



1850 Pts - Tau Empire - Brett Perkins 2nd NovaOpen 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (23 ⚔, 699 pts)												
Farseer Skyrunner	1	☠	5	5	3	4	3	5	1/2	10	3+/4(i)	115
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Warlord ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy												
Farseer Skyrunner	1	☠	5	5	3	4	3	5	1/2	10	3+/4(i)	115
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy												
Windriders	3	🌀	4	4	3	4	1	5	1	8	3+	51
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	3	🌀	4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	3	🌀	4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	3	🌀	4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	3	🌀	4	4	3	4	1	5	1	8	3+	51
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warp Spiders	5	🕸	4	4	3	3	1	5	1	9	3+	124
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
Character ; Death Spinner; Iron Resolve												
Combined Arms Detachment	1	Grp: Detachment										0
: Allied Detachment (14 ⚔, 534 pts)												
Commander (HQ) [Tau]	1	-	4	5	5	5	4	3	4	10	2+	184
(C:TE, pg. 34, iPad, pg. 57).; Jet Pack Infantry (Character); Crisis Battlesuit; Shield Drone; Blacksun Filter; Multi-Tracker; Vectored Retro-Thrusters; Stimulant Injector; Neuroweb System Jammer; Onager Gauntlet; Puretide Engram Neurochip; Multi-Spectrum Sensor Suite; XV8-02 Crisis 'Iridium' Battlesuit; Bulky; Deep Strike; Feel No Pain; Fleet; Hit & Run; Independent Character; Night Vision; Relentless; Supporting Fire; Very Bulky												
Shield Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
Causes IC to count as a unit for targeting; Jet Pack Infantry ; Shield Generator; Bulky; Deep Strike; Relentless; Supporting Fire												
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).; Photon Grenade; Pulse Rifle (x6); Supporting Fire												
DX-6 'Remora' Drone Fighter Squadron (IA) (Fast) [Tau]	2	Grp: BS: 3 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										180
(IA3 - 2E, pg. xx); Vehicle (Flyer w/ Hover mode); Blacksun Filter; Networked Markerlight; 2x Seeker Missiles; Twin-Linked Long Barrelled Burst Cannon; Markerlight; Deep Strike; Night Vision; Shrouded												
Sky Ray Missile Defence Gunship (Heavy) [Tau]	1	Grp: BS: 4 FA: 13 SA: 12 RA: 10 HP: 3 Save: -										116
(C:TE, pgs. 51 & 103); Vehicle (Skimmer, Tank); Gun Drones; 6x Seeker Missiles; Two Networked Markerlights; Velocity Tracker; Blacksun Filter; Jink; Night Vision; Skyfire*												
Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
Jet Pack Infantry (Drone); Twin Linked Pulse Carbines; Bulky; Deep Strike; Relentless												
Allied Detachment [Tau]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Tau Firebase Support Cadre (7 , 615 pts)												
Tau Firebase Support Cadre [Tau]	1	Detach 										615
(Dataslate: Tau Firebase Support Cadre); Bane of Angels; Tank Hunters												
XV104 Riptide (Elite) [Tau]	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; Target Lock; Bulky; Deep Strike; Interceptor; Night Vision; Relentless; Supporting Fire												
XV88 Broadside Team (Heavy) [Tau]	1											[210]
(C:TE, pg. 42, iPad, pg. 66); Broadside Shas'ui; Broadside Shas'ui; Broadside Shas'ui												
Broadside Shas'ui [Tau]	1	-	2	3	5	4	2	2	2	8	2+	[70]
(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; Extremely Bulky; Interceptor; Night Vision; Supporting Fire												
Broadside Shas'ui [Tau]	1	-	2	3	5	4	2	2	2	8	2+	[70]
(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; Extremely Bulky; Interceptor; Night Vision; Supporting Fire												
Broadside Shas'ui [Tau]	1	-	2	3	5	4	2	2	2	8	2+	[70]
(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; Extremely Bulky; Interceptor; Night Vision; Supporting Fire												
XV88 Broadside Team (Heavy) [Tau]	1											[210]
(C:TE, pg. 42, iPad, pg. 66); Broadside Shas'ui; Broadside Shas'ui; Broadside Shas'ui												
Broadside Shas'ui [Tau]	1	-	2	3	5	4	2	2	2	8	2+	[70]
(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; Extremely Bulky; Interceptor; Night Vision; Supporting Fire												
Broadside Shas'ui [Tau]	1	-	2	3	5	4	2	2	2	8	2+	[70]
(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; Extremely Bulky; Interceptor; Night Vision; Supporting Fire												
Broadside Shas'ui [Tau]	1	-	2	3	5	4	2	2	2	8	2+	[70]
(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; Extremely Bulky; Interceptor; Night Vision; Supporting Fire												
											Total Cost:	1848

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 124.
Psychic Powers	
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Divination	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Runes of Fate	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Eldrich Storm, 4 - Death Mission, 5 - Fortune, 6 - Mind War (C:E, pg. 71).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Ancient Doom	See C:E, pg. 25.
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.)
Battle Focus	See C:EC, pg. 148.
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).

Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Flickerjump	See C:EC, pg. 124.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Interceptor	Interceptor (see WH40k, pg. 167).
Iron Resolve	See C:EC, pg. 124.
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).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Shrouded	Shrouded (see WH40k, pg. 170).
Skyfire*	(See C:TE, pg. 69, iPad pg. 97).
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	
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.
Vehicle Battle Systems	
Blacksun Filter	Blacksun Filter (See C:TE, pg. 68, iPad pg. 96).
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).
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-Trusters (See C:TE, pg. 69, iPad pg. 97).
Velocity Tracker	Velocity Tracker (See C:TE, pg. 69, iPad pg. 97).
Unit Type	
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Infantry (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
Jet Pack Infantry	See WH40K rulebook, pgs. 44-49.
Jet Pack Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jet Pack Infantry (Drone)	See WH40K rulebook, pgs. 44-49.
Jet Pack Monstrous Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Tank)	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Seeker Missiles	72" Range; S8; AP3; Heavy 1, One Use Only. (See C:TE, pg. 66, iPad pg. 95).
Blacksun Filter	Blacksun Filter (See C:TE, pg. 68, iPad pg. 96).

Broadside Battlesuit	Broadside Battlesuit (See C:TE, pg. 70, iPad pg. 100).
Crisis Battlesuit	Crisis Battlesuit (See C:TE, pg. 70, iPad pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Ghosthelm	See C:EC, pg. 153.
Heavy Aspect Armour	See C:E, pg. 65.
Mesh Armour	See C:E, pg. 65.
Networked Markerlight	Networked Markerlight (See C:TE, pg. 69, iPad pg. 97).
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 Long Barrelled Burst Cannon	36" Range; S6; AP4; Assault 6, Twin-linked.
Warp Jump Generators	See C:EC, pg. 153.
XV104 Riptide Battlesuit	XV104 Riptide Battlesuit (see C:TE pg. 70, iPad, pg. 98).
Weapons	
6x Seeker Missiles	72" Range; S8; AP3; Heavy 1, One Use Only. (See C:TE, pg. 66, iPad pg. 95).
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
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).
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
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).
Two Networked Markerlights	36" Range; S-; AP-; Heavy 1, See C:TE pg. 29.
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).