

Simon Darre 3rd Place Midtcon GT 2022 - T'au Empire

++ Battalion Detachment -3CP (T'au Empire) [95 PL, -1CP, 1,848pts] ++

+ Configuration [3CP] +

Battle Size [6CP]: 3. Strike Force (101-200 Total PL / 1001-2000 Points) [6CP]

Detachment Command Cost [-3CP]

Gametype: 4. Chapter Approved: War Zone Nephilim

Sept Choice: Farsight Enclaves

+ HQ [18 PL, -4CP, 385pts] +

Commander in Coldstar Battlesuit [8 PL, -2CP, 175pts]: 1. Precision of the Hunter, High-output Burst Cannon [15pts], Missile Pod [10pts], Missile Pod [15pts], Solid-image Projection Unit, Stratagem: Emergency Dispensation [-1CP], Stratagem: Promising Pupil [-1CP], T'au Flamer [5pts], Target Lock, Thermoneutronic Projector [1 PL, 20pts]

Commander in Enforcer Battlesuit [10 PL, -2CP, 210pts]: 5. Exemplar of the Kauyon, Missile Pod [10pts], Missile Pod [15pts], Novasurge Plasma Rifle [1 PL, 20pts], Plasma Rifle [15pts], Plasma Rifle [10pts], Stratagem: Emergency Dispensation [-1CP], Stratagem: Promising Pupil [-1CP], The Be'gel Hunter's Plate

. 2x Marker Drone [20pts]: 2x Markerlight

+ Troops [13 PL, 230pts] +

Breacher Team [5 PL, 85pts]

. 9x Breacher Fire Warrior: 9x Pulse Blaster, 9x Pulse Pistol
. Breacher Fire Warrior Shas'ui: Pulse Blaster, Pulse Pistol

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Kroot Carnivores [3 PL, 60pts]

. 10x Kroot [60pts]: 10x Kroot Rifle, 10x Quill Grenades

+ Elites [32 PL, 660pts] +

Crisis Battlesuits [22 PL, 435pts]

. Crisis Shas'ui [70pts]: Cyclic Ion Blaster [10pts], Missile Pod [10pts], Plasma Rifle [10pts], Target Lock

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Lock

- . Crisis Shas'ui [60pts]: Cyclic Ion Blaster [10pts], Early Warning Override, Plasma Rifle [10pts], Target Lock
- . Crisis Shas'vre [1 PL, 95pts]: Cyclic Ion Blaster [10pts], Iridium battlesuit [10pts], Missile Pod [10pts], Plasma Rifle [10pts], Shield Generator [5pts], Stimm Injectors [1 PL, 10pts]
- . Marker Drone [10pts]: Markerlight
- . 4x Shield Drone [60pts]: 4x Shield Generator

Crisis Battlesuits [10 PL, 225pts]

- . Crisis Shas'ui [65pts]: Burst Cannon [5pts], Cyclic Ion Blaster [10pts], Plasma Rifle [10pts], Target Lock
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- . Crisis Shas'vre [65pts]: Burst Cannon [5pts], Cyclic Ion Blaster [10pts], Plasma Rifle [10pts], Target Lock
- . 2x Shield Drone [30pts]: 2x Shield Generator

+ Fast Attack [2 PL, 48pts] +

Kroot Hounds [1 PL, 24pts]

- . 4x Kroot Hound [24pts]: 4x Ripping Fangs

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+ Flyer [18 PL, 330pts] +

Sun Shark Bomber [9 PL, 165pts]: Markerlight, 2x Missile Pod, 2x Seeker Missile

- . 2x Interceptor Drone: 4x Ion Rifle

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- . 2x Interceptor Drone: 4x Ion Rifle

+ Dedicated Transport [12 PL, 195pts] +

Devilfish [6 PL, 100pts]: Accelerator Burst Cannon, Seeker Missile [5pts]

- . 2x Gun Drones
- . . 2x Gun Drone: 4x Pulse Carbine

Devilfish [6 PL, 95pts]: Accelerator Burst Cannon

- . 2x Gun Drones
- . . 2x Gun Drone: 4x Pulse Carbine

++ Supreme Command Detachment +3CP (T'au Empire) [8 PL, 3CP, 150pts] ++

+ Configuration [3CP] +

Detachment Command Cost [3CP]

Sept Choice: T'au Sept

+ Primarch | Daemon Primarch | Supreme Commander [8 PL, 150pts] +

Commander Shadowsun [8 PL, 150pts]: Advanced Guardian Drone, Command-link Drone, Fletchette Launcher, 2x High-energy Fusion Blaster, Light Missile Pod, Pulse Pistol, Warlord

++ Total: [103 PL, 2CP, 1,998pts] ++