






1850 Pts - Tau Empire - Kenneth Johnson 16th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (18 \times, 785 pts)												
Commander	1		4	5	5	5	4	3	4	10	2+/4(i)	187
(C:TE, pg. 76); Jet Pack Infantry (Character); MV7 Marker Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Flamer (x1); XV8-02 Crisis 'Iridium' Battlesuit; Drone Controller; Stimulant Injector; Shield Generator; Bulky; Deep Strike; Feel No Pain; 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												
XV8 Crisis Battlesuits	1											68
(C:TE, pg. 87); Crisis Shas'ui												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[34]
(C:TE, pg. 88); Jet Pack Infantry ; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Bulky; Deep Strike; Night Vision; Relentless; Supporting Fire; Very Bulky												
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												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[34]
(C:TE, pg. 88); Jet Pack Infantry ; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Bulky; Deep Strike; Night Vision; Relentless; Supporting Fire; Very Bulky												
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												
Strike Team	1											45
(C:TE, pg. 85)												
Fire Warriors	5		2	3	3	3	1	2	1	7	4+	[45]
Infantry ; Photon Grenades; Pulse Rifle (x5); Supporting Fire												
Strike Team	1											45
(C:TE, pg. 85)												
Fire Warriors	5		2	3	3	3	1	2	1	7	4+	[45]
Infantry ; Photon Grenades; Pulse Rifle (x5); Supporting Fire												
KV128 Stormsurges	1											440
(C:TE, pg. 104)												
KV128 Stormsurge	1		2	3	6	6	8	2	2	9	3+/4(i)	[440]
(C:TE, pg. 104); Gargantuan Creature ; Cluster Rocket System; Destroyer Missile (x4); Twin-linked Smart Missile System; Pulse Blastcannon; Twin-linked Airbursting Fragmentation Projector; Early Warning Override; Velocity Tracker; Shield Generator; Fear; Feel No Pain; Hammer of Wrath; Interceptor; Move Through Cover; Relentless; Smash; Stabilising Anchors; Strikedown												
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (9 \times, 445 pts)												
Commander (HQ) [Tau]	1		4	5	5	5	4	3	4	10	2+/4(i)	187
(C:TE, pg. 76); Jet Pack Infantry (Character); MV7 Marker Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Flamer (x1); XV8-02 Crisis 'Iridium' Battlesuit; Drone Controller; Stimulant Injector; Shield Generator; Bulky; Deep Strike; Feel No Pain; Independent Character; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
MV7 Marker Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Markerlight; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
MV7 Marker Drone [Tau]	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Markerlight; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
XV8 Crisis Battlesuits (Troops)	1											43
[Tau]	(C:TE, pg. 87); Bonding Knife Ritual											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[43]
	(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Twin-linked Missile Pod; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
XV8 Crisis Battlesuits (Troops)	1											43
[Tau]	(C:TE, pg. 87); Bonding Knife Ritual											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[43]
	(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Twin-linked Missile Pod; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
XV8 Crisis Battlesuits (Troops)	1											43
[Tau]	(C:TE, pg. 87); Bonding Knife Ritual											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[43]
	(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Twin-linked Missile Pod; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
XV8 Crisis Battlesuits (Troops)	1											43
[Tau]	(C:TE, pg. 87); Bonding Knife Ritual											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[43]
	(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Twin-linked Missile Pod; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
XV8 Crisis Battlesuits (Troops)	1											43
[Tau]	(C:TE, pg. 87); Bonding Knife Ritual											
Crisis Shas'ui [Tau]	1		2	3	5	4	2	2	2	8	3+	[43]
	(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Twin-linked Missile Pod; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
Combined Arms Detachment [Tau]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Riptide Wing (3 ⚔, 585 pts)												
Riptide Wing	1	☉										585
(Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire												
XV104 Riptide Battlesuits	1	☒										[190]
(C:TE, pg. 90)												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+5(i)	[190]
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Twin-linked Fusion Blaster; Ion Accelerator; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire												
XV104 Riptide Battlesuits	1	☒										[190]
(C:TE, pg. 90)												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+5(i)	[190]
(C:TE, pg. 45 & 100); Jet Pack Monstrous Creature ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Twin-linked Fusion Blaster; Ion Accelerator; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire												
XV104 Riptide Battlesuits	1	☒										[205]
(C:TE, pg. 90)												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+5(i)	[205]
(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; Velocity Tracker; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire												
: Inquisitorial Detachment (1 ⚔, 34 pts)												
Ordo Xenos Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3/4	10	4+	34
(Codex: Inquisition); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Bolt Pistol; Chainsword; Servo-skulls (x3); Independent Character; Stubborn												
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
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).
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).
Interceptor	Interceptor (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.)
Smash	Smash (see WH40k, pg. 171).
Stabilising Anchors	In your Shooting phase, in addition to firing normally, a Stormsurge can begin deploying its anchors; from then on the Stormsurge cannot move under any circumstances or make Stomp attacks. In the Shooting phase of your next turn, and in each subsequent Shooting phase, a Stormsurge with its anchors depolyed can fire twice. Make the second shooting attack directly after the first has been resolved. The Stormsurge can retract its anchors at the beginning of any of your Movement phases, and can then move, shooting and make Stomp attacks normally. (See White Dwarf #88).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn	Stubborn (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	
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.)
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.)
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	
Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
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.
Jet Pack Monstrous Creature	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.)
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
Cluster Rocket System	48" Range; S 5; AP 5; Heavy 4D6.
Crisis Battlesuit	Comes equipped with multi-trackers and blacksun filters. (See C:TE, pg. 125.)
Destroyer Missile	60" Range; S 8; AP 1; Heavy 1, One Use Only.
Flamer	Template; S 4; AP 5; Assault 1.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
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.)
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. 118.)
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.

Markerlight	36" Range; S -; AP -; Heavy 1, Target Acquired. (See C:TE, pg. 123.)
Multi-tracker	A model with multi-tracker can fire an additional weapon in each Shooting phase. (See C:TE, pg. 122.)
Photon Grenades	8" Range; S 1; AP -; Assault 1, Blast, Blind.
Psyk-out Grenades	Psyk-out Grenades (see Codex: Inquisition).
Pulse Blastcannon	up to 10" Range; S D; AP 1; Heavy 2. 10" to 20" Range; S 10; AP 3; Heavy 2, Blast. 20 to 30" Range; S 9; AP 5; Heavy 2, Large Blast.
Pulse Rifle	30" Range; S 5; AP 5; 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.)
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
Twin-linked Airbursting Fragmentation Projector	18" Range; S4; AP5; Assault 1, Barrage, Ignores Cover, Large Blast, Twin-linked. (See C:TE pg. 65, iPad pg. 94)
Twin-linked Fusion Blaster	18" Range; S 8; AP 1; Assault 1, Melta.
Twin-linked Missile Pod	36" Range; S 7; AP 4; Assault 2, Twin-linked.
Twin-linked Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin-linked.