit with her three drones – she is the same as an upgrade character for them – and only if her three drones are destroyed does she become an independent character.

**Q.** *Shadowsun's Command-Link Drone special rule (P47) says: "any Tau units within 18" may use her Leadership for any Morale, Pinning or Target Priority tests". Is this within 18" of the drone or Shadowsun herself?*

**A.** 18" of the drone.

**Q.** *Does an army including Commander O'Shova also need to include the mandatory Commander from the list (as they are 1+)?*

**A.** No, as O'Shova is a Commander himself, and so he fulfills that minimum requirement.

**Q.** *If you buy more than one Team for the Tau Sniper Entry, are they a single big unit or is each team independent of the other?*

**A.** They are a single Force Organisation chart selection, but they fight as three separate units.

**Q.** *If you have Gun Drones on a vehicle (i.e. not detached) and increase the BS of the vehicle using a markerlight, is the BS of the Gun Drones increased as well?*

**A.** No.

**Q.** *With the use of markerlights used to make a cover save worse, can the cover save be negated entirely, or is 6+ the worst it can get? Likewise, what is the lowest the Leadership of a unit can be decreased to for the purposes of pinning tests?*

**A.** In both cases, there is no maximum, so the cover save can be completely eliminated and the Ld can be lowered to the point when the unit fails the Pinning test automatically.

**Q.** *If a Piranha in a squadron is destroyed and its drones survive the crash, must all of the other drones in the squadron immediately disengage?*

**A.** Yes, as they have to form a single unit

**Q.** *If a unit with advanced stabilization systems also has Marker Drones, can the drones remain stationary to fire their markerlights while the Battlesuits move using their advanced stabilization systems?*

**A.** No, since models in the unit moved, the drones, which do not have a stabilization system, may not fire a heavy weapon.

**Q.** *Can Gun Drones mounted on a vehicle still fire if the vehicle is Shaken, Stunned, moved too fast, or isn't allowed to fire its weapons for any other reason?*

**A.** No, Gun Drones mounted on a vehicle may only fire if the vehicle is allowed to fire at least one weapon.

**Q.** *Do all of a vehicle's drones need to be destroyed before the vehicle gives up its full victory points?*

**A.** Disengaged Drones have no effect on how many victory points the vehicle gives up. This is based solely on the condition of the actual vehicle model.

**Q.** *What is the Leadership value for drones that have disengaged from a vehicle?*

**A.** They function as a Drone Squadron, which means they have a Leadership value of 7.

**Q.** *When Gun Drones disembark from a vehicle are they placed within 2" of an access point, from the recesses they were mounted in, or from somewhere entirely different?*

**A.** Anywhere within 2" of the vehicle.

Thanks to Jon 'yakface' Regul and his FAQ ruling council