

## ▲ 1850 Pts - Tau Empire - 4th Overall Adam Merlic Tau Empire

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Commander Shadowsun (1 ⚔, 135 pts)</b>												
Commander Shadowsun	1		4	5	4	3	3	4	4	10	3+5(i)	135
(C:TE, pg. 59, iPad, pg. 86).; <b>Infantry</b> (Jetpack, Character); Fusion Blaster; Fusion Blaster; Advanced Targeting System; Blacksun Filter; Multi-Tracker; XV22 Stealth Battlesuit; Defender of the Greater Good; Independent Character; Infiltrate; Night Vision; Shrouded; Stealth; Supporting Fire												
<b>HQ: Commander (1 ⚔, 108 pts)</b>												
Commander	1		4	5	5	4	4	3	4	10	3+	108
(C:TE, pg. 34, iPad, pg. 57).; <b>Infantry</b> (Jetpack, Character); Crisis Battlesuit; Blacksun Filter; Multi-Tracker; Drone Controller; Command and Control Node; Independent Character; Night Vision; Supporting Fire; Very Bulky; <b>Warlord</b>												
<b>Elite: XV104 Riptide (1 ⚔, 190 pts)</b>												
XV104 Riptide	1		2	3	6	6	5	2	3	9	2+5(i)	190
(C:TE, pg. 45 & 100); Nova Reactor; <b>Jet Pack Monstrous Creature</b> ; XV104 Riptide Battlesuit; Twin Linked Fusion Blaster; Ion Accelerator; Blacksun Filter; Multi-Tracker; Riptide Shield Generator; Early Warning Override; Interceptor; Night Vision; Supporting Fire												
<b>Elite: XV104 Riptide (1 ⚔, 190 pts)</b>												
XV104 Riptide	1		2	3	6	6	5	2	3	9	2+5(i)	190
(C:TE, pg. 45 & 100); Nova Reactor; <b>Jet Pack Monstrous Creature</b> ; XV104 Riptide Battlesuit; Twin Linked Fusion Blaster; Ion Accelerator; Blacksun Filter; Multi-Tracker; Riptide Shield Generator; Early Warning Override; Interceptor; Night Vision; Supporting Fire												
<b>Troops: Fire Warrior Team (9 ⚔, 134 pts)</b>												
Fire Warrior Team	1											134
(C:TE, pg. 37, iPad, pg. 60).												
Fire Warriors	6		2	3	3	3	1	2	1	7	4+	[54]
<b>Infantry</b> ; Combat Armour: Combat Armour (See C:TE, pg. 70, iPad pg. 100).; Pulse Rifle (x6); Photon Grenade; Supporting Fire												
Devilfish	1	Grp: BS: 3 FA: 12 SA: 11 RA: 10 HP: 3										[80]
(C:TE, pgs. 39 & 99); <b>Vehicle</b> (Transport, Skimmer, Tank); <b>12 model</b> capacity; Burst Cannon; Gun Drones; Jink												
Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
<b>Infantry</b> (Jetpack); Twin Linked Pulse Carbines												
<b>Troops: Fire Warrior Team (9 ⚔, 134 pts)</b>												
Fire Warrior Team	1											134
(C:TE, pg. 37, iPad, pg. 60).												
Fire Warriors	6		2	3	3	3	1	2	1	7	4+	[54]
<b>Infantry</b> ; Combat Armour: Combat Armour (See C:TE, pg. 70, iPad pg. 100).; Pulse Rifle (x6); Photon Grenade; Supporting Fire												
Devilfish	1	Grp: BS: 3 FA: 12 SA: 11 RA: 10 HP: 3										[80]
(C:TE, pgs. 39 & 99); <b>Vehicle</b> (Transport, Skimmer, Tank); <b>12 model</b> capacity; Burst Cannon; Gun Drones; Jink												
Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
<b>Infantry</b> (Jetpack); Twin Linked Pulse Carbines												
<b>Fast Attack: Drone Squadron (9 ⚔, 126 pts)</b>												
Drone Squadron	1		0	0	0	0	0	0	0	0	-	126
(C:TE, pgs. 55, iPad, pg. 56); <b>Infantry</b> (Jetpack); Marker Drone; Supporting Fire												
Marker Drones	9	-	2	2	3	4	1	4	1	7	4+	[126]
(C:TE, pgs. 55, iPad, pg. 56); <b>Infantry</b> (Jetpack); Markerlight; Supporting Fire												
<b>Heavy Support: Hammerhead Gunship (3 ⚔, 125 pts)</b>												
Hammerhead Gunship	1	Grp:  BS: 4 FA: 13 SA: 12 RA: 10 HP: 3										125
(C:TE, pg. 50, iPad, pg. 76); <b>Vehicle</b> (Skimmer, Tank); Gun Drones; Ion Cannon; Jink												
Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
<b>Infantry</b> (Jetpack); Twin Linked Pulse Carbines												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Heavy Support: Hammerhead Gunship (3 ⚔, 125 pts)</b>												
Hammerhead Gunship	1	Grp:	BS: 4	FA: 13	SA: 12	RA: 10	HP: 3					125
			(C:TE, pg. 50, iPad, pg. 76); <b>Vehicle</b> (Skimmer, Tank); Gun Drones; Ion Cannon; Jink									
Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
			<b>Infantry</b> (Jetpack); Twin Linked Pulse Carbines									
<b>Elite: XV104 Riptide (1 ⚔, 190 pts)</b>												
XV104 Riptide	1		2	3	6	6	5	2	3	9	2+5(i)	190
			(C:TE, pg. 45 & 100); Nova Reactor; <b>Jet Pack Monstrous Creature</b> ; XV104 Riptide Battlesuit; Twin Linked Fusion Blaster; Ion Accelerator; Blacksun Filter; Multi-Tracker; Riptide Shield Generator; Early Warning Override; Interceptor; Night Vision; Supporting Fire									
<b>Heavy Support: XV88 Broadside Team (3 ⚔, 195 pts)</b>												
XV88 Broadside Team	1											195
			(C:TE, pg. 42, iPad, pg. 66); Broadside Shas'ui; Broadside Shas'ui; Broadside Shas'ui									
Broadside Shas'ui	1	-	2	3	5	4	2	2	2	8	2+	[65]
			(C:TE, pg. 42, iPad, pg. 66); <b>Infantry</b> ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Extremely Bulky; Night Vision; Supporting Fire									
Broadside Shas'ui	1	-	2	3	5	4	2	2	2	8	2+	[65]
			(C:TE, pg. 42, iPad, pg. 66); <b>Infantry</b> ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Extremely Bulky; Night Vision; Supporting Fire									
Broadside Shas'ui	1	-	2	3	5	4	2	2	2	8	2+	[65]
			(C:TE, pg. 42, iPad, pg. 66); <b>Infantry</b> ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Extremely Bulky; Night Vision; Supporting Fire									
<b>Heavy Support: XV88 Broadside Team (3 ⚔, 195 pts)</b>												
XV88 Broadside Team	1											195
			(C:TE, pg. 42, iPad, pg. 66); Broadside Shas'ui; Broadside Shas'ui; Broadside Shas'ui									
Broadside Shas'ui	1	-	2	3	5	4	2	2	2	8	2+	[65]
			(C:TE, pg. 42, iPad, pg. 66); <b>Infantry</b> ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Extremely Bulky; Night Vision; Supporting Fire									
Broadside Shas'ui	1	-	2	3	5	4	2	2	2	8	2+	[65]
			(C:TE, pg. 42, iPad, pg. 66); <b>Infantry</b> ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Extremely Bulky; Night Vision; Supporting Fire									
Broadside Shas'ui	1	-	2	3	5	4	2	2	2	8	2+	[65]
			(C:TE, pg. 42, iPad, pg. 66); <b>Infantry</b> ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Extremely Bulky; Night Vision; Supporting Fire									
											<b>Total Cost:</b>	<b>1847</b>

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 111.
Special Rules	
Defender of the Greater Good	Defender of the Greater Good (See C:TE, pg. 59, iPad pg. 86).
Extremely Bulky	Extremely Bulky (see WH40k, pg. 35).
Independent Character	Independent Character (see WH40k, pg. 39).
Infiltrate	Infiltrate (see WH40k, pg. 38).
Interceptor	Interceptor (see WH40k, pg. 38).
Jink	Jink (see WH40k, pg. 38).
Night Vision	Night Vision (see WH40k, pg. 40).
Nova Reactor	Nova Reactor (See C:TE, pg. 45, iPad pg. 69).
Shrouded	Shrouded (see WH40k, pg. 41).
Stealth	Stealth (see WH40k, pg. 42).
Supporting Fire	Supporting Fire (See C:TE, pg. 32, iPad pg. 53).
Very Bulky	Very Bulky (see WH40k, pg. 35).

Signature System	
Command and Control Node	Command and Control Node (See C:TE, pg. 73, iPad pg. 100).
Support Systems	
Advanced Targeting System	Advanced Targeting System (See C:TE pg. 68, iPad pg. 96).
Blacksun Filter	Blacksun Filter (See C:TE, pg. 68, iPad pg. 96).
Drone Controller	Drone Controller (See C:TE, pg. 68, iPad pg. 96).
Early Warning Override	Early Warning Override (See C:TE, pg. 68, iPad pg. 96).
Markerlight	36" Range; S -; AP -; Heavy 1, Target Acquired. (See C:TE, pg. 68, iPad pg. 96).
Multi-Tracker	Multi-Tracker (See C:TE, pg. 69, iPad pg. 97).
Riptide Shield Generator	Riptide Shield Generator (See C:TE, pg. 69, iPad pg. 97).
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Jetpack)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Jetpack, Character)	See WH40K rulebook, pgs. 44-49.
<b>Jet Pack Monstrous Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Skimmer, Tank)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Transport, Skimmer, Tank)	See WH40K rulebook, pgs. 44-49.
Wargear	
Broadside Battlesuit	Broadside Battlesuit (See C:TE, pg. 70, iPad pg. 100).
Crisis Battlesuit	Crisis Battlesuit (See C:TE, pg. 70, iPad pg. 100).
XV104 Riptide Battlesuit	XV104 Riptide Battlesuit (see C:TE pg. 70, iPad, pg. 98).
Weapons	
Burst Cannon	18" Range; S5; AP5; Assault 4. (See C:TE, pg. 65, iPad pg. 94).
Fusion Blaster	18" Range; S8; AP1; Assault 1, Melta. (See C:TE, pg. 65, iPad pg. 94).
Ion Accelerator	Standard: 72" Range; S 7; AP 2; Heavy 3. Overcharge: 72" Range; S 8; AP 2; Heavy 1, Gets Hot, Large Blast. Nova-charge: 72" Range; S 9; AP 2; Ordnance 1, Gets Hot, Large Blast, Nova-charge. (See C:TE, pg. 66, iPad pg. 94).
Ion Cannon	Standard: 60" Range; S7; AP3; Heavy 3. Overcharge: 60" Range; S8; AP3; Heavy 1, Gets Hot, Large Blast. (See C:TE, pg. 66, iPad pg. 94).
Photon Grenade	Photon Grenade (See C:TE, pg. 68, iPad pg. 96).
Pulse Rifle	30" Range; S 5; AP 5; Rapid Fire. (See C:TE, pg. 66, iPad pg. 95).
Twin Linked Fusion Blaster	18" Range; S 8; AP 1; Assault 1, Melta, Twin Linked (See C:TE, pg. 65, iPad pg. 94).
Twin Linked High Yield Missile Pod	36" Range; S 7; AP 4; Heavy 4, Twin Linked (See C:TE, pg. 66, iPad pg. 94).
Twin Linked Pulse Carbines	18" Range; S5; AP5; Assault 2, Pinning, Twin Linked (See C:TE, pg. 66, iPad pg. 95).
Twin Linked Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin Linked (See C:TE, pg. 66, iPad pg. 95).







### Validation Report

*c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Generic Unit, Non-Codex Materials, Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers*  
Warning: The current roster or units within it may need opponents's permission to use.  
Composition requirement 'Heavy' not satisfied (4). Valid range 0-3.

### Roster Statistics

% HQ: 13.2  
% Elite: 30.9  
% Troops: 14.5  
% Fast: 6.8

% Heavy: 34.7  
 % Fortification: 0  
 % Wargear: 0  
 Model Count: 44  
 Files version: 1.46  
 % Knight: 0  
 Drones: 0  
 Seeker Missiles: 0  
 Drones: 0  
 Seeker Missiles: 0

<b>Group</b>	<b>Min</b>	<b>Max</b>	<b>Used</b>
	1	2	2
	0	3	3
	2	6	2
	0	3	1
	0	3	4
	0	1	0