

1850 Pts - Farsight Enclaves - Philip Harlos 2nd Overall Grotsccon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (5 , 303 pts)												
Commander	1		4	5	5	5	4	3	4	10	2+4(i)	197
(C:TE, pg. 76); Jet Pack Infantry (Character); MV7 Marker Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x1); Missile Pod (x1); XV8-02 Crisis 'Iridium' Battlesuit; Drone Controller; Shield Generator; Bulky; Deep Strike; Independent Character; Night Vision; Ork Hunters; 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; Ork Hunters; 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; Ork Hunters; Relentless; Supporting Fire												
XV8 Crisis Battlesuits	1											53
(C:TE, pg. 87); Bonding Knife Ritual												
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; Missile Pod (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1											53
(C:TE, pg. 87); Bonding Knife Ritual												
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; Missile Pod (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
Combined Arms Detachment	1	Grp: Detachment										0
Formation: Riptide Wing (3 , 573 pts)												
Riptide Wing	1											573
(Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire												
XV104 Riptide Battlesuits	1											[191]
(C:TE, pg. 90); 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												
XV104 Riptide Battlesuits	1											[191]
(C:TE, pg. 90); 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												
XV104 Riptide Battlesuits	1											[191]
(C:TE, pg. 90); 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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Drone-Net VX1-0 (16 𐄀, 224 pts)												
Drone-Net VX1-0	1	Auxilia										224
Drones	1											[56]
MV7 Marker Drones	4	-	2	2	3	4	1	4	1	7	4+	[56]
Drones	1											[56]
MV7 Marker Drones	4	-	2	2	3	4	1	4	1	7	4+	[56]
Drones	1											[56]
MV7 Marker Drones	4	-	2	2	3	4	1	4	1	7	4+	[56]
Drones	1											[56]
MV7 Marker Drones	4	-	2	2	3	4	1	4	1	7	4+	[56]
											Total Cost:	1100

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).
Collective Targeting Data	in the Shooting phase, add 1 to the Ballistic Skill of all Drones (including drones that are not part of the Formation) as long as at least two units from this Formation are on the battlefield. (See Mont'ka - The Rules, pg. 79)
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).
Enhanced Tactical Response	All drones in this Formation have the Interceptor, Jink, Outflank, Precision Shots and Split Fire special rules. (See Mont'ka - The Rules, pg. 79.)
Fear	Fear (see WH40k, pg. 163).
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).

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.)
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.)
Unit Type	
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.)
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.)
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.)
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.)
Twin-linked Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin-linked.

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)