

## **Chapter Approved – Codex: Tau Q&A (v2.0)**

**Q. Is it possible to make cover saves against markerlight hits?**

A. Markerlight hits do not permit cover saves.

**Q. Do markerlights function like searchlights at night?**

A. Markerlights are not searchlights and have no special value at night.

**Q. When Pathfinders make their pre-game free move, can their Devilfish transport move as well? Also, can they move in the Devilfish?**

A. Pathfinders' pre-game free move may include their Devilfish transport. The move is performed as normal and may include embarking or disembarking.

**Q. If a target is hit by a markerlight, can any friendly unit see it to fire on it?**

A. A unit that fires at enemy that has been hit by a Markerlight must still be able to draw a line of sight to engage it, unless they are firing a seeker missile or smart missiles. This includes being able to see it if Night Fight rules are in effect. One weapon may be fired, hitting on 2+ for each markerlight hit.

**Q. Does a searchlight have any effect on a Stealth team?**

A. If a Stealth team is observed by a vehicle with a searchlight when the Night Fight special rules are in effect, any subsequent attempts to spot the Stealth team that player turn, test as if it were daylight.

**Q. Is it possible to hide behind a Stealth team which blocks line of sight by being in base-to-base contact?**

A. Stealth teams never block line of sight to other Tau units. Similarly, an Independent Character cannot claim to be immune to enemy fire by being within 6" of them or by joining the unit.

**Q. Can Tau pulse rifles rapid fire at up to half their full range?**

A. In accordance with page 57 of the rulebook, close range for all rapid fire weapons is 12" so obviously this applies to Tau pulse rifles.

**Q. If I field a Tau Crisis team consisting of a lone warrior, does he always have to take 'All on your own' tests?**

A. All on your own tests only apply if reduced to a single model by casualties, not if you start that way, so one man Tau Crisis or Broadside teams do not have to take 'All on your own tests'.

**Q. If I move 6" with my Devilfish and fire its burst cannon, can I also launch any of the seeker missiles it is carrying?**

A. Seeker missiles can be fired in addition to a vehicle's other weapons, even if the vehicle has moved more than 6".

**Q. When a Tau Crisis team enters the table via Deep Strike, can they move in the Assault phase?**

A. Tau models with jet packs may not take their 6" Assault move if they Deep Strike.

**Q. Is a vehicle with a disruption pod any harder to see at night?**

A. Disruption pods do not affect visibility. Range and visibility are different things. Firstly, check whether you can see it. Secondly, check that it is in range.

**Q. If a model has a markerlight and a Tau jet pack, can it move and fire the markerlight?**

A. If you give the Stealth team leader a Markerlight you may fire it when you've remained stationary in the Movement phase, then move in the Assault phase using the Tau jet pack.

**Q. Can you clarify whether enemy characters (able to allocate hits in close combat) can ignore drones in close combat and strike other Tau they are in contact with?**

A. If drones are in close combat along with other Tau models then opponents must attack the drones if they can. If, for example, there is a Space Marine Chaplain attacking a Shas'ō with one Shield Drone and the Chaplain is in contact with both models, he must attack the drone as it will seek to get between him and the Tau.

**Q. If a Fire Warrior team leader has a markerlight must he still fire at the same target as his unit?**

A. Yes, unless he also has a target lock.

**Q. Where a cost is specified for a single and a twin-linked weapon, is the twin-linked cost for one or both weapons?**

A. Both.

**Q. Could you confirm whether Tau Fire Warriors or Kroot block line of sight to Crisis and Broadside battlesuits.**

A. Both Fire Warrior and Kroot models are more than half the height of the battlesuits so in accordance with the Warhammer 40,000 rules they will block line of sight if arrayed base-to-base. Note that separate units of Gun Drones will not, as the height of the flying base is not considered. This latter ruling is a change from earlier statements, apologies to anyone inconvenienced.

**Q. If a Tau commander is accompanied by Drones can he be targeted as a separate unit.**

A. Yes he can, because of this the Commander should try to join another unit to avoid being picked on.

**Q. Is the range of smart missiles limited when the night fighting special rule is in effect?**

A. No as stated smart missiles do not require line of sight.

