





## 2000 Pts - Farsight Enclaves - Paul McKelvey 2nd Overall No Mercy 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Dawn Blade Contingent (67 , 1575 pts)</b>												
Retaliation Cadre	1	Core, 										725
(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); <b>Jet Pack Infantry</b> (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); <b>Jet Pack Infantry</b> ; 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); <b>Jet Pack Infantry</b> ; 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); <b>Jet Pack Infantry</b> ; 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											[285]
(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+	[95]
(C:TE, pg. 103); <b>Infantry</b> ; MV8 Missile Drone; MV8 Missile Drone; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Smart Missile System; Twin-linked High Yield Missile Pod; 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); <b>Jet Pack Infantry</b> (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); <b>Jet Pack Infantry</b> (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[95]
(C:TE, pg. 103); <b>Infantry</b> ; MV8 Missile Drone; MV8 Missile Drone; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Smart Missile System; Twin-linked High Yield Missile Pod; 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); <b>Jet Pack Infantry</b> (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); <b>Jet Pack Infantry</b> (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
Broadside Shas'ui	1		2	3	5	4	2	2	2	8	2+	[95]
(C:TE, pg. 103); <b>Infantry</b> ; MV8 Missile Drone; MV8 Missile Drone; Blacksun Filter; Broadside Battlesuit; Multi-tracker; Twin-linked Smart Missile System; Twin-linked High Yield Missile Pod; 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); <b>Jet Pack Infantry</b> (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
MV8 Missile Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
(C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Missile Pod; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												
XV104 Riptide Battlesuits	1	☒										[186]
(C:TE, pg. 90); Bonding Knife Ritual												
Riptide Shas'vere	1		2	3	6	6	5	2	3	9	2+/5(i)	[186]
(C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Twin-linked Fusion Blaster; Ion Accelerator; Bonding Knife Ritual; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Move Through Cover; Night Vision; Ork Hunters; Relentless; Smash; Supporting Fire												
Drone-Net VX1-0	1	Auxiliai ☒										238
(Mont'ka - The Rules, pg. 79); Collective Targeting Data; Enhanced Tactical Response												
Drones	1	☒										[70]
(C:TE, pg. 92); MV7 Marker Drone; Ork Hunters; Supporting Fire												
MV7 Marker Drones	5	-	2	2	3	4	1	4	1	7	4+	[70]
(C:TE, pg. 121); <b>Jet Pack Infantry</b> (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); <b>Jet Pack Infantry</b> (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); <b>Jet Pack Infantry</b> (Drone); Markerlight; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Piranah Firestream Wing	1	Auxiliai ☒										370
	(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: -										[50]
	(C:TE, pgs. 93); <b>Vehicle</b> (Skimmer, Fast, Open-Topped); Fusion Blaster; MV1 Gun Drones; Jink											
MV1 Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
	(C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire											
TX4 Piranhas	1	☒										[56]
	(C:TE, pg. 93)											
TX4 Piranha	1	Grp: BS: 3 FA: 11 SA: 10 RA: 10 HP: 2 Save: -										[56]
	(C:TE, pgs. 93); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire											
TX4 Piranhas	1	☒										[112]
	(C:TE, pg. 93); TX4 Piranha											
TX4 Piranha	1	Grp: BS: 3 FA: 11 SA: 10 RA: 10 HP: 2 Save: -										[56]
	(C:TE, pgs. 93); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (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); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire											
TX4 Piranhas	1	☒										[152]
	(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); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (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); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (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); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (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
Piranah Firestream Wing	1	Auxilia										242
	(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: -				[50]
	(C:TE, pgs. 93); <b>Vehicle</b> (Skimmer, Fast, Open-Topped); Fusion Blaster; MV1 Gun Drones; Jink											
MV1 Gun Drones	2	-	2	2	3	4	1	4	1	7	4+	[0]
	(C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire											
TX4 Piranhas	1											[112]
	(C:TE, pg. 93); TX4 Piranha											
TX4 Piranha	1	Grp:	BS: 3	FA: 11	SA: 10	RA: 10	HP: 2	Save: -				[56]
	(C:TE, pgs. 93); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (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); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (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); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (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); <b>Vehicle</b> (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); <b>Jet Pack Infantry</b> (Drone); Twin-linked Pulse Carbine; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire											
Dawn Blade Contingent	1	Grp: Detachment										0
	Ideal Mission Commander; Killing Blow											
<b>: Combined Arms Detachment (8 , 424 pts)</b>												
Ethereal	1		4	3	3	3	2	3	3	10	-	55
	(C:TE, pg. 77); <b>Infantry</b> (Character); Homing Beacon; Failure Is Not An Option; Independent Character; Invocation of the Elements; Ork Hunters; Stubborn; <b>Warlord</b>											
Commander	1		4	5	5	4	4	3	4	10	3+	120
	(C:TE, pg. 76); <b>Jet Pack Infantry</b> (Character); MV7 Marker Drone; Blacksun Filter; Crisis Battlesuit; Multi-tracker; Fusion Blaster (x1); Drone Controller; Bulky; Deep Strike; Independent Character; Night Vision; Ork Hunters; Relentless; Supporting Fire; Very Bulky											
MV7 Marker Drone	1	-	2	2	3	4	1	4	1	7	4+	[12]
	(C:TE, pg. 121); <b>Jet Pack Infantry</b> (Drone); Markerlight; Bulky; Deep Strike; Ork Hunters; Relentless; Supporting Fire											
XV8 Crisis Battlesuits	1											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); <b>Jet Pack Infantry</b> ; Blacksun Filter; Crisis Battlesuit; Multi-tracker; 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	D										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); <b>Jet Pack Infantry</b> ; 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)	1	Grp: D	BS: 3	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				35
	(IA3 - 2E, pg. xx); <b>Vehicle</b> (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x1); TL Pulse Rifle (x1); Jink; Scout											
Tetra Scout Speeder Team (IA)	1	Grp: D	BS: 3	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				35
	(IA3 - 2E, pg. xx); <b>Vehicle</b> (Skimmer, Fast, Open-Topped); Homing Beacon; High Intensity Markerlight (x1); TL Pulse Rifle (x1); Jink; Scout											
Barracuda Air Superiority Fighter (IA)	1	Grp: D	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -				133
	(IA3 - 2E, pg. 155); <b>Vehicle</b> (Flyer); Auto-targeting Burst Cannons (x2); Ion Cannon; Twin Linked Missile Pod; Decoy Launchers; Agile; Deep Strike; Skyfire; Supersonic											
Combined Arms Detachment	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1999</b>	

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Special Rules	
Agile	Agile
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).
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.)
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.)
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).
Fire Team	
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Ideal Mission Commander	If this Detachment is your Primary Detachment, you can choose to re-roll the result when rolling on the Warlord Traits table. (See C:TE, pg. 72.)
Independent Character	Independent Character (see WH40k, pg. 166).
Invocation of the Elements	(See C:TE, pg. 77.)
Jink	Jink (see WH40k, pg. 167).
Killing Blow	At the start of each enemy turn, secretly record the identity of one enemy unit. At the start of your turn, reveal which unit it was that you picked, You can re-roll failed To Wound and Armour Penetration rolls against that unit for the rest of your turn. (See Mont'ka - The Rules, pg. 86.)
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).
Skyfire	Skyfire (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Stubborn	Stubborn (see WH40k, pg. 172).
Supersonic	Supersonic (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)
Very Bulky	Very Bulky (see WH40k, pg. 35).
<b>Signature System</b>	
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.)
<b>Vehicle Battle Systems</b>	
Decoy Launchers	Decoy Launchers (See C:TE, pg. 72, iPad pg. 99).
<b>Support Systems</b>	
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.)
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.)
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.)
<b>Unit Type</b>	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Jet Pack Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Jet Pack Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Jet Pack Infantry</b> (Drone)	See WH40K rulebook, pgs. 44-49.
<b>Jet Pack Monstrous Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Flyer)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Skimmer, Fast, Open-Topped)	See WH40K rulebook, pgs. 44-49.
<b>Wargear</b>	
Auto-targeting Burst Cannons	18" Range; S5; AP5; Assault 4. (See C:TE, pg. 65, iPad pg. 94).
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.
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.)

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.)
Ion Cannon	Standard: 60" Range; S7; AP3; Heavy 3. Overcharge: 60" Range; S8; AP3; Heavy 1, Gets Hot, Large Blast. (See C:TE, pg. 66, iPad pg. 94).
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.)
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 Missile Pod	36" Range; S7; AP4; Assault 2, Twin Linked (See C:TE, pg. 66, iPad pg. 94).
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 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)