

1850 Pts - Farsight Enclaves - Steven Heitmeyer 3rd Overall Flying Monkey GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (5 𠂆, 651 pts)												
Cadre Fireblade	1	𠂆	4	5	3	3	3	3	3	9	4+	60
(C:TE, pg. 82); Infantry (Character); Photon Grenades; Markerlight; Pulse Rifle; Independent Character; Ork Hunters; Split Fire; Supporting Fire; Volley Fire; Warlord												
XV8 Crisis Battlesuits	1	𠂆										28
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[28]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Flamer (x1); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1	𠂆										23
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[23]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV109 Y'vakra Battlesuit (IA)	1	𠂆	2	4	6	6	4	2	3	9	2+	270
(FW Website PDF); Jet Pack Monstrous Creature ; XV109 Y'vakra Battlesuit; Flechette Dispersal Pods; Ravelin Shield Generator; Ionic Discharge Cannon; Phased Plasma-flamer; Vectored Thrust Array; Blacksun Filter; Multi-Tracker; Early Warning Override; Stimulant Injector; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Hit & Run; Interceptor; Move Through Cover; Night Vision; Nova Reactor - Y'vakra Class; Relentless; Smash; Supporting Fire												
XV109 Y'vakra Battlesuit (IA)	1	𠂆	2	4	6	6	4	2	3	9	2+	270
(FW Website PDF); Jet Pack Monstrous Creature ; XV109 Y'vakra Battlesuit; Flechette Dispersal Pods; Ravelin Shield Generator; Ionic Discharge Cannon; Phased Plasma-flamer; Vectored Thrust Array; Blacksun Filter; Multi-Tracker; Early Warning Override; Stimulant Injector; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Hit & Run; Interceptor; Move Through Cover; Night Vision; Nova Reactor - Y'vakra Class; Relentless; Smash; Supporting Fire												
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (8 𠂆, 572 pts)												
Farseer Skyrunner (HQ) [EL]	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 (Troops) [EL]	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 (Troops) [EL]	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												
Wraithknight [EL]	1	𠂆	4	4	10	8	6	5	4	10	3+/5(i)	295
(C:EC, pg. 136); Jump Gargantuan Creature ; Ghostglave; Scattershield; Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vault												
Combined Arms Detachment [EL]	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Riptide Wing (3 ⚔, 625 pts)												
Riptide Wing [Tau]	1	⊗										625
	(Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire											
XV104 Riptide Battlesuits (Elite) [Tau]	1											[220]
	(C:TE, pg. 90)											
Riptide Shas'v're [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[220]
	(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; Bulky; Deep Strike; Fear; Feel No Pain; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire											
XV104 Riptide Battlesuits (Elite) [Tau]	1											[220]
	(C:TE, pg. 90)											
Riptide Shas'v're [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[220]
	(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; Bulky; Deep Strike; Fear; Feel No Pain; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire											
XV104 Riptide Battlesuits (Elite) [Tau]	1											[185]
	(C:TE, pg. 90)											
Riptide Shas'v're [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[185]
	(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; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; 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 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (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.
Battle Focus	See C:EC, pg. 148.
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).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
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.)
Nova Reactor - Y'vahra Class	Using the reactor follows the same rules as for a Riptide (see Codex: Tau Empire). Declare an attempt to use the Nova reactor if desired at the start of the model's Movement phase. Roll a D6. On a result of 1-2, the Y'vahra fails and suffers a wound (no saves of any kind may be taken). On a 3+, one of the following abilities may be used, its effects lasting until the start of the owning player's next Movement phase: Nova Barricade : The model's Invulnerable save is increased to 3+ against close combat attacks. Overcharged Ionic Burst : The ionic discharge cannon is treated as Heavy 3+D3 for the duration of this effect. Escape Thrust : At the start of the Movement phase, the model may be removed from play and placed in Ongoing Reserves. It may do this even if in close combat, in which case any previously engaged models consolidate as normal. Vector Evasion : The model gains the Jink special rule, and when Thrusting or Swooping gains a 4+ Cover save as if it had moved Flat Out.
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.)
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
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.)
Runes of the Farseer	See C:E, pg. 109.
Smash	Smash (see WH40k, pg. 171).
Split Fire	Split Fire (see WH40k, pg. 172).
Strikedown	Strikedown (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.)
Sword of Vault	If this model is equipped with a ghostglaive, the ghostglaive's Strength is increased to D. (See C:E, pg. 136.)
Very Bulky	Very Bulky (see WH40k, pg. 35).
Volley Fire	If the Cadre Fireblade, and every model in his unit, remains stationary in the Movement phase, their pulse rifles and pulse carbines each fire an additional shot in the shooting phase. (See C:TE, pg. 82.)
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).
Multi-Tracker	Multi-Tracker (See C:TE, pg. 69, iPad pg. 97).
Stimulant Injector	Stimulant Injector (See C:TE, pg. 69, iPad pg. 97).
Unit Type	
Eldar Jetbike	See WH40k, pg. 45.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jet Pack Infantry	See WH40K rulebook, pgs. 44-49.
Jet Pack Monstrous Creature	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan 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.)
Eldar Jetbike	See WH40k, pg. 45.
Flamer	Template; S 4; AP 5; Assault 1.
Flechette Dispersal Pods	6" Range; S 4; AP 5; Assault D6, Shred.
Ghostglaive	S D, AP 2, Melee, Master-crafted (C:EC, pg. 151).
Ghosthelm	See C:EC, pg. 153.
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.)
Ionic Discharge Cannon	12" Range; S 8; AP 3; Heavy 3, Blind, Haywire Burst.
Markerlight	36" Range; S -; AP -; Heavy 1, Target Acquired. (See C:TE, pg. 123.)

Mesh Armour	See C:E, pg. 65.
Multi-tracker	A model with multi-tracker can fire an additional weapon in each Shooting phase. (See C:TE, pg. 122.)
Phased Plasma-flamer	Single canister: Torrent (6"); S 6; AP 3; Heavy 1, Torrent (6") Full Rotation: Torrent (6"); S 6; AP 2; Heavy 2, Torrent (6"), Gets Hot.
Photon Grenades	8" Range; S 1; AP -; Assault 1, Blast, Blind.
Pulse Rifle	30" Range; S 5; AP 5; Rapid Fire.
Ravelin Shield Generator	The Ravelin shield generator provides a 5+ Invulnerable save, increasing to 4+ against any attacks originating from within 12" of the Y'vakra battlesuit or in close combat.
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.
Vectored Thrust Array	At the beginning of any of the controlling player's Movement phases, a Y'vakra battlesuit may choose to move as though it was a Swooping Monstrous Creature for that phase. As this move represents a long bounding leap rather than true flight, the Y'vakra battlesuit does not gain the Vector Strike special rule while moving in this fashion. This special movement may not be used in two consecutive turns.
XV109 Y'vakra Battlesuit	XV109 Y'vakra Battlesuit (see FW Website PDF).
Weapons	
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).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).

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)