


**▲ 1850 Pts - Tau Empire - Matt Morosoli 1st Overall Wintercon 2016**

| Name  | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|---|---|-----|----|----|---|---|----|---|---|----|------|------|
| <b>Formation: Drone-Net VX1-0 (16 <sup>+</sup>, 224 pts)</b>  |   |     |    |    |   |   |    |   |   |    |      |      |
| Drone-Net VX1-0   | 1 | ☒   |    |    |   |   |    |   |   |    |      | 224  |
| (Mont'ka - The Rules, pg. 79); Collective Targeting Data; Enhanced Tactical Response                            |   |     |    |    |   |   |    |   |   |    |      |      |
| Drones  | 1 | ☒   |    |    |   |   |    |   |   |    |      | [56] |
| (C:TE, pg. 92); MV7 Marker Drone; Supporting Fire   |   |     |    |    |   |   |    |   |   |    |      |      |
| MV7 Marker Drones   | 4 | -   | 2  | 2  | 3 | 4 | 1  | 4 | 1 | 7  | 4+   | [56] |
| (C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Markerlight; Bulky; Deep Strike; Relentless; Supporting Fire |   |     |    |    |   |   |    |   |   |    |      |      |
| Drones  | 1 | ☒   |    |    |   |   |    |   |   |    |      | [56] |
| (C:TE, pg. 92); MV7 Marker Drone; Supporting Fire   |   |     |    |    |   |   |    |   |   |    |      |      |
| MV7 Marker Drones   | 4 | -   | 2  | 2  | 3 | 4 | 1  | 4 | 1 | 7  | 4+   | [56] |
| (C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Markerlight; Bulky; Deep Strike; Relentless; Supporting Fire |   |     |    |    |   |   |    |   |   |    |      |      |
| Drones  | 1 | ☒   |    |    |   |   |    |   |   |    |      | [56] |
| (C:TE, pg. 92); MV7 Marker Drone; Supporting Fire   |   |     |    |    |   |   |    |   |   |    |      |      |
| MV7 Marker Drones   | 4 | -   | 2  | 2  | 3 | 4 | 1  | 4 | 1 | 7  | 4+   | [56] |
| (C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Markerlight; Bulky; Deep Strike; Relentless; Supporting Fire |   |     |    |    |   |   |    |   |   |    |      |      |
| Drones  | 1 | ☒   |    |    |   |   |    |   |   |    |      | [56] |
| (C:TE, pg. 92); MV7 Marker Drone; Supporting Fire   |   |     |    |    |   |   |    |   |   |    |      |      |
| MV7 Marker Drones   | 4 | -   | 2  | 2  | 3 | 4 | 1  | 4 | 1 | 7  | 4+   | [56] |
| (C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Markerlight; Bulky; Deep Strike; Relentless; Supporting Fire |   |     |    |    |   |   |    |   |   |    |      |      |

| Name  | # | Grp | WS | BS | S | T | Wo | I | A   | Ld | Save    | Cost  |
|---|---|-----|----|----|---|---|----|---|-----|----|---------|-------|
| <b>Formation: Riptide Wing (8 ⚔, 1110 pts)</b>  |   |     |    |    |   |   |    |   |     |    |         |       |
| Riptide Wing  | 1 | ⚔   |    |    |   |   |    |   |     |    |         | 1110  |
| (Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire  |   |     |    |    |   |   |    |   |     |    |         |       |
| XV104 Riptide Battlesuits   | 1 | ⚔   |    |    |   |   |    |   |     |    |         | [225] |
| (C:TE, pg. 90)  |   |     |    |    |   |   |    |   |     |    |         |       |
| Riptide Shas'vre  | 1 |     | 2  | 3  | 6 | 6 | 5  | 2 | 3   | 9  | 2+/5(i) | [225] |
| (C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Twin-linked Smart Missile System; Ion Accelerator; 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   | 1 | ⚔   |    |    |   |   |    |   |     |    |         | [225] |
| (C:TE, pg. 90)  |   |     |    |    |   |   |    |   |     |    |         |       |
| Riptide Shas'vre  | 1 |     | 2  | 3  | 6 | 6 | 5  | 2 | 3   | 9  | 2+/5(i) | [225] |
| (C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Twin-linked Smart Missile System; Ion Accelerator; 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   | 1 | ⚔   |    |    |   |   |    |   |     |    |         | [660] |
| (C:TE, pg. 90); Riptide Shas'vre; Riptide Shas'vre  |   |     |    |    |   |   |    |   |     |    |         |       |
| Riptide Shas'vre  | 1 |     | 2  | 3  | 6 | 6 | 5  | 2 | 3   | 9  | 2+/5(i) | [210] |
| (C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; MV84 Shielded Missile Drone; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Target Lock; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire                           |   |     |    |    |   |   |    |   |     |    |         |       |
| MV84 Shielded Missile Drone   | 1 | -   | 2  | 2  | 4 | 6 | 1  | 4 | 1   | 7  | 4+/4(i) | [25]  |
| (C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Shield Generator; Missile Pod; Bulky; Deep Strike; Relentless; Supporting Fire   |   |     |    |    |   |   |    |   |     |    |         |       |
| Riptide Shas'vre  | 1 |     | 2  | 3  | 6 | 6 | 5  | 2 | 3   | 9  | 2+/5(i) | [210] |
| (C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; MV84 Shielded Missile Drone; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Target Lock; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire                           |   |     |    |    |   |   |    |   |     |    |         |       |
| MV84 Shielded Missile Drone   | 1 | -   | 2  | 2  | 4 | 6 | 1  | 4 | 1   | 7  | 4+/4(i) | [25]  |
| (C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Shield Generator; Missile Pod; Bulky; Deep Strike; Relentless; Supporting Fire   |   |     |    |    |   |   |    |   |     |    |         |       |
| Riptide Shas'vre  | 1 |     | 2  | 3  | 6 | 6 | 5  | 2 | 3   | 9  | 2+/5(i) | [240] |
| (C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; MV84 Shielded Missile Drone; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Stimulant Injector; Bulky; Deep Strike; Fear; Feel No Pain; Fire Team; Hammer of Wrath; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire      |   |     |    |    |   |   |    |   |     |    |         |       |
| MV84 Shielded Missile Drone   | 1 | -   | 2  | 2  | 4 | 6 | 1  | 4 | 1   | 7  | 4+/4(i) | [25]  |
| (C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Shield Generator; Missile Pod; Bulky; Deep Strike; Relentless; Supporting Fire   |   |     |    |    |   |   |    |   |     |    |         |       |
| <b>: Combined Arms Detachment (Primary Detachment) (8 ⚔, 512 pts)</b>   |   |     |    |    |   |   |    |   |     |    |         |       |
| Farseer Skyrunner (HQ) [EL]   | 1 |     | 5  | 5  | 3 | 4 | 3  | 5 | 1/2 | 10 | 3+/4(i) | 115   |
| (C:CE, pg. 109); <b>Eldar Jetbike</b> ; <b>Infantry</b> (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; <b>Daemonology: Sanctic Powers</b> ; <b>Divination</b> ; <b>Runes of Fate</b> ; <b>Telepathy</b> |   |     |    |    |   |   |    |   |     |    |         |       |
| Windriders (Troops) [EL]  | 3 |     | 4  | 4  | 3 | 4 | 1  | 5 | 1   | 8  | 3+      | 51    |
| (C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus  |   |     |    |    |   |   |    |   |     |    |         |       |
| Windriders (Troops) [EL]  | 3 |     | 4  | 4  | 3 | 4 | 1  | 5 | 1   | 8  | 3+      | 51    |
| (C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus  |   |     |    |    |   |   |    |   |     |    |         |       |

| Name  | # | Grp   | WS | BS | S  | T | Wo | I | A | Ld | Save        | Cost |
|---|---|---|----|----|----|---|----|---|---|----|-------------|------|
| Wraithknight [EL]   | 1 |  | 4  | 4  | 10 | 8 | 6  | 5 | 4 | 10 | 3+/5(i)     | 295  |
| (C:EC, pg. 136); <b>Jump Gargantuan Creature</b> ; Suncannon; 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 (Primary Detachment) [EL]  | 1 | Grp: Detachment   |    |    |    |   |    |   |   |    |             | 0    |
| <b>Total Cost:</b>  |   |   |    |    |    |   |    |   |   |    | <b>1846</b> |      |

### Option Footnotes

| Psychic Powers                     |  |
|------------------------------------|--|
| <b>Daemonology: Sanctic Powers</b> | 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).   |
| <b>Divination</b>                  | 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).   |
| <b>Runes of Fate</b>               | 0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (C:E, pg. 71).   |
| <b>Telepathy</b>                   | 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.   |
| 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).   |
| 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).  |
| 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.)  |
| 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).  |
| 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.)  |
| Support Systems                    |  |
| Early Warning Override             | All weapon on a model with an early warning override have the Interceptor special rule. (See C:TE, pg. 122.)   |

|                                     |   |
|-------------------------------------|---|
| 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.)  |
| Unit Type                           |   |
| <b>Eldar Jetbike</b>                | See WH40k, pg. 45.  |
| <b>Infantry</b> (Character)         | See WH40K rulebook, pgs. 44-49.   |
| <b>Jet Pack Infantry</b><br>(Drone) | See WH40K rulebook, pgs. 44-49.   |
| <b>Jet Pack Monstrous Creature</b>  | See WH40K rulebook, pgs. 44-49.   |
| <b>Jump Gargantuan Creature</b>     | 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.)   |
| Eldar Jetbike                       | See WH40k, pg. 45.  |
| Ghosthelm                           | See C:EC, pg. 153.  |
| Heavy Burst Cannon                  | Standard: 36" Range; S 6; AP 4; Heavy 8.<br>Nova-charge: 36" Range; S 6; AP 4; Heavy 12, Gets Hot, Rending, Nova-charge.<br>(See C:TE, pg. 117.)  |
| Ion Accelerator                     | Standard: 72" Range; S 7; AP 2; Heavy 3.<br>Overcharge: 72" Range; S 8; AP 2; Heavy 1, Gets Hot, Large Blast.<br>Nova-charge: 72" Range; S 9; AP 2; Ordnance 1, Gets Hot, Large Blast, Nova-charge.<br>(See C:TE, pg. 118.) |
| Markerlight                         | 36" Range; S -; AP -; Heavy 1, Target Acquired. (See C:TE, pg. 123.)  |
| Mesh Armour                         | See C:E, pg. 65.  |
| 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.)   |
| Shield Generator                    | A shield generator confers a 4+ invulnerable save. (See C:TE, pg. 124.)   |
| Suncannon                           | 48"R, S6, AP2, Heavy 3, Blast (C:EC, pg. 151).  |
| Twin-linked Smart Missile System    | 30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin-linked.  |
| Weapons                             |   |
| 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).   |