

1850 Pts - Tau Empire - Jermey Martino 1st Overall Omegacon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (37 932 pts)												
Commander	1		4	5	5	5	4	3	4	10	2+	184
(C:TE, pg. 76); Jet Pack Infantry (Character); MV4 Shield Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); XV8-02 Crisis 'Iridium' Battlesuit; Target Lock; Stimulant Injector; Bulky; Deep Strike; Feel No Pain; Independent Character; Night Vision; Relentless; Supporting Fire; Very Bulky												
MV4 Shield Drone	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Relentless; Supporting Fire												
MV4 Shield Drone	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Relentless; Supporting Fire												
Commander	1		4	5	5	4	4	3	4	10	3+	172
(C:TE, pg. 76); Jet Pack Infantry (Character); MV7 Marker Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Command and Control Node; Puretide Engram Neurochip; Multi-spectral Sensor Suite; Vectored Retro-thrusters; Drone Controller; Bulky; Deep Strike; Fleet; Hit & Run; Independent Character; Night Vision; Relentless; Supporting Fire; Very Bulky; Warlord												
MV7 Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Markerlight; Bulky; Deep Strike; Relentless; Supporting Fire												
MV7 Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Markerlight; Bulky; Deep Strike; Relentless; Supporting Fire												
Kroot Carnivores	1											93
(C:TE, pg. 85)												
Kroot	12		4	3	3	3	1	3	1	7	6+	[93]
Infantry ; Kroot Rifle (x12); Add Kroot Shaper; Infiltrate; Move Through Cover; Stealth (Forests)												
Kroot Shaper	1		4	3	3	3	3	3	3	8	6+	[15]
Infantry ; Kroot Rifle; Infiltrate; Move Through Cover; Stealth (Forests)												
Strike Team	1											55
(C:TE, pg. 85); DS8 Tactical Support Turret												
Fire Warriors	5		2	3	3	3	1	2	1	7	4+	[45]
Infantry ; Photon Grenades; Pulse Rifle (x5); Supporting Fire												
DS8 Tactical Support Turret	1		-	3	-	0	0	-	-	*	-	[10]
Smart Missile System; Tactical Support Turret												
TX78 Sky Ray Gunships	1											115
(C:TE, pg. 102)												
TX78 Sky Ray Gunship	1	Grp:		BS: 4	FA: 13	SA: 12	RA: 10	HP: 3	Save: -			[115]
(C:TE, pgs. 102); Vehicle (Skimmer, Tank); Two Networked Markerlights; Velocity Tracker; 6x Seeker Missiles; MV1 Gun Drones; Fire Team; Jink												
MV1 Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX78 Sky Ray Gunships	1											115
(C:TE, pg. 102)												
TX78 Sky Ray Gunship	1	Grp:		BS: 4	FA: 13	SA: 12	RA: 10	HP: 3	Save: -			[115]
(C:TE, pgs. 102); Vehicle (Skimmer, Tank); Two Networked Markerlights; Velocity Tracker; 6x Seeker Missiles; MV1 Gun Drones; Fire Team; Jink												
MV1 Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
XV88 Broadside Battlesuits	1											198
	(C:TE, pg. 103); Broadside Shas'ui											
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[99]
	(C:TE, pg. 103); Infantry ; MV4 Shield Drone; MV8 Missile Drone; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Heavy Rail Rifle; Twin-linked Plasma Rifle; Early Warning Override; Extremely Bulky; Interceptor; Night Vision; Supporting Fire											
MV4 Shield Drone	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
	(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Relentless; Supporting Fire											
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
	(C:TE, pg. 121); Jet Pack Infantry (Drone); Missile Pod; Bulky; Deep Strike; Relentless; Supporting Fire											
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[99]
	(C:TE, pg. 103); Infantry ; MV8 Missile Drone; MV8 Missile Drone; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Heavy Rail Rifle; Twin-linked Plasma Rifle; Early Warning Override; Extremely Bulky; Interceptor; Night Vision; Supporting Fire											
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
	(C:TE, pg. 121); Jet Pack Infantry (Drone); Missile Pod; Bulky; Deep Strike; Relentless; Supporting Fire											
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
	(C:TE, pg. 121); Jet Pack Infantry (Drone); Missile Pod; Bulky; Deep Strike; Relentless; Supporting Fire											
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (20 ⁺, 761 pts)												
Commander Shadowsun (HQ) [Tau]	1		4	5	4	3	3	4	4	10	3+/5(i)	135
	(C:TE, pg. 79); Jet Pack Infantry (Character); Blacksun Filter; Crisis Battlesuit; Multi-tracker; Two Fusion Blasters; XV22 Stealth Battlesuit; Bulky; Deep Strike; Defender of the Greater Good; Independent Character; Infiltrate; Night Vision; Ork Hunters; Relentless; Shrouded; Stealth; Supporting Fire											
XV8 Crisis Battlesuits (Troops) [Tau]	1											65
	(C:TE, pg. 87); Bonding Knife Ritual											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[65]
	(C:TE, pg. 88); Jet Pack Infantry ; MV1 Gun Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
MV1 Gun Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+	[12]
	(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire											
XV8 Crisis Battlesuits (Troops) [Tau]	1											106
	(C:TE, pg. 87); Crisis Shas'ui; Bonding Knife Ritual											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[53]
	(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[53]
	(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
XV8 Crisis Battlesuits (Troops) [Tau]	1											455
			(C:TE, pg. 87); Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Bonding Knife Ritual									
Crisis Shas'vre [Tau]	1		2	3	5	4	2	2	3	9	3+	[127]
			(C:TE, pg. 88); Jet Pack Infantry (Character); MV4 Shield Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x1); The Mirrorcodex; Target Lock; Shas'vre; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky									
MV4 Shield Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
MV4 Shield Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[82]
			(C:TE, pg. 88); Jet Pack Infantry ; MV1 Gun Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky									
MV1 Gun Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
MV4 Shield Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[82]
			(C:TE, pg. 88); Jet Pack Infantry ; MV1 Gun Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky									
MV1 Gun Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
MV4 Shield Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[82]
			(C:TE, pg. 88); Jet Pack Infantry ; MV1 Gun Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky									
MV1 Gun Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
MV4 Shield Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[82]
			(C:TE, pg. 88); Jet Pack Infantry ; MV1 Gun Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky									
MV1 Gun Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
MV4 Shield Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+/4(i)	[12]
			(C:TE, pg. 121); Jet Pack Infantry (Drone); Shield Generator; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire									
Combined Arms Detachment [Tau]	1	Grp: Detachment										0
: Officio Assassinorum Detachment (1 ⚔, 145 pts)												
Callidus Assassin (Elite) [OA]	1		8	8	4	4	3	7	4/5	10	-/4(i)	145
			(Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 58); Infantry (Character); Neural Shredder; Phase Sword; Poison Blades; Fearless; Fleet; Hit & Run; Independent Operative; Infiltrate; Lightning Reflexes; Move Through Cover; No Escape; Polymorphine; Precision Strikes; Reign of Confusion									

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Officio Assassinorum Detachment	1	Grp: Detachment										0
[OA]	(Mont'ka - The Rules, pg. 56)											
Total Cost:											1838	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Bonding Knife Ritual	A unit consisting entirely of models with this special rule (not counting Drones) benefits from Heroic Morale, even if they are not accompanied by an Independent Character. (See C:TE, pg. 116.)
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Defender of the Greater Good	All Stealth Shas'ui and Stealth Shas'vere models in the same unit as Commander Shadowsun have the Sworn Protector special rule. (See C:TE, pg. 79.)
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fire Team	
Fleet	Fleet (see WH40k, pg. 164).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Interceptor	Interceptor (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).
No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Ork Hunters	Units in a Farsight Enclaves Detachment of Formation have the Preferred Enemy (Orks) special rule when making close combat attacks (See WZD: Mont'ka - The Rules, pg. 84.)
Polymorphine	When a Callidus Assassin is deployed using her Infiltrate special rule, she can be set up anywhere on the table that is more than 1" from any enemy unit, whether deployed enemy units can draw a line of sight to her or not. If a Callidus Assassin starts the game in Reserves, she can choose to move on from the enemy board edge when she arrives. In either case, during the first game turn, or during the game turn in which the Callidus Assassin arrives from Reserves, enemy units can only fire Snap Shots when targeting her. (See Officio Assassinorum or Mont'ka - The Rules, pg. 58).
Precision Strikes	Precision Strikes (see WH40k, pg. 169).
Reign of Confusion	If your army includes a Callidus Assassin, you can re-roll the dice when attempting to Seize the Initiative. In addition, your opponent suffers -3 to the first Reserve Roll he makes during the game.(see Officio Assassinorum or Mont'ka - The Rules, pg. 58).
Relentless	Relentless (see WH40k, pg. 170).
Shrouded	Shrouded (see WH40k, pg. 170).
Stealth	Stealth (see WH40k, pg. 172).
Stealth (Forests)	Stealth (see WH40k, pg. 172).
Supporting Fire	When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Note that a unit can still only fire Overwatch once each phase. (See C:TE, pg. 116.)
Tactical Support Turret	
Very Bulky	Very Bulky (see WH40k, pg. 35).
Signature System	
Command and Control Node	If a model with this wargear does not shoot in the Shooting phase, all Shooting attacks made by other models in his unit re-roll failed To Hit rolls until the end of the phase. This cannot be used when firing Overwatch. The Node can be used at the same time as a Multi-spectrum Sensor Suite. (See C:TE, pg. 126.)

Multi-spectral Sensor Suite	If a model with a Multi-spectrum Sensor Suite does not shoot in the Shooting phase, all Shooting attacks made by other models in his unit gain the Ignores Cover special rule until the end of the current phase. This cannot be used when firing Overwatch. A multi-spectrum Sensor Suite can be used at the same time as a Command and Control Node. (See C:TE, pg. 126.)
Puretide Engram Neurochip	At the start of the bearer's Movement phase, choose one of the following special rules: Counter-attack, Furious Charge, Monster Hunter, Stubborn, or Tank Hunters. The model with the Puretide Engram Neurochip has that special rule until the start of his next Movement phase. (See C:TE, pg. 126.)
The Mirrorcodex	If a model in your army has the Mirrorcodex, you can add 1 to your dice roll when Seizing the Initiative. Furthermore, if a model in your army is bearing the Mirrorcodex, roll a D6 at the beginning of each of your turns and consult the table below. The effects listed affect the bearer and all friendly units within 6", and last until the end of the turn. (See Mont'ka - The Rules, pg. 85.) D6 EFFECT 1 - 3 None 4 Preferred Enemy (Space Marines) 5 Preferred Enemy (Space Marines and Astra Militarum) 6 Preferred Enemy (See Mont'ka - The Rules, pg. 85).
XV22 Stealth Battlesuit	S User; AP 2; Melee, Armourbane. (See C:TE, pg. 78.)
XV8-02 Crisis 'Iridium' Battlesuit	A model with an XV8-02 Crisis 'Iridium' Battlesuit has +1 Toughness and an Armour Save of +2. They otherwise follow all of the rules for the XV8 Crisis battlesuits.(See C:TE, pg. 126.)
Support Systems	
Drone Controller	All Gun Drones, Marker Drone and Sniper Drones in the same unit as a model with a Drone Controller use the bearer's Ballistic Skill instead of their own. If a unit contains several Drone controllers, use the highest Ballistic Skill amongst the bearers. (See C:TE, pg. 122.)
Early Warning Override	All weapon on a model with an early warning override have the Interceptor special rule. (See C:TE, pg. 122.)
Stimulant Injector	A model with a stimulant injector has the Feel No Pain special rule. (See C:TE, pg. 124.)
Target Lock	A model with a target lock can shoot at a different target to the rest of his unit. (See C:TE, pg. 124.)
Vectored Retro-thrusters	A model with vectored retro-thrusters has both the Fleet and Hit & Run special rules. Models in Broadside battlesuits cannot be equipped with vectored retro-thrusters. (See C:TE, pg. 124.)
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	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 Infantry (Drone)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Tank)	See WH40K rulebook, pgs. 44-49.
Wargear	
6x Seeker Missiles	72" Range; S 8; AP 3; Heavy 1, One Use Only.
Blacksun Filter	A model with a blacksun filter has the Night Vision special rule and is immune to the effects of the Blind special rule. (See C:TE, pg. 122.)
Broadside Battlesuit	Comes equipped with multi-trackers and blacksun filters. (See C:TE, pg. 125.)
Crisis Battlesuit	Comes equipped with multi-trackers and blacksun filters. (See C:TE, pg. 125.)
Fusion Blaster	18" Range; S 8; AP 1; Assault 1, Melta.
Kroot Rifle	Pulse Rounds: 24" Range; S 4; AP 6; Rapid Fire. Close combat: S User; AP 5; Melee, Two-handed.
Markerlight	36" Range; S -; AP -; Heavy 1, Target Acquired. (See C:TE, pg. 123.)
Missile Pod	36" Range; S 7; AP 4; Assault 2.
Multi-tracker	A model with multi-tracker can fire an additional weapon in each Shooting phase. (See C:TE, pg. 122.)
Neural Shredder	Template; S 1; AP 2; Pistol, Neural Shock (see Officio Assassinorum or Mont'ka - The Rules, pg. 65).
Phase Sword	S User; AP 2; Melee, Phasing Hits (see Officio Assassinorum or Mont'ka - The Rules, pg. 65).
Photon Grenades	8" Range; S 1; AP -; Assault 1, Blast, Blind.
Poison Blades	S User; AP -; Melee, Poisoned (3+), Rending (see Officio Assassinorum or Mont'ka - The Rules, pg. 65).
Pulse Rifle	30" Range; S 5; AP 5; Rapid Fire.
Shield Generator	A shield generator confers a 4+ invulnerable save. (See C:TE, pg. 124.)
Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover.
Twin-linked Heavy Rail Rifle	60" Range; S 8; AP 1; Heavy 1, Twin-linked.
Twin-linked Plasma Rifle	24" Range; S 6; AP 2; Rapid Fire, Twin-linked.
Twin-linked Pulse Carbine	18" Range; S 5; AP 5; Assault 2, Pinning, Twin-linked.
Two Fusion Blasters	18" Range; S 8; AP 1; Assault 1, Melta.

Two Networked Markerlights	Networked markerlights are a specialized version of the standard markerlight system. When a unit with one or more networked markerlights makes a Shooting attack, the networked markerlights are always fired first. Once the shots from the networked markerlights are resolved, the unit can then fire their other weapons. This means that they can expend their own markerlights in order to benefit their other weapons. (See C:TE, pg. 124.)
Velocity Tracker	A model with a velocity tracker can choose whether or not to have the Skyfire special rule each time he makes a shooting attack (choose once for all weapons). (See C:TE, pg. 124.)