








1850 Pts - Farsight Enclaves - Jeremy Veysseire 1st Overall Storm of Silence 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (11 人, 731 pts)												
Commander	1	☠	4	5	5	5	4	3	4	10	2+4(i)	227
(C:TE, pg. 76); Jet Pack Infantry (Character); Blacksun Filter; Crisis Battlesuit; Multi-tracker; Neuroweb System Jammer; Onager Gauntlet; Command and Control Node; Puretide Engram Neurochip; Multi-spectral Sensor Suite; XV8-02 Crisis 'Iridium' Battlesuit; Stimulant Injector; Velocity Tracker; Shield Generator; Bulky; Deep Strike; Feel No Pain; Independent Character; Night Vision; Night Vision; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky; Warlord												
XV8 Crisis Battlesuits	1	☠										391
(C:TE, pg. 87); Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Crisis Shas'ui; Bonding Knife Ritual												
Crisis Shas'vre	1		2	3	5	5	2	2	3	9	2+	[73]
(C:TE, pg. 88); Jet Pack Infantry (Character); Blacksun Filter; Crisis Battlesuit; Multi-tracker; Plasma Rifle (x1); XV8-02 Crisis 'Iridium' Battlesuit; Shas'vre; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Crisis Shas'ui	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 (x1); Plasma Rifle (x1); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Crisis Shas'ui	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 (x1); Plasma Rifle (x1); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Crisis Shas'ui	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 (x1); Plasma Rifle (x1); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Crisis Shas'ui	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 (x1); Plasma Rifle (x1); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Crisis Shas'ui	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 (x1); Plasma Rifle (x1); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1	☠										43
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[43]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Burst Cannon (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Tetra Scout Speeder Team (IA)	1	Grp: ☠	BS: 3	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				35
(IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x1); TL Pulse Rifle (x1); Jink; Scout												
Tetra Scout Speeder Team (IA)	1	Grp: ☠	BS: 3	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				35
(IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x1); TL Pulse Rifle (x1); Jink; Scout												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (6 , 334 pts)												
Commander Shadowsun	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	1											43
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[43]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Burst Cannon (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1											43
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[43]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Burst Cannon (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1											43
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[43]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Burst Cannon (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Tetra Scout Speeder Team (IA)	1	Grp: 	BS: 3 FA: 10 SA: 10 RA: 10 HP: 2 Save: -									35
(IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x1); TL Pulse Rifle (x1); Jink; Scout												
Tetra Scout Speeder Team (IA)	1	Grp: 	BS: 3 FA: 10 SA: 10 RA: 10 HP: 2 Save: -									35
(IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x1); TL Pulse Rifle (x1); Jink; Scout												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Riptide Wing (4 \times, 784 pts)												
Riptide Wing	1											784
(Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire												
XV104 Riptide Battlesuits	1											[412]
(C:TE, pg. 90); Riptide Shas'vre; Bonding Knife Ritual												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+/5(i)	[191]
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Early Warning Override; Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Ork Hunters; Relentless; Smash; Supporting Fire												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+/5(i)	[221]
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Early Warning Override; Stimulant Injector; Bonding Knife Ritual; Bulky; Deep Strike; Fear; Feel No Pain; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Ork Hunters; Relentless; Smash; Supporting Fire												
XV104 Riptide Battlesuits	1											[186]
(C:TE, pg. 90); Bonding Knife Ritual												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+/5(i)	[186]
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Fusion Blaster; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Ork Hunters; Relentless; Smash; Supporting Fire												
XV104 Riptide Battlesuits	1											[186]
(C:TE, pg. 90); Bonding Knife Ritual												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+/5(i)	[186]
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Fusion Blaster; Early Warning Override; Bonding Knife Ritual; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Ork Hunters; Relentless; Smash; Supporting Fire												
											Total Cost:	1849

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).
Coordinated Attacks	in the Shooting phase, add 1 to the Ballistic Skill of a Riptide from this Formation if it shoots at a unit that has already been shot at this phase by any other Riptide from this Formation. (See Mont'ka, pg. xx.)
Deep Strike	Deep Strike (see WH40k, pg. 162).
Defender of the Greater Good	All Stealth Shas'ui and Stealth Shas'vre models in the same unit as Commander Shadowsun have the Sworn Protector special rule. (See C:TE, pg. 79.)
Fear	Fear (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fire Team	
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Interceptor	Interceptor (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Networked Reactors	Each Riptide from this Formation that is within 6" of another Riptide from the Formation can re-roll failed Nova Reactor attempts. (See Mont'ka - The Rules, pg. 80.)
Night Vision	Night Vision (see WH40k, pg. 40).
Nova Reactor	Nova Reactor (See C:TE, pg. 124.)

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.)
Relentless	Relentless (see WH40k, pg. 170).
Riptide Hailfire	Once per battle, this Formation can make a Riptide Hailfire attack. If it does so, any units from this Formation that did not move in their Movement phase can shoot twice in their Shooting phase, making each attack at a different target if desired. Carry out the shooting attacks separately, one after the other. The unit cannot move in the assault phase of the same turn. If a model uses Ripple Fire in the turn in which it makes a Riptide Hailfire attack, it can fire the relevant weapon four times rather than twice. (See Mont'ka - The Rules, pg. 80.)
Scout	Scout (see WH40k, pg. 171).
Shrouded	Shrouded (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
Stealth	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.)
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.)
Neuroweb System Jammer	At the start of each enemy Shooting phase, a model with a Neuroweb System Jammer can use it to target a single enemy unit within 12". All shooting weapons in the target unit gain the Gets Hot special rule until the end of the phase. (See C:TE, pg. 126.)
Onager Gauntlet	During the Fight sub-phase, a model with the Onager Gauntlet can opt to substitute all his close combat attacks for a single Strength 10 AP 1 attack. (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.)
XV22 Stealth Battlesuit	S User; AP 2; Melee, Armmourbane. (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	
Early Warning Override	All weapon on a model with an early warning override have the Interceptor special rule. (See C:TE, pg. 122.)
Shield Generator	A shield generator confers a 4+ invulnerable save. (See C:TE, pg. 124.)
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.)
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.)
Unit Type	
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	
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.)
Burst Cannon	18" Range; S 5; AP 5; Assault 4.
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.
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. 117.)
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).
Multi-tracker	A model with multi-tracker can fire an additional weapon in each Shooting phase. (See C:TE, pg. 122.)
Plasma Rifle	24" Range; S 6; AP 2; Rapid Fire.
Riptide Battlesuit	Comes equipped with multi-trackers and blacksun filters. (See C:TE, pg. 125.)
Riptide Shield Generator	A Riptide shield generator confers a 5+ invulnerable save. (See C:TE, pg. 124.)
TL Pulse Rifle	30" Range; S5; AP5; Rapid Fire, Twin Linked (See C:TE, pg. 66, iPad pg. 95).
Twin-linked Fusion Blaster	18" Range; S 8; AP 1; Assault 1, Melta.
Twin-linked Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin-linked.
Two Fusion Blasters	18" Range; S 8; AP 1; Assault 1, Melta.

Roster Design Information

Army Special Rules:

Battlesuit Spearhead (Mont'ka - The Rules, pg. 84)

Ork Hunters (Mont'ka - The Rules, pg. 84)

Ta'lissera Bond (Mont'ka - The Rules, pg. 84)