



WTC FAQ - ARMY & CODEX

TAU

1. Dynamic Offensive cannot be combined with Aggressive Tactics. One or the other applies to a given unit.
2. When a unit under the effects of Mont'ka targets some shots at the closest enemy unit and some at the second closest and resolves the first set first and destroys that target, it does not re-roll 1s to wound against the second target.
3. If a unit is under the effect of an ability that allows it to count the target as having a Markerlight, do not remove one when resolving attacks.
4. When using Aerospace Targeting Relays, always measure any ranges to the center of the marker.
5. Models/Units can charge after using Strike and Fade.
6. Roll to hit for the Thermoneutronic Projector.
7. Combat Debarkation does not allow for a unit to embark and disembark in the same turn, nor can a Devilfish in strategic reserves be targeted for this stratagem.
8. Drones in attached units do count towards the number of models for the purpose of doing actions.
9. Positional Relay does not allow a unit to arrive in Turn 1, only that, when it does, it can be set up as if it were a turn earlier. This means a unit making use of Positional relay must arrive within 6" of a board edge and within 6" of the positional relay model.
10. A docked Drone cannot perform Saviour Protocols.
11. When Vectored Maneuvering Thrusters are given to a Command battlesuit with attached drones, the attached drones can also benefit from this ability.
12. **A unit that fell back and is unable to shoot cannot be the target of the Strike and Fade Stratagem**
13. Frequency Lock has no effect on a unit making use of the XVO2 Pilot Battlesuit ability. A unit that is "treated as having a markerlight" does not count for triggering the effects of this stratagem.
14. **Promising Pupil cannot be used to give Named Characters a Warlord trait other than the one listed for their entry.**
15. When using Overdrive Power System, list the weapons benefiting on your army list.
16. **When a drone or vehicle advances, the markerlight action will still succeed as all conditions of the action have been fulfilled, and the action doesn't specify that it needs to be a normal move. This is of course unless something else has happened that would prevent the action from succeeding.**
17. Tau FW units refer to the Tau Codex for their point cost. Use the codex equivalent (like tactical drones) in case things are unclear or obsolete.
18. Units that have already fired this turn cannot be selected as one of the units for Coordinated Engagement. Units that do not have ranged weapons can be selected for the purpose of this stratagem.
19. **The "are ignored for LOS purposes" of Artificial Helpers only applies in regards to other units. Artificial Helpers does not apply if the drones in a character unit are the closest visible enemy models. In such cases the character unit can be shot normally.**
20. A unit using Strike & Fade must be the first to activate that shooting phase.
21. **When Longstrike is added to a Tau army other than Tau Sept, none of the sept rules are in play. The exception to play different septs in a Tau army only applies to supreme commander units as per the codex entry.**