1850 Pts - Farsight Enclaves - Jeremy J Martino 3rd Overall Wintercon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Fast Attack: Tetra Scout Speeder Team (IA) (26 ⚔, 1137 pts)													
Combined Arms Detachment	1	Grp: Detachment										0	
Commander	1	☠	4	5	5	5	4	3	4	10	2+/4(i)	263	
(C:TE, pg. 76); **Jet Pack Infantry** (Character); Blacksun Filter; Crisis Battlesuit; Multi-tracker; Command and Control Node; Puretide Engram Neurochip; Multi-spectral Sensor Suite; The Mirrorcodex; XV8-02 Crisis 'Iridium' Battlesuit; Vectored Retro-thrusters; Drone Controller; Stimulant Injector; Shield Generator; Bulky; Deep Strike; Feel No Pain; Fleet; Hit & Run; Independent Character; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky; **Warlord**													
Commander Shadowsun	1	☠	4	5	4	3	3	4	4	10	3+/5(i)	155	
(C:TE, pg. 79); **Jet Pack Infantry** (Character); MV62 Command-link Drone; 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													
MV62 Command-link Drone	1	-	2	2	3	4	1	4	1	7	4+	[20]	
(C:TE, pg. 121); **Jet Pack Infantry** (Drone); Bulky; Command-link; Deep Strike; Ork Hunters; Relentless													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
XV8 Crisis Battlesuits	1	◨										531

(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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[77]

(C:TE, pg. 88); **Jet Pack Infantry** ; MV4 Shield Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); 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
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[80]

(C:TE, pg. 88); **Jet Pack Infantry** ; MV4 Shield Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); Advanced Targeting System; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Precision Shots; Relentless; Supporting Fire; Very Bulky

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[82]

(C:TE, pg. 88); **Jet Pack Infantry** ; MV4 Shield Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); 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
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[82]

(C:TE, pg. 88); **Jet Pack Infantry** ; MV4 Shield Drone; MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); 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
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[70]

(C:TE, pg. 88); **Jet Pack Infantry** ; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Missile Pod (x2); 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
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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; Missile Pod (x2); Target Lock; Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1	▷										118
(C:TE, pg. 87); Crisis Shas'ui; 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; Fusion Blaster (x2); 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+	[65]
(C:TE, pg. 88); **Jet Pack Infantry** ; MV4 Shield Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x2); 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												
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												

Formation: Riptide Wing (3 ⚔, 568 pts)

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Riptide Wing	1	⊛										568
(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; Twin-linked Smart Missile System; Ion Accelerator; 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 Smart Missile System; 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	⊡										[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; Twin-linked Smart Missile System; Ion Accelerator; 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												

: Officio Assassinorum Detachment (1 ⚔, 145 pts)

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Callidus Assassin (Elite) [OA]	1		8	8	4	4	3	7	4/5	10	-/4(i)	145
(Officio Assasinorum *updated in WD 65); (Mont'ka - The Rules, pg. 58); **Infantry** (Character); Neural Shredder; Phase Sword; Poison Blades; Fearless; Fleet; Hit & Run; Independent Operative; Infiltrate; Lightning Reflexes; Move Through Cover; No Escape; Polymorphine; Precision Strikes; Reign of Confusion												
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
(Mont'ka - The Rules, pg. 56)												
											Total Cost:	1850

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).
Command-link	Nominate a single friendly unit within 12" of the Command-link Drone at the start of each friendly Shooting phase. That unit re-roll To Hit rolls of 1 until the end of the phase. (See C:TE, pg. 121.)
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've 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).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fire Team	
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).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assasinorum or Mont'ka - The Rules, pg. 64).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Interceptor	Interceptor (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assasinorum or Mont'ka - The Rules, pg. 64).
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).
No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assasinorum or Mont'ka - The Rules, pg. 64).
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.)
Polymorphine	When a Callidus Assassin is deployed using her Infiltrate special rule, she can be set up anywhere on the table that is more than 1" from any enemy unit, whether deployed enemy units can draw a line of sight to her or not. If a Callidus Assassin starts the game in Reserves, she can choose to move on from the enemy board edge when she arrives. In either case, during the first game turn, or during the game turn in which the Callidus Assassin arrives from Reserves, enemy units can only fire Snap Shots when targting her. (See Officio Assasinorum or Mont'ka - The Rules, pg. 58).
Precision Shots	Precision Shots (see WH40k, pg. 169).
Precision Strikes	Precision Strikes (see WH40k, pg. 169).
Reign of Confusion	If your army includes a Callidus Assassin, you can re-roll the dice when attempting to Seize the Initiative. In additiion, your opponent suffers -3 to the first Reserve Roll he makes during the game.(see Officio Assasinorum or Mont'ka - The Rules, pg. 58).
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.)
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 Mirrorcodex	If a model in your army has the Mirrorcodex, you can add 1 to your dice roll when Seizing the Initiative. Furthermore, if a model in your army is bearing the Mirrorcodex, roll a D6 at the beginning of each of your turns and consult the table below. The effects listed affect the bearer and all friendly units within 6", and last until the end of the turn. (See Mont'ka - The Rules, pg. 85.) D6 EFFECT 1 - 3 None 4 Preferred Enemy (Space Marines) 5 Preferred Enemy (Space Marines and Astra Militarum) 6 Preferred Enemy (See Mont'ka - The Rules, pg. 85).
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	
Advanced Targeting System	A model with an advanced targeting system has the Precision Shots special rule. (See C:TE, pg. 122.)
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.)
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	
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.
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.)
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).

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.)
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.)
Neural Shredder	Template; S 1; AP 2; Pistol, Neural Shock (see Officio Assasinorum or Mont'ka - The Rules, pg. 65).
Phase Sword	S User; AP 2; Melee, Phasing Hits (see Officio Assasinorum or Mont'ka - The Rules, pg. 65).
Poison Blades	S User; AP -; Melee, Poisoned (3+), Rending (see Officio Assasinorum or Mont'ka - The Rules, pg. 65).
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.)
Shield Generator	A shield generator confers a 4+ 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 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)