

1850 Pts - Tau Empire - 5th Overall Lee Zagrzebski Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Commander (3 , 164 pts)												
Commander	1		4	5	5	4	4	3	4	10	3+	164
(C:TE, pg. 34, iPad, pg. 57).; Infantry (Jetpack, Character); Crisis Battlesuit; Missile Pod (x2); Marker Drone; Marker Drone; Blacksun Filter; Multi-Tracker; Target Lock; Velocity Tracker; Independent Character; Night Vision; Skyfire*; Supporting Fire; Very Bulky; Ork Hunters; Warlord												
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters												
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters												
Elite: XV104 Riptide (1 , 265 pts)												
XV104 Riptide	1		2	3	6	6	5	2	3	9	2+/5(i)	265
(C:TE, pg. 45 & 100); Nova Reactor; Jet Pack Monstrous Creature ; XV104 Riptide Battlesuit; Heavy Burst Cannon; Twin Linked Fusion Blaster; Blacksun Filter; Multi-Tracker; Riptide Shield Generator; Stimulant Injector; Velocity Tracker; Earth Caste Pilot Array; Feel No Pain; Night Vision; Skyfire*; Supporting Fire; Ork Hunters												
Elite: XV104 Riptide (1 , 190 pts)												
XV104 Riptide	1		2	3	6	6	5	2	3	9	2+/5(i)	190
(C:TE, pg. 45 & 100); Nova Reactor; Jet Pack Monstrous Creature ; XV104 Riptide Battlesuit; Twin Linked Fusion Blaster; Ion Accelerator; Blacksun Filter; Multi-Tracker; Riptide Shield Generator; Early Warning Override; Interceptor; Night Vision; Supporting Fire; Ork Hunters												
Elite: XV104 Riptide (1 , 235 pts)												
XV104 Riptide	1		2	3	6	6	5	2	3	9	2+/5(i)	235
(C:TE, pg. 45 & 100); Nova Reactor; Jet Pack Monstrous Creature ; XV104 Riptide Battlesuit; Heavy Burst Cannon; Twin Linked Fusion Blaster; Blacksun Filter; Multi-Tracker; Riptide Shield Generator; Stimulant Injector; Velocity Tracker; Feel No Pain; Night Vision; Skyfire*; Supporting Fire; Ork Hunters												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: XV8 Crisis Team (Mandatory) (9 \times, 246 pts)												
XV8 Crisis Team (Mandatory)	1											246
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Bonding Knife Ritual									
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[82]
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Missile Pod (x2); Marker Drone; Marker Drone; Blacksun Filter; Multi-Tracker; Target Lock; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters									
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters									
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters									
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[82]
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Missile Pod (x2); Marker Drone; Marker Drone; Blacksun Filter; Multi-Tracker; Target Lock; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters									
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters									
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters									
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[82]
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Missile Pod (x2); Marker Drone; Marker Drone; Blacksun Filter; Multi-Tracker; Target Lock; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters									
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters									
Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Markerlight; Supporting Fire; Ork Hunters									
Troops: XV8 Crisis Team (Mandatory) (7 \times, 177 pts)												
XV8 Crisis Team (Mandatory)	1											177
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Bonding Knife Ritual									
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[67]
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Burst Cannon (x2); Gun Drone; Gun Drone; Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters									
Gun Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Twin Linked Pulse Carbines; Supporting Fire; Ork Hunters									
Gun Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Twin Linked Pulse Carbines; Supporting Fire; Ork Hunters									
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[67]
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Burst Cannon (x2); Gun Drone; Gun Drone; Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters									
Gun Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Twin Linked Pulse Carbines; Supporting Fire; Ork Hunters									
Gun Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
			Causes IC to count as a unit for targeting; Infantry (Jetpack); Twin Linked Pulse Carbines; Supporting Fire; Ork Hunters									
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[43]
			(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Burst Cannon (x2); Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters									

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: XV8 Crisis Team (2 ⚔, 106 pts)												
XV8 Crisis Team	1	⚔										106
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Crisis Shas'ui; Crisis Shas'ui; Bonding Knife Ritual											
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[53]
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Fusion Blaster (x2); Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters											
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[53]
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Fusion Blaster (x2); Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters											
Troops: XV8 Crisis Team (2 ⚔, 106 pts)												
XV8 Crisis Team	1	⚔										106
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Crisis Shas'ui; Crisis Shas'ui; Bonding Knife Ritual											
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[53]
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Fusion Blaster (x2); Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters											
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[53]
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Fusion Blaster (x2); Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters											
Troops: XV8 Crisis Team (1 ⚔, 43 pts)												
XV8 Crisis Team	1	⚔										43
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Crisis Shas'ui; Bonding Knife Ritual											
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[43]
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Twin Linked Missile Pod (x1); Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters											
Troops: XV8 Crisis Team (1 ⚔, 43 pts)												
XV8 Crisis Team	1	⚔										43
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Crisis Shas'ui; Bonding Knife Ritual											
Crisis Shas'ui	1	-	2	3	5	4	2	2	2	8	3+	[43]
	(C:TE, pg. 40-41, iPad, pg. 64-65).; Infantry (Jetpack); Crisis Battlesuit; Twin Linked Missile Pod (x1); Blacksun Filter; Multi-Tracker; Bonding Knife Ritual; Night Vision; Supporting Fire; Very Bulky; Ork Hunters											
HQ: Commander (1 ⚔, 220 pts)												
Commander (HQ) [Tau]	1		4	5	5	5	4	3	4	10	2+/4(i)	220
	(C:TE, pg. 34, iPad, pg. 57).; Infantry (Jetpack, Character); Crisis Battlesuit; Blacksun Filter; Multi-Tracker; Vectored Retro-Thrusters; Drone Controller; Stimulant Injector; Shield Generator; Neuroweb System Jammer; Onager Gauntlet; Command and Control Node; Puretide Engram Neurochip; Multi-Spectrum Sensor Suite; XV8-02 Crisis 'Iridium' Battlesuit; Feel No Pain; Fleet; Hit & Run; Independent Character; Night Vision; Supporting Fire; Very Bulky											
Troops: Fire Warrior Team (6 ⚔, 54 pts)												
Fire Warrior Team (Troops) [Tau]	1											54
	(C:TE, pg. 37, iPad, pg. 60).											
Fire Warriors [Tau]	6		2	3	3	3	1	2	1	7	4+	[54]
	Infantry ; Combat Armour: Combat Armour (See C:TE, pg. 70, iPad pg. 100).; Pulse Rifle (x6); Photon Grenade; Supporting Fire											
Total Cost:											1849	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Bonding Knife Ritual	Bonding Knife Ritual (See C:TE, pg. 32, iPad pg. 53).
Feel No Pain	Feel No Pain (see WH40k, pg. 35).
Fleet	Fleet (see WH40k, pg. 35).

Hit & Run	Hit & Run (see WH40k, pg. 38).
Independent Character	Independent Character (see WH40k, pg. 39).
Interceptor	Interceptor (see WH40k, pg. 38).
Night Vision	Night Vision (see WH40k, pg. 40).
Nova Reactor	Nova Reactor (See C:TE, pg. 45, iPad pg. 69).
Ork Hunters	Ork Hunters (see "Farsight Enclaves", iPad pg. 88)
Skyfire*	(See C:TE, pg. 69, iPad pg. 97).
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).
Earth Caste Pilot Array	Earth Caste Pilot Array (see "Farsight Enclaves", iPad pg. 91)
Multi-Spectrum Sensor Suite	Multi-Spectrum Sensor Suite (See C:TE, pg. 73, iPad pg. 100).
Neuroweb System Jammer	See C:TE pg. 73.
Onager Gauntlet	(See C:TE, pg. 73, iPad pg. 100).
Puretide Engram Neurochip	Puretide Engram Neurochip (See C:TE, pg. 73, iPad pg. 101).
XV8-02 Crisis 'Iridium' Battlesuit	See C:TE pg. 73.
Support Systems	
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).
Shield Generator	Shield Generator (See C:TE, pg. 69, iPad pg. 97).
Stimulant Injector	Stimulant Injector (See C:TE, pg. 69, iPad pg. 97).
Target Lock	Target Lock (See C:TE, pg. 69, iPad pg. 97).
Vectored Retro-Thrusters	Vectored Retro-Thrusters (See C:TE, pg. 69, iPad pg. 97).
Velocity Tracker	Velocity Tracker (See C:TE, pg. 69, iPad pg. 97).
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Jetpack)	See WH40K rulebook, pgs. 44-49.
Infantry (Jetpack, Character)	See WH40K rulebook, pgs. 44-49.
Jet Pack Monstrous Creature	See WH40K rulebook, pgs. 44-49.
Wargear	
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).
Heavy Burst Cannon	Standard: 36" Range; S 6; AP 4; Heavy 8. Nova-charge: 36" Range; S 6; AP 4; Heavy 12, Gets Hot, Rending, Nova-charge. (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).
Missile Pod	36" Range; S7; AP4; Assault 2. (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 Missile Pod	36" Range; S7; AP4; Assault 2, 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).