

1850 Pts - Farsight Enclaves - Joshua Dearth 1st Overall Alamo GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (19 1622 pts)												
Commander Farsight	1		5	5	5	4	4	5	4	10	3+/4(i)	165
(C:TE, pg. 78); Jet Pack Infantry (Character); Blacksun Filter; Crisis Battlesuit; Multi-tracker; Shield Generator; Plasma Rifle; The Dawn Blade; Bulky; Deep Strike; Independent Character; Night Vision; Ork Hunters; Preferred Enemy (Orks); Relentless; Supporting Fire; Very Bulky; Warlord ; Through Boldness, Victory												
Commander	1		4	5	5	5	4	3	4	10	2+	211
(C:TE, pg. 76); Jet Pack Infantry (Character); MV4 Shield Drone; MV4 Shield Drone; 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; Vectored Retro-thrusters; Stimulant Injector; Bulky; Deep Strike; Feel No Pain; Fleet; Hit & Run; Independent Character; Night Vision; Night Vision; Night Vision; Ork Hunters; 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; Ork Hunters; 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; Ork Hunters; Relentless; Supporting Fire												
XV8 Crisis Bodyguards	1											332
(C:TE, pg. 87); Crisis Bodyguard; Crisis Bodyguard; Crisis Bodyguard; Bonding Knife Ritual												
Crisis Bodyguard	1		2	3	5	4	2	2	3	9	3+	[92]
(C:TE, pg. 88); Jet Pack Infantry ; MV4 Shield Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x1); Plasma Rifle (x1); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; 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; Ork Hunters; 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; Ork Hunters; Relentless; Supporting Fire												
Crisis Bodyguard	1		2	3	5	4	2	2	3	9	3+	[92]
(C:TE, pg. 88); Jet Pack Infantry ; MV4 Shield Drone; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x1); Plasma Rifle (x1); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; 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; Ork Hunters; 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; Ork Hunters; Relentless; Supporting Fire												
Crisis Bodyguard	1		2	3	5	4	2	2	3	9	3+	[80]
(C:TE, pg. 88); Jet Pack Infantry ; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x1); Plasma Rifle (x1); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; 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; Ork Hunters; Relentless; Supporting Fire												
Crisis Bodyguard	1		2	3	5	4	2	2	3	9	3+	[68]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x1); Plasma Rifle (x1); Target Lock; 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	1	Ⓛ										58
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[58]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Flamer (x1); Fusion Blaster (x2); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1	Ⓛ										38
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[38]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Flamer (x1); Twin-linked Flamer; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1	Ⓛ										38
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[38]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Flamer (x1); Twin-linked Flamer; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
DX-6 'Remora' Drone Fighter Squadron (IA)	1	Grp: Ⓛ										90
BS: 3 FA: 10 SA: 10 RA: 10 HP: 2 Save: - (IA3 - 2E, pg. xx); Vehicle (Flyer w/ Hover mode); Blacksun Filter; Networked Markerlight; 2x Seeker Missiles; Twin-Linked Long Barrelled Burst Cannon; Markerlight; Deep Strike; Night Vision; Shrouded												
DX-6 'Remora' Drone Fighter Squadron (IA)	1	Grp: Ⓛ										90
BS: 3 FA: 10 SA: 10 RA: 10 HP: 2 Save: - (IA3 - 2E, pg. xx); Vehicle (Flyer w/ Hover mode); Blacksun Filter; Networked Markerlight; 2x Seeker Missiles; Twin-Linked Long Barrelled Burst Cannon; Markerlight; Deep Strike; Night Vision; Shrouded												
KX139 Ta'unar Supremacy Armour	1	Ⓛ	3	4	8	9	10	2	2	9	2+5(i)	600
(Forge World Website); Gargantuan Creature ; Barrier Shield Generator; Vigilance Defense System; Pulse Ordnance Multi-Driver; Smart Missile System (x2); Twin Linked Burst Cannon (x2); Tri-axis Ion Cannon (x1); Fusion Eradicator (x1); Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Ork Hunters; Relentless; Smash; Strikedown												
Combined Arms Detachment	1	Grp: Detachment										0
Formation: Drone-Net VX1-0 (16 Ⓛ, 224 pts)												
Drone-Net VX1-0	1	Auxiliar Ⓛ										224
(Mont'ka - The Rules, pg. 79); Collective Targeting Data; Enhanced Tactical Response												
Drones	1	Ⓛ										[56]
(C:TE, pg. 92); MV7 Marker Drone; Ork Hunters; Supporting Fire												
MV7 Marker Drones	4	-	2	2	3	4	1	4	1	7	4+	[56]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Markerlight; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
Drones	1	Ⓛ										[56]
(C:TE, pg. 92); MV7 Marker Drone; Ork Hunters; Supporting Fire												
MV7 Marker Drones	4	-	2	2	3	4	1	4	1	7	4+	[56]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Markerlight; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
Drones	1	Ⓛ										[56]
(C:TE, pg. 92); MV7 Marker Drone; Ork Hunters; Supporting Fire												
MV7 Marker Drones	4	-	2	2	3	4	1	4	1	7	4+	[56]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Markerlight; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
											Total Cost:	1846

Option Footnotes	
Warlord Traits	
Through Boldness, Victory	Your Warlord, and any unit he joins, does not scatter when arriving by Deep Strike. If your Warlord cannot Deep Strike, re-roll this result. (See C:TE pg. 116.)
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)
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).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
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).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).
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.)
Preferred Enemy (Orks)	Preferred Enemy (see WH40k, pg. 169).
Relentless	Relentless (see WH40k, pg. 170).
Shrouded	Shrouded (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
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.)
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.)
The Dawn Blade	S User; AP 2; Melee, Armmbourbane. (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	
Markerlight	36" Range; S -; AP -; Heavy 1, Target Acquired. (See C:TE, pg. 68, iPad pg. 96).
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	
Gargantuan Creature	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 (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Seeker Missiles	72" Range; S8; AP3; Heavy 1, One Use Only. (See C:TE, pg. 66, iPad pg. 95).
Barrier Shield Generator	The barrier shield provides a 5+ Invulnerable save, increasing to a 4+ save against Shooting attacks. When a model with a barrier shield is struck by a Destroyer attack and a 'Deathblow' result occurs, the amount of wounds inflicted is halved but the shield stops working until the start of the controlling player's next turn. (See Forge World Website).
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.)
Flamer	Template; S 4; AP 5; Assault 1.
Fusion Blaster	18" Range; S 8; AP 1; Assault 1, Melta.
Fusion Eradicator	24" Range; S 8; AP 1; Heavy 5, Melta (See Forge World Website).
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.)
Networked Markerlight	Networked Markerlight (See C:TE, pg. 69, iPad pg. 97).
Plasma Rifle	24" Range; S 6; AP 2; Rapid Fire.
Pulse Ordnance Multi-Driver	Concentrated Bombardment: 72" Range; S D; AP 2; Ordnance, Massive Blast (7"). Pattern Bombardment: 12"-120" Range; S 8; AP 3; Apocalyptic Barrage (3), Pinning, No Cover Saves (See Forge World Website).
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. (See C:TE, pg. 66, iPad pg. 95).
Tri-axis Ion Cannon	Standard: 60" Range; S 7; AP 3; Heavy 6. Coherent Beam: 60" Range; S 9; AP 2; Heavy 3 (See Forge World Website).
Twin Linked Burst Cannon	18" Range; S5; AP5; Assault 4, Twin Linked (See C:TE, pg. 65, iPad pg. 94).
Twin-linked Flamer	Template; S 4; AP 5; Assault 1.
Twin-Linked Long Barrelled Burst Cannon	36" Range; S6; AP4; Assault 6, Twin-linked.
Vigilance Defense System	The vigilance defence system comprises two smart missile systems and two twin-linked burst cannon which may be fired normally. In addition, these weapons can be used to make Overwatch attacks at BS2 contrary to the usual rules for Gargantuan Creatures. (See Forge World Website).

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)