



CODEX: T'AU EMPIRE

Indomitus Version 1.2

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; these can be identified by the presence of an asterisk before the page reference. 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.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

DESIGNER'S NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.

Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.

UPDATES & ERRATA

*Page 89 – Master of War

Update this ability to read:

'Once per battle, at the start of your turn, a single **<SEPT> COMMANDER** unit from your army can declare either **Kauyon** or **Mont'ka**:

Kauyon: In a turn in which a **<SEPT> COMMANDER** unit from your army declared **Kauyon**, at the start of your Movement phase you can select any friendly **<SEPT>** units within 6" of that unit. Until the end of that turn, the selected units cannot move for any reason, but when resolving an attack made by a model in any of those units you can re-roll the hit roll.

Mont'ka: In a turn in which a **<SEPT> COMMANDER** unit from your army declared **Mont'ka**, at the start of your Movement phase you can select any friendly **<SEPT>** units within 6" of that unit. Until the end of that turn, the selected units can shoot as if they did not move this turn.

Unless stated otherwise, you can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.'

*Page 89 – For the Greater Good

Change to read:

- Each time an enemy unit declares a charge against this unit, this unit can fire Overwatch before the charge roll is made.
- While a friendly unit with this ability is within 6" of this unit, each time an enemy unit declares a charge against this unit, that friendly unit can fire Overwatch before the charge roll is made. If it does so, until the end of the phase, that friendly unit cannot fire Overwatch again.

Designer's Note: *This allows T'au units to fire Overwatch in the same way that they did in the previous edition, and as such, units with this ability do not require the Fire Overwatch Stratagem from the Warhammer 40,000 Core Book in order to do so.'*

Pages 90, 97-99, 105-109, 111-114 and 116 – Abilities, Saviour Protocols

Change to read:

'When resolving an attack made against a **<SEPT> INFANTRY** or **<SEPT> BATTLESUIT** unit whilst that unit is within 3" of a friendly **<SEPT> DRONES** unit, if the wound roll is successful, you can roll one D6; on a 2+ that **DRONES** unit suffers 1 mortal wound and the attack sequence ends.'

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.'

***Pages 102 & 123 – Target Lock**

Change to read:

'A model with a target lock does not suffer the penalty to their hit rolls for Advancing and firing Assault weapons. This model can also Advance and fire Heavy or Rapid Fire weapons, but you must subtract 1 from its hit rolls when it does so.'

***Page 104 – Firesight Marksman, Abilities, Marksman Stealth Field**

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 106 – XV104 Riptide Battlesuit, Abilities, Nova Reactor**

Change the Boost text to read:

'This model can move 2D6" in your Charge phase. You cannot use this ability to move within Engagement Range of any enemy models. If it does so, this model cannot declare a charge that phase.'

***Page 113 and 121 – MV71 Sniper Drones and Ranged Weapons list, longshot pulse rifle, Abilities**

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 117, 118 and 119 – Tidewall Shieldline, Tidewall Droneport and Tidewall Gunrig, Abilities, Open-Topped**

Change the last sentence to read:

'When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn. While this **TRANSPORT** is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.'

***Page 117 – Tidewall Shieldline, Abilities, Fortification**

Change the last sentence to read:

'However, friendly units can still target enemy units that are within Engagement Range of these models.'

***Page 118 – Tidewall Droneport, Abilities, Fortification**

Change the last sentence to read:

'However, friendly units can still target enemy units that are within Engagement Range of this model.'

***Page 119 – Tidewall Gunrig, Abilities, Fortification**

Change the last sentence to read:

'However, this model can still shoot if there are enemy models within Engagement Range of it, and friendly units can still target enemy units that are within Engagement Range of this model.'

***Page 120 – KV128 Stormsurge, Abilities, Walking Battleship**

Change to read:

'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

Page 121 – Ranged Weapons, cyclic ion blaster, Overcharge, Abilities

Change 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 – Sept Tenets, T'au Sept: Coordinated Fire Arcs, rules text

Change 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 – Sept Tenets, Dal'yth Sept: Adaptive Camouflage, rules text

Change 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 128 – Stratagems, Automated Repair System, rules text

Add the following:

'You can only use this Stratagem once per turn.'

***Page 130 – Strike and Fade**

Change the second sentence to read:

'Pick a **DAL'YTH SEPT** unit from your army (excluding **AIRCRAFT**).'

Page 130 – Stratagems, Focused Fire

Change 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.'

***Page 131 – Sept Warlord Traits, Sa'cea, Beacon of Honour**

Change to read:

'While a friendly **SA'CEA** unit is within 6" of this **WARLORD**, each time that unit fails a Morale test, one model does not flee that unit (although Combat Attrition tests are taken for the unit as normal).'

***Page 133 – Signature Systems, Vectored Manoeuvring Thrusters**

Add the following:

‘This move cannot bring this model within Engagement Range of any enemy models.’

***Page 133 – Signature Systems, Thermoneutronic Projector**
Change ‘Range’ characteristic to read:
‘12”

DATACARDS: T’AU EMPIRE

Automated Repair System (Stratagem)

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

‘Use this Stratagem at the start of any turn.’

DAHYAK GREKH

Warhammer Quest Blackstone Fortress includes a number of datasheets for Warhammer 40,000, allowing players to use the Citadel Miniatures contained within the box in games of Warhammer 40,000. Amongst these is a datasheet for Dahyak Grekh, a model designed to be used as part of a T’au army. The following errata applies to Dahyak Grekh:

***Blackstone Fortress: Datasheets, page 10 – Dahyak Grekh**

Change the Quarry Can’t Hide ability to read:

‘Each time you select a target for a weapon this model is making an attack with, you can ignore the Look Out, Sir rule.’

*Change the Fieldcraft ability to read:

‘Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

FAQS

*Q: If an attack inflicts mortal wounds on the target, and the attack is subsequently allocated to a **DRONES** unit as a result of the Saviour Protocols ability, what happens to those mortal wounds inflicted?*

A: They are cancelled. All damage and mortal wounds inflicted as the result of that attack is reduced to the mortal wound inflicted by the Saviour Protocols ability on that **DRONES** unit.

*Q: If an attack inflicts a rules effect on a target unit (e.g. Tremor Shells in Codex Space Marines), and that attack is subsequently allocated to a **DRONES** unit as a result of the Saviour Protocols ability, which unit is the rules effect applied to?*

A: The **DRONES** unit.

Q: If an attack inflicts mortal wounds on a unit as a result of a hit roll, and the attack sequence ends before it successfully wounds the target (e.g. the Hellfire Shells Stratagem or an attack made with a shokk attack gun with a Strength characteristic of 11+ that fails to wound the target), can I allocate the mortal wounds to a Drones unit with the Saviour Protocols ability?

A: No. As the attack sequence has ended before the target has been wounded, there is no wound to allocate to the Drones unit. Therefore the target suffers the mortal wounds as normal.

*Q: If **DAHYAK GREKH** has been set up in pursuit, can his Concealed Booby Traps ability be used before he is set up on the battlefield?*

A: Yes.

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: When an enemy model makes a ranged attack against a **XV95 GHOSTKEEL BATTLESUIT** unit, its Ghostkeel Electrowarfare Suite applies a -1 modifier to the hit roll. If that unit is within 3" of a friendly **MV5 STEALTH DRONES** unit, the drones’ Stealth Field ability applies a further -1 modifier to the hit roll. Given that hit rolls cannot be modified by more than -1 or +1, and combined these abilities result in a -2 modifier, how does this work?*

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

In this instance, if the model making the attack was a **KV128 STORMSURGE** that had its anchors deployed, its Stabilising Anchors ability would apply a +1 modifier to the hit roll. Applying all of these modifiers together to the hit roll results in a final modifier of -1.

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 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 **TACTICAL 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 chooses to try and intercept the attack with a nearby drone unit and rolls one D6, scoring a 3. This is more than 2+, so the drone unit suffers 1 mortal wound and the lascannon's attack ends (i.e. you do not take a saving throw, and the weapon's damage characteristic is irrelevant).

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.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Cyclic ion blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 3	7	-1	1	-
- Overcharge	18"	Assault 3	8	-1	D3	If you roll one or more unmodified hit rolls of 1, the bearer's unit suffers a mortal wound after all of this weapon profile's shots have been resolved.
Cyclic ion raker	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Heavy 6	7	-1	1	-
- Overcharge	24"	Heavy 6	8	-1	D3	If you roll one or more unmodified hit rolls of 1, the bearer's unit suffers a mortal wound after all of this weapon profile's shots have been resolved.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Ion accelerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	72"	Heavy D6	8	-3	D3	Blast
- Overcharge	72"	Heavy D6	9	-3	3	Blast. If you roll one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon profile's shots have been resolved.
Ion cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	60"	Heavy 3	7	-2	2	-
- Overcharge	60"	Heavy D6	8	-2	3	Blast. If you roll one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon profile's shots have been resolved.
Ion rifle	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-1	1	-
- Overcharge	30"	Heavy D3	8	-1	2	Blast. If you roll one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon profile's shots have been resolved.
Quad ion turret	When attacking with this weapon, choose one of the profiles below. Add 1 to hit rolls for this weapon against targets that can't FLY.					
- Standard	30"	Assault 4	7	-1	1	-
- Overcharge	30"	Assault 4	8	-1	D3	If you roll one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon profile's shots have been resolved.