CODEX: T'AU EMPIRE

Indomitus Version 1.0

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.

UPDATES & ERRATA

Page 56 – Vectored Manoeuvring Thrusters
Add:
'**Battlesuit** model only.'

Page 64 – Disengagement Protocols
Change to read:
'Each time an **Infantry** unit with this tenet is selected to Fall Back, select one enemy unit within Engagement Range of that **Infantry** unit and roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.'

Page 65 – Enriched Reactors
Change to read:
'Each time a model with this tenet makes a ranged attack with a plasma weapon (pg 130), an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.'

Page 77 – Aerospace Targeting Relays, third paragraph, second sentence
Change to read:
'Each unit from your army that starts to perform this action must be within 6" of the centre of a different Aerospace Designation marker that has not had a targeting relay installed at it (see below).'

Page 87 – Sceptre of Unity
Add the following to the start of this Relic's rule:
'**Ethereal** model only.'

Page 93 – Manta Strike
Change the first sentence to read:
'During deployment, if every model in this unit has this ability, you can set up this unit in a Manta hold instead of setting it up on the battlefield.'

Page 99 – Commander Farsight, Abilities, Tactical Acumen
Change the first sentence to read:
'In your Command phase, you can select one friendly **Farsight Enclaves Crisis Core** unit within 9" of this model.'

Page 112 – Crisis Bodyguards, Other Wargear
Early Warning Override
Add the following as a second bullet point to this ability:
'• Each time you use the Fire Overwatch Stratagem, if the bearer is on the battlefield and its unit is selected to fire Overwatch, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.'

Page 112 – Crisis Bodyguards, Other Wargear, Multi-tracker
Change the first sentence to read:
'Each time a ranged attack made by the bearer targets a unit containing 6 or more models, an unmodified hit roll of 6 scores 1 additional hit.'

Page 112 – Crisis Bodyguards, Abilities, Sworn Protectors
Change to read:
'While a friendly **<Sept> Character** model (excluding **Vehicle** and **Monster** models) is within 3" of any **Crisis** models in this unit, enemy models cannot target that **Character** model's unit with ranged attacks.'

Page 129 – Stormsurge, Wargear Options, third bullet point
Change 'Stormsurge multi-tracker' to 'multi-tracker'.

FAQS

*Q: Can a **Drone** model have a different **<Sept>** keyword to the unit it is attached to?*
A: No, when a unit is equipped with a **Drone** model, that **Drone** model becomes a part of that unit's datasheet and so must be drawn from the same sept as the rest of the unit. This also means that Commander Shadowsun and Longstrike's **Drones** have the **T'au Sept** keyword.

*Q: If a unit contains both **Drone** models (which can **Fly**) and models which cannot **Fly** – like Pathfinders – can the whole unit move as if it can **Fly** (e.g. can Pathfinder models move over other models as if they were not there when moving, just because there is a **Drone** model in their unit and therefore that unit has the **Fly** keyword)?*
A: No. Only the models that actually have the **Fly** keyword can move using the Flying rules (e.g. in a **Pathfinder Team** unit, only **Drone** models in that unit can move over other models as if they were not there when that unit makes a move).

Q: Can a unit that is performing an action while under the effects of a rule that lets it count as having Remained Stationary (e.g. Mont'ka) make a Normal Move without that action failing?
A: No. Any action a unit is currently performing, but has not yet completed, will still fail if that unit makes a Normal Move (or Advances, Falls Back, performs a Heroic Intervention or declares a charge), even if it is under the effects of a rule that says it counts as Remaining Stationary.

Designer's Note: *This is true for every unit in Warhammer 40,000, and we will be adding this clarification to the next round of updates to the Core Rules, but as it predominantly affects T'au Empire players now due to the actions within their Codex, we wanted to make the answer clear to the upholders of the Greater Good ahead of time.*