

F.R.A.G. Tau Empire FAQ v1.0

This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.

Q: If a unit with Advanced Stabilization Systems has drones, can the Battlesuit(s) in the unit still use the Stabilization special rules?

A: Yes, although only the Battlesuit models benefit from the Stabilization System [clarification].

Q: What, if anything, does the Command and Control Node do?

A: ignore this item, as it does nothing with the current rules of the game [RAW].

Q: Can a model with a Drone Controller take two of the same type of Drone?

A: Yes [clarification].

Q: If a Tau Battlesuit uses an 'Ejection System' how is the 'pilot' treated for Victory and Kill Point purposes?

A: The pilot is treated as a wounded version of the same model (with reduced characteristics), so he must be killed to gain the Kill Point and/or full Victory Points [clarification].

Q: With the Failsafe detonator, how are "partial hits" rolled for "as normal"?

A: ignore this reference, any model touched by the blast is hit [clarification].

Q: Can casualties from a Failsafe Detonator cause enemy units to take a morale check for losing 25% of their models in a single phase?

A: No [clarification].

Q: Can enemy non-vehicle models utilize a cover save against Smart Missile System wounds?

A: As the weapon does not require line of sight, they may only claim a cover save if at least half of their models are actually in terrain and/or touching a piece of intervening terrain [clarification].

Q: Can enemy vehicles utilize a cover save against Smart Missile System attacks?

A: As the weapon does not require line of sight, they may only claim a cover save if they have a special rule or wargear that confers an 'obscured' status on them [clarification].

Q: Do intervening models equipped with Stealth Field Generators provide cover saves to units being shot through them?

A: Yes [RAW].

Q: Do enemies charging a unit with Stealth Field Generators count as 'assaulting through cover' even if they didn't have to take a difficult or dangerous terrain test when assaulting?

A: Yes. Any charging enemies who direct any of their attacks towards a Stealth Field Generator equipped model counts as having assaulted through cover. Ignore this rule if the Stealth models were already locked in combat from a previous turn when charged [clarification].

Q: If a model firing a barrage weapon successfully 'spots' a unit with Stealth Field Generators does it still add an extra D6 for scatter (for a total of 3D6)?

A: Barrage weapons may always fire at a unit with Stealth Field Generators, but if the barrage weapon fails its spotting roll the extra D6 is then added to the scatter [rules change].

Q: What, if anything, does a Target Lock do?

A: A model with a Target Lock is allowed to fire at a different target than the rest of the models in his unit. Ignore the references to taking a 'Target Priority test' as they refer to a previous edition of the rules [clarification].

Q: How do Flechette Dischargers work when fitted to a vehicle squadron?

A: If one or more vehicle in the squadron has a Flechette Discharger then any models attacking the squadron in close combat will suffer a single wound on a D6 roll of '4+' [clarification].

Q: In Annihilation missions, do vehicle Gun Drones give up an extra Kill Point if they are all destroyed?

A: Assuming all the Gun Drones for a vehicle or squadron aren't destroyed when their parent vehicles are destroyed, yes the squadron formed by vehicle Gun Drones is then worth a Kill Point when destroyed [RAW].

Q: Do Gun Drones detached from a Fire Warrior's Devilfish count as a scoring unit? Can detached Gun Drones contest an objective?

A: Detached Gun Drones from a Devilfish never count as a scoring unit. Gun Drone squadrons can indeed contest an enemy scoring unit from claiming an objective [RAW].

Q: What is the 'arc of sight' for attached vehicle Gun Drones?

A: Gun Drones may rotate freely in their recesses, so as always, draw line of sight from the Drone to the targets [clarification].

Q: The online GW Tau FAQ says that vehicle Gun Drones don't benefit from markerlight BS bonuses. What about a markerlight's ability to ignore the Night Fighting rules or reduce the target's cover save, can vehicle Gun Drones utilize those bonuses?

A: Yes they gain those abilities if the player assigns it to their firing vehicle [clarification].

Q: When a vehicle with Landing Gear 'lands' can (or must) a player remove the model's flight base?

A: If the vehicle's flight base isn't glued in place a player must remove the model's base when it lands. If the flight base is glued in place then the Skimmer may not use its Landing Gear [rules change].

Q: Can enemy non-vehicle models utilize a cover save against Seeker Missile wounds?

A: As the weapon does not require line of sight, they may only claim a cover save if at least half of their models are actually in terrain and/or touching a piece of intervening terrain [clarification].

Q: Can enemy vehicles utilize a cover save against Seeker Missile attacks?

A: As the weapon does not require line of sight, they may only claim a cover save if they have a special rule or wargear that confers an 'obscured' status on them [clarification].

Q: What, if anything, do Sensor Spines do?

A: The only thing Sensor Spines do is to allow skimmers to avoid taking a dangerous terrain tests when ending their move over terrain [clarification].

Q: If an Independent Character without a bodyguard takes drones, how does that 'unit' (the character and his drones) give up Victory and Kill Points?

A: If they lose half or more of their starting models they will surrender half Victory Points [RAW]. However, the unit is worth only one total Kill Point if destroyed [clarification].

Q: Can Marker Drones accompanying a Crisis or Stealth suit fire its markerlight on the same turn the unit moves?

A: Yes [RAW].

Q: If an Ethereal is killed do embarked units have to take a morale check? If so, do they fall back out of their vehicle if they fail?

A: No they do not [clarification].

Q: Can a Devilfish be taken as a stand-alone Troops choice without a unit to transport?

A: No [clarification].

Q: What is the arc of sight for a Devilfish's Burst Cannon?

A: The Burst cannon is hull-mounted [clarification].

Q: Can a Kroot unit containing one or more Krootox embark on a vehicle? If so, do Krootox count as more than one model when embarked?

A: Yes, Krootox may embark on vehicles but count as two models when they do so [rules change].

Q: If Aun'va is killed do embarked units have to take a morale check? If so, do they fall back out of their vehicle if they fail?

A: No they do not [clarification].

Q: Do Drones count as a 'Tau model' for O'Shova's 'Ork Fighter' special rule?

A: No [clarification].

Q: Does Shadowsun's Advanced Target Lock require a Leadership test to use?

A: No, and ignore the reference to a "Target Priority test" as well [clarification].