# WARHAMMER 40,000 CODEX:
# TAU EMPIRE

## Official Update Version 1.0

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in Magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

## ERRATA

**Page 32** - Warlord Traits
Replace the introductory paragraph with:
When generating Warlord Traits, a Tau Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or roll on the table presented on the right.

**Page 95** - Drones list
Add the following note to Missile Drones
* May only be taken by models equipped with Broadside battlesuits.

**Reference Gatefold** - Vehicle Battle Systems, Disruption Pods
Change to: +1 cover save

## FAQs

*Q: Can I take three of the same (not Twin-linked) weapons on my Crisis suit? (p100)*
A: Yes. Remember though that a Crisis battlesuit can still only fire a maximum of two weapon systems per Shooting phase. For example: A Crisis battlesuit could be equipped with three (non Twin-linked) burst cannons, or one Twin-linked burst cannon and one (non Twin-linked) burst cannon, so long as you pay the appropriate cost in each instance. In either case, make sure your opponent is aware how you have chosen to equip such models at the beginning of the game.

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