

1850 Pts - Tau Empire - Andrew Gonyo 3rd Overall Nova Open 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (20 893 pts)												
Farseer Skyrunner	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; Warlord ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy												
Windriders	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	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	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	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												
Warp Spiders	5		4	4	3	3	1	5	1	9	3+	124
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
Character ; Death Spinner; Iron Resolve												
Eldar Skathach Wraithknight (IA)	1		4	4	10	8	6	5	4	10	3+	330
(The Doom of Mymeara - 2E, pg. 216); Jump Gargantuan Creature ; Webway Shunt Generator; 2x Inferno Lances; Scatter Laser (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Wraith Construct												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Piranah Firestream Wing (30 ⁺, 400 pts)												
Piranah Firestream Wing [Tau]	1	⊗										400
(Mont'ka - The Rules, pg. 75); Rearm and Refuel; Target Acquisition Team												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranhas (Fast) [Tau]	1											[120]
(C:TE, pg. 93); TX4 Piranha; TX4 Piranha												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranhas (Fast) [Tau]	1											[120]
(C:TE, pg. 93); TX4 Piranha; TX4 Piranha												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire												
TX4 Piranha [Tau]	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[40]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
	(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire											
TX4 Piranha [Tau]	1	Grp: BS: 3 FA: 11 SA: 10 RA: 10 HP: 2 Save: -										[40]
	(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; MV1 Gun Drones; Jink											
MV1 Gun Drones [Tau]	2	-	2	2	3	4	1	4	1	7	4+	[0]
	(C:TE, pg. 121); Jet Pack Infantry (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Relentless; Supporting Fire											
Formation: Riptide Wing (3 ⚔, 555 pts)												
Riptide Wing [Tau]	1	⚔										555
	(Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire											
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											
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											
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.
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	
Fleet	Fleet (see WH40k, pg. 164).

Flickerjump	See C:EC, pg. 124.
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).
Iron Resolve	See C:EC, pg. 124.
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).
Rearm and Refuel	If all of the surviving models from a unit in this Formation are within 6" of a table edge at the end of their Movement phase, the unit can enter Ongoing Reserves. When it returns to play, it does so at full strength with any damage repaired and Drones and seeker missiles replaced. (See Mont'ka - The Rules, pg.75.)
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.)
Target Acquisition Team	At the start of your Shooting phase, you can pick an enemy unit that is within 36" of the Target Acquisition Team and in their line of sight. All Piranahs from this Formation (including the Target Acquisition Team) add 1 to their Ballistic Skill if they shoot at that unit in the Shooting phase, and also have the Tank Hunters special rule if the target is a vehicle. (See Mont'ka - The Rules, pg.75.)
Wraith Construct	When constructing an Eldar army using the Craftworld Warhost Detachment, a single Skathach Wraithknight may be selected as a Wraith Constructs Formation or may be selected instead of the Wraithknight included in a Wraith Host Formation. (See The Doom of Mymeara - 2E, pg. 216.)
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.)
Unit Type	
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Infantry (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
Jet Pack Infantry (Drone)	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.
Vehicle (Skimmer, Fast, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Inferno Lances	36" Range; S 8; AP 1; Heavy D3+2, Melta.
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.)
Burst Cannon	18" Range; S 5; AP 5; Assault 4.
Eldar Jetbike	See WH40k, pg. 45.
Ghoshelm	See C:EC, pg. 153.
Heavy Aspect Armour	See C:E, pg. 65.
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.)
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.)
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.)
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Twin-linked Pulse Carbine	18" Range; S 5; AP 5; Assault 2, Pinning, Twin-linked.
Twin-linked Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin-linked.
Warp Jump Generators	See C:EC, pg. 153.
Webway Shunt Generator	A Skathach Wraithknight may choose to engage its webway shunt generator instead of moving in the Movement phase. If the Skathach Wraithknight uses its webway shut generator, it cannot use the Jump type special rules in either the Movement phase or Assault phase of that turn, but may still fire its weapons normally, Run or declare a charge in the appropriate phases. If the Skathach Wraithknight chooses to use its webway shunt generator, its controlling player may redeploy the model to any point within 12" of its original position that is at least 1" away from any enemy models and then scatter it D6", or its controlling player may choose to place the Skathach Wraithknight immediately into Ongoing Reserves instead of redeploying the Skathach Wraithknight. If its final position after the Scatter roll places it within 1" of an enemy unit, in contact with any model or within impassible terrain, the Skathach Wraithknight must be placed into Ongoing Reserves and suffers a single wound (saves may not be taken against this wound). (See The Doom of Mymeara - 2E, pg. 216.)
Weapons	
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
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).