

1850 Pts - Farsight Enclaves - Israel Bojalil Sanchez

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|---|-----|----|----|---|---|----|---|---|----|--------|------|
| : Combined Arms Detachment (20 \times, 1194 pts) | | | | | | | | | | | | |
| Commander xv84 Suit Add 20pts | 1 | | 4 | 5 | 5 | 4 | 4 | 3 | 4 | 10 | 3+ | 172 |
| (C:TE, pg. 34, iPad, pg. 57).; Jet Pack Infantry (Character); Crisis Battlesuit; Plasma Rifle (x2); Marker Drone; Blacksun Filter; Multi-Tracker; Early Warning Override; Vectored Retro-Thrusters; Warscaper Drone; Bulky; Deep Strike; Fleet; Hit & Run; Independent Character; Interceptor; Night Vision; Relentless; 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; Jet Pack Infantry ; Markerlight; Bulky; Deep Strike; Relentless; Supporting Fire; Ork Hunters | | | | | | | | | | | | |
| XV104 Riptide | 1 | | 1 | 3 | 6 | 6 | 5 | 2 | 3 | 9 | 2+5(i) | 220 |
| (C:TE, pg. 45 & 100); Nova Reactor; Jet Pack Monstrous Creature ; XV104 Riptide Battlesuit; Twin Linked Plasma Rifle; Ion Accelerator; Blacksun Filter; Multi-Tracker; Riptide Shield Generator; Early Warning Override; Earth Caste Pilot Array; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Ork Hunters | | | | | | | | | | | | |
| XV8 Crisis Team (Mandatory) | 1 | | | | | | | | | | | 174 |
| (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+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Fusion Blaster (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| Crisis Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 3+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Fusion Blaster (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| Crisis Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 3+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Fusion Blaster (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| XV8 Crisis Team (Mandatory) | 1 | | | | | | | | | | | 174 |
| (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+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Plasma Rifle (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| Crisis Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 3+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Plasma Rifle (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| Crisis Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 3+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Plasma Rifle (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| XV8 Crisis Team (Mandatory) | 1 | | | | | | | | | | | 174 |
| (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+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Plasma Rifle (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| Crisis Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 3+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Plasma Rifle (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |
| Crisis Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 3+ | [58] |
| (C:TE, pg. 40-41, iPad, pg. 64-65).; Jet Pack Infantry ; Crisis Battlesuit; Plasma Rifle (x2); Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire; Very Bulky; Ork Hunters | | | | | | | | | | | | |

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|--|---|-----------------|-------|--------|--------|--------|-------|---------|---|----|--------------------|-------------|
| Tetra Scout Speeder Team (IA) | 2 | Grp: | BS: 3 | FA: 10 | SA: 10 | RA: 10 | HP: 2 | Save: - | | | | 70 |
| (IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x2); TL Pulse Rifle (x2); Jink; Scout | | | | | | | | | | | | |
| Tetra Scout Speeder Team (IA) | 2 | Grp: | BS: 3 | FA: 10 | SA: 10 | RA: 10 | HP: 2 | Save: - | | | | 70 |
| (IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x2); TL Pulse Rifle (x2); Jink; Scout | | | | | | | | | | | | |
| Tetra Scout Speeder Team (IA) | 2 | Grp: | BS: 3 | FA: 10 | SA: 10 | RA: 10 | HP: 2 | Save: - | | | | 70 |
| (IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x2); TL Pulse Rifle (x2); Jink; Scout | | | | | | | | | | | | |
| Aegis Defence Line | 1 | | | | | | | | | | | 70 |
| (Stronghold Assault, pg. 20); Battlefield Debris (Defence Lines); Comms Relay | | | | | | | | | | | | |
| Combined Arms Detachment | 1 | Grp: Detachment | | | | | | | | | | 0 |
| Formation: Tau Firebase Support Cadre (7 , 636 pts) | | | | | | | | | | | | |
| Tau Firebase Support Cadre | 1 | Detach | | | | | | | | | | 636 |
| (Dataslate: Tau Firebase Support Cadre); Bane of Angels; Tank Hunters | | | | | | | | | | | | |
| XV104 Riptide | 1 | | 2 | 3 | 6 | 6 | 5 | 2 | 3 | 9 | 2+/5(i) | [195] |
| (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; Positional Relay; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire | | | | | | | | | | | | |
| XV88 Broadside Team | 1 | | | | | | | | | | | [213] |
| (C:TE, pg. 42, iPad, pg. 66.); Broadside Shas'ui; Broadside Shas'ui; Broadside Shas'ui; Bonding Knife Ritual | | | | | | | | | | | | |
| Broadside Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 2+ | [71] |
| (C:TE, pg. 42, iPad, pg. 66.); Infantry ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Supporting Fire | | | | | | | | | | | | |
| Broadside Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 2+ | [71] |
| (C:TE, pg. 42, iPad, pg. 66.); Infantry ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Supporting Fire | | | | | | | | | | | | |
| Broadside Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 2+ | [71] |
| (C:TE, pg. 42, iPad, pg. 66.); Infantry ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Smart Missile System; Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Supporting Fire | | | | | | | | | | | | |
| XV88 Broadside Team | 1 | | | | | | | | | | | [228] |
| (C:TE, pg. 42, iPad, pg. 66.); Broadside Shas'ui; Broadside Shas'ui; Broadside Shas'ui; Bonding Knife Ritual | | | | | | | | | | | | |
| Broadside Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 2+ | [76] |
| (C:TE, pg. 42, iPad, pg. 66.); Infantry ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Plasma Rifle; Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Supporting Fire | | | | | | | | | | | | |
| Broadside Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 2+ | [76] |
| (C:TE, pg. 42, iPad, pg. 66.); Infantry ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Plasma Rifle; Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Supporting Fire | | | | | | | | | | | | |
| Broadside Shas'ui | 1 | - | 2 | 3 | 5 | 4 | 2 | 2 | 2 | 8 | 2+ | [76] |
| (C:TE, pg. 42, iPad, pg. 66.); Infantry ; Broadside Battlesuit; Twin Linked High Yield Missile Pod; Twin Linked Plasma Rifle; Blacksun Filter; Multi-Tracker; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Supporting Fire | | | | | | | | | | | | |
| | | | | | | | | | | | Total Cost: | 1830 |

Option Footnotes

| Fortification Upgrades | |
|------------------------|---|
| Comms Relay | Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. A model in cover behind a comms relay has a 5+ cover save. (See Stronghold Assault, pg. 19-20). |

| Warlord Traits | |
|--|---|
| Warlord | See WH40k, pg. 124. |
| Special Rules | |
| Bane of Angels | All units in this Formation have the Preferred Enemy (Space Marines) special rule. However, all enemy Space Marine units have the Fatred (Tau Firebase Support Cadre) special rule. The category "Space Marine" comprises all units taken from the following codexes: Space Marines, Blood Angels, Dark Angels, Grey Knights and Space Wolves. (See Dataslate: Tau Firebase Support Cadre.) |
| Bonding Knife Ritual | Bonding Knife Ritual (See C:TE, pg. 32, iPad pg. 53). |
| Bulky | Bulky (see WH40k, pg. 159). |
| Deep Strike | Deep Strike (see WH40k, pg. 162). |
| Extremely Bulky | Extremely Bulky (see WH40k, pg. 159). |
| Fleet | Fleet (see WH40k, pg. 164). |
| Hit & Run | Hit & Run (see WH40k, pg. 165). |
| Independent Character | Independent Character (see WH40k, pg. 166). |
| Interceptor | Interceptor (see WH40k, pg. 167). |
| Jink | Jink (see WH40k, pg. 167). |
| 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) |
| Relentless | Relentless (see WH40k, pg. 170). |
| Scout | Scout (see WH40k, pg. 171). |
| Supporting Fire | Supporting Fire (See C:TE, pg. 32, iPad pg. 53). |
| Tank Hunters | Tank Hunters (see WH40k, pg. 172). |
| Very Bulky | Very Bulky (see WH40k, pg. 35). |
| Signature System | |
| Earth Caste Pilot Array | Earth Caste Pilot Array (see "Farsight Enclaves", iPad pg. 91) |
| Warscaper Drone | Warscaper Drone (see "Farsight Enclaves", iPad pg. 90) |
| Support Systems | |
| Blacksun Filter | Blacksun Filter (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). |
| Positional Relay | Positional Relay (See C:TE, pg. 69, iPad pg. 97). |
| Riptide Shield Generator | Riptide Shield Generator (See C:TE, pg. 69, iPad pg. 97). |
| Vectored Retro-Thrusters | Vectored Retro-Trusters (See C:TE, pg. 69, iPad pg. 97). |
| Terrain Type | |
| Battlefield Debris (Defence Lines) | Battlefield Debris (Defence Lines) (See WH40K, pg. 109) |
| Unit Type | |
| Infantry | See WH40K rulebook, pgs. 44-49. |
| Jet Pack Infantry | See WH40K rulebook, pgs. 44-49. |
| Jet Pack Infantry (Character) | See WH40K rulebook, pgs. 44-49. |
| Jet Pack Monstrous Creature | See WH40K rulebook, pgs. 44-49. |
| Vehicle (Skimmer, Fast, Open-Topped) | 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). |
| High Intensity Markerlight | 36" Range; S-; AP-; Heavy 4; See page 29 of Codex: Tau Empire |
| Homing Beacon | Homing Beacon (See C:TE, pg. 69, iPad pg. 96). |
| TL Pulse Rifle | 30" Range; S5; AP5; Rapid Fire, Twin Linked (See C:TE, pg. 66, iPad pg. 95). |
| XV104 Riptide Battlesuit | XV104 Riptide Battlesuit (see C:TE pg. 70, iPad, pg. 98). |
| Weapons | |
| Fusion Blaster | 18" Range; S8; AP1; Assault 1, Melta. (See C:TE, pg. 65, iPad pg. 94). |

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| 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). |
| Plasma Rifle | 24" Range; S6; AP2; 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 Plasma Rifle | 24" Range; S 6; AP 2; Rapid Fire, 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). |