++ PLAYER: Devin Swann
++ ARMY FACTION: T’au Empire
++ TOTAL COMMAND POINTS: 10
++ TOTAL ARMY POINTS: 2000 pts

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== Battalion Detachment == Sa’cea Sept [198 points] +5 CP
HQ1: Cadre Fireblade (39), Markerlight (3) – [42pts]
HQ2: Cadre Fireblade (39), Markerlight (3) – [42pts]
Troop1: 5 Fire Warriors (5*7), Shas’ui Markerlight (3) – [38pts]
Troop2: 5 Fire Warriors (5*7), Shas’ui Markerlight (3) – [38pts]
Troop3: 5 Fire Warriors (5*7), Shas’ui Markerlight (3) – [38pts]

== Vanguard Detachment == T’au Sept [720 points] +1 CP
HQ1: Commander in XV8 Enforcer Battlesuit (76), Drone Controller (5), Burst Cannon (8) – [89pts] WARLORD
Elite1: XVI04 Riptide (185), Heavy Burst Cannon (35), 2 Smart Missile Systems (2*15), Advanced Targeting System (18), Velocity Tracker (10) – [278pts]
Elite2: XVI04 Riptide (185), Heavy Burst Cannon (35), 2 Smart Missile Systems (2*15), Advanced Targeting System (18), Velocity Tracker (10) – [278pts]
Elite3: Firesight Marksman (21), Pulse Pistol (1), Markerlight (3) – [25pts]
Elite4: Firesight Marksman (21), Pulse Pistol (1), Markerlight (3) – [25pts]
Elite5: Firesight Marksman (21), Pulse Pistol (1), Markerlight (3) – [25pts]

== Spearhead Detachment == T’au Sept [1082 points] +1CP
HQ1: Ethereal (45), Puretide Engram Neurochip (0) – [45pts]
FA1: 7 MV4 Shield Drones (7*10) – [70pts]
FA2: 7 MV4 Shield Drones (7*10) – [70pts]
HS1: 3 XV88 Broadsides (3*35), 6 High-yield Missile Pods (6*25), 6 Smart Missile Systems (6*15), 3 Velocity Trackers (3*2), 6 MV5 Shield Drones (6*10) – [411pts]
HS2: 9 MV71 Sniper Drones (9*18) – [162pts]
HS3: 9 MV71 Sniper Drones (9*18) – [162pts]
HS4: 9 MV71 Sniper Drones (9*18) – [162pts]