

1850 Pts - Farsight Enclaves - Paul McKelvey 2nd Overall Harvester of Souls 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (9 𠂇, 331 pts)												
Ethereal	1	𠂇	4	3	3	3	2	3	3	10	-	55
(C:TE, pg. 77); Infantry (Character); Homing Beacon; Failure Is Not An Option; Independent Character; Invocation of the Elements; Ork Hunters; Stubborn; Warlord												
XV8 Crisis Battlesuits	1	𠂇										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												
XV8 Crisis Battlesuits	1	𠂇										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												
Tetra Scout Speeder Team (IA)	2	Grp: 𠂇	BS: 3	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				70
(IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x2); TL Pulse Rifle (x2); Jink; Scout												
Tetra Scout Speeder Team (IA)	2	Grp: 𠂇	BS: 3	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				70
(IA3 - 2E, pg. xx); Vehicle (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x2); TL Pulse Rifle (x2); Jink; Scout												
Tetra Scout Speeder Team (IA)	1	Grp: 𠂇	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												
Wall of Martyrs Imperial Bunker	1	𠂇										55
(Stronghold Assault, pg. 26); Medium Building (Armour Value 14, Transport Capacity 20, HP 4)												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Piranah Firestream Wing (21 ⁺, 344 pts)												
Piranah Firestream Wing	1	Auxiliai										344
(Mont'ka - The Rules, pg. 75); Rearm and Refuel; Target Acquisition Team												
TX4 Piranha	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[56]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; Seeker Missiles (x2); MV1 Gun Drones; Jink												
MV1 Gun Drones	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; Ork Hunters; Relentless; Supporting Fire												
TX4 Piranhas	1											[80]
(C:TE, pg. 93); TX4 Piranha												
TX4 Piranha	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	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; Ork Hunters; Relentless; Supporting Fire												
TX4 Piranha	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	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; Ork Hunters; Relentless; Supporting Fire												
TX4 Piranhas	1											[40]
(C:TE, pg. 93)												
TX4 Piranha	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	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; Ork Hunters; Relentless; Supporting Fire												
TX4 Piranhas	1											[168]
(C:TE, pg. 93); TX4 Piranha; TX4 Piranha												
TX4 Piranha	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[56]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; Seeker Missiles (x2); MV1 Gun Drones; Jink												
MV1 Gun Drones	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; Ork Hunters; Relentless; Supporting Fire												
TX4 Piranha	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[56]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; Seeker Missiles (x2); MV1 Gun Drones; Jink												
MV1 Gun Drones	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; Ork Hunters; Relentless; Supporting Fire												
TX4 Piranha	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[56]
(C:TE, pgs. 93); Vehicle (Skimmer, Fast, Open-Topped); Burst Cannon; Seeker Missiles (x2); MV1 Gun Drones; Jink												
MV1 Gun Drones	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; Ork Hunters; Relentless; Supporting Fire												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Retaliation Cadre (14 ⁺, 775 pts)												
Retaliation Cadre	1	Core, ☼										775
(C:TE, pg. 106); Drop Zone Clear; Low Altitude Deployment; Relentless												
Commander	1	☼	4	5	5	4	4	3	4	10	3+	[135]
(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; Bulky; Deep Strike; Independent Character; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV8 Crisis Battlesuits	1	☼										[43]
(C:TE, pg. 87); Bonding Knife Ritual												
Crisis Shas'ui	1		2	3	5	4	2	2	2	8	3+	[43]
(C:TE, pg. 88); Jet Pack Infantry ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x1); Positional Relay; 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; Fusion Blaster (x1); 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; Fusion Blaster (x1); Bonding Knife Ritual; Bulky; Deep Strike; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky												
XV88 Broadside Battlesuits	1	☼										[300]
(C:TE, pg. 103); Broadside Shas'ui; Broadside Shas'ui; Bonding Knife Ritual												
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[100]
(C:TE, pg. 103); Infantry ; MV8 Missile Drone; MV8 Missile Drone; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked High Yield Missile Pod; Twin-linked Plasma Rifle; Target Lock; Bonding Knife Ritual; Extremely Bulky; Night Vision; Ork Hunters; Supporting Fire												
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[100]
(C:TE, pg. 103); Infantry ; MV8 Missile Drone; MV8 Missile Drone; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked High Yield Missile Pod; Twin-linked Plasma Rifle; Target Lock; Bonding Knife Ritual; Extremely Bulky; Night Vision; Ork Hunters; Supporting Fire												
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); Jet Pack Infantry (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
XV104 Riptide Battlesuits	1											[221]
(C:TE, pg. 90); Bonding Knife Ritual												
Riptide Shas'vre	1		2	3	6	6	5	2	3	9	2+/5(i)	[221]
(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; Bonding Knife Ritual; Bulky; Deep Strike; Fear; Feel No Pain; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Ork Hunters; Relentless; Smash; Supporting Fire												
Heavy Support: XV88 Broadside Battlesuits (4 , 399 pts)												
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 Fusion Blaster; 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												
XV88 Broadside Battlesuits	1											142
(C:TE, pg. 103); Broadside Shas'ui; Bonding Knife Ritual												
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[71]
(C:TE, pg. 103); Infantry ; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Smart Missile System; Twin-linked High Yield Missile Pod; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Ork Hunters; Supporting Fire												
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[71]
(C:TE, pg. 103); Infantry ; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Smart Missile System; Twin-linked High Yield Missile Pod; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Ork Hunters; Supporting Fire												
XV88 Broadside Battlesuits	1											71
(C:TE, pg. 103); Bonding Knife Ritual												
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[71]
(C:TE, pg. 103); Infantry ; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Smart Missile System; Twin-linked High Yield Missile Pod; Early Warning Override; Bonding Knife Ritual; Extremely Bulky; Interceptor; Night Vision; Ork Hunters; Supporting Fire												
											Total Cost:	1849

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).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Drop Zone Clear	All models in this Formation add 1 to their Ballistic Skill during the turn that they arrive by Deep Strike. (See C:TE, pg. 106.)
Extremely Bulky	Extremely Bulky (see WH40k, pg. 159).
Failure Is Not An Option	All friendly models with the Tau Empire Faction within 12" of the Ethereal use his Leadership for Fear, Morale, Pinning, and Regroup tests. However, if the Ethereal is removed as a casualty in a mission that uses Victory Points, your opponent gains one additional Victory Point. (See C:TE, pg. 116.)
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).
Invocation of the Elements	(See C:TE, pg. 77.)
Jink	Jink (see WH40k, pg. 167).

Low Altitude Deployment	If all of the units from this Formation start in Reserve, you can announce before the battle begins that they will use Low Altitude Deployment. If you do so, deploy the entire Formation using the Deep Strike special rule at the start of your second turn. (See C:TE, pg. 106.)
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).
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.)
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).
Scout	Scout (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Stubborn	Stubborn (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 Piranhas 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)
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.)
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.)
Positional Relay	Whilst the bearer is within 6" of a board edge, any friendly unit with the Tau Empire Faction that arrives from Reserve using the Outflank special rule, can choose to move on from that board edge (even if it is your, or your opponent's board edge). Outflanking units that do not choose to arrive from that board edge arrive using the Outflank special rule, as detailed in WH40K: The Rules. (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.)
Terrain Type	
Medium Building (Armour Value 14, Transport Capacity 20, HP 4)	Medium Building (Armour Value 14, Transport Capacity 20, HP 4) (See WH40K, pg. 110)
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
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.)
Broadside Battlesuit	Comes equipped with multi-trackers and blacksun filters. (See C:TE, pg. 125.)
Burst Cannon	18" Range; S 5; AP 5; Assault 4.
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	Friendly units arriving by Deep Strike do not scatter as long as the first model is placed within 6" of a model with a homing beacon. (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.)
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.)
Seeker Missiles	72" Range; S 8; AP 3; Heavy 1, One Use Only.
TL Pulse Rifle	30" Range; S5; AP5; Rapid Fire, Twin Linked (See C:TE, pg. 66, iPad pg. 95).
Twin-linked Fusion Blaster	18" Range; S 8; AP 1; Assault 1, Melta.
Twin-linked High Yield Missile Pod	36" Range; S 7; AP 4; Heavy 4, Twin-linked.
Twin-linked Plasma Rifle	24" Range; S 6; AP 2; Rapid Fire, Twin-linked.
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.

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)