

Ben Freeman 3rd Place Gongaii GT Fall 2024 – T'au Empire

Detachment = Ret Cadre

CHARACTER

1x Commander Farsight (105 pts)

- 1x Dawn Blade
- 1x High-intensity plasma rifle

1x Commander in Coldstar Battlesuit (95 pts)

- 1x Battlesuit fists
- 1x Cyclic ion blaster
- 1x High-output burst cannon
- 2x Missile pod
- 2x Shield Drone

1x Commander in Coldstar Battlesuit (95 pts)

- 1x Battlesuit fists
- 1x Cyclic ion blaster
- 3x Fusion blaster
- 2x Shield Drone

1x Commander in Coldstar Battlesuit (95 pts)

- 1x Battlesuit fists
- 1x Cyclic ion blaster
- 3x Fusion blaster
- 2x Shield Drone

1x Commander in Enforcer Battlesuit (100 pts)

- 1x Battlesuit fists
- 4x T'au flamer
- Warlord, 2x Shield Drone
- Starflare Ignition System (+20 pts)

BATTLELINE

10x Strike Team (75 pts)

- 1x Fire Warrior Shas'ui
- 1x Close combat weapon
- 1x Pulse pistol
- 1x Pulse rifle
- 1x Support turret
- 1x Twin pulse carbine
- Guardian Drone
- 9x Fire Warrior
- 9x Close combat weapon
- 9x Pulse pistol
- 9x Pulse rifle

OTHER DATASHEETS

10x Pathfinder Team (90 pts)

- 1x Pathfinder Shas'ui
- 1x Close combat weapon
- 1x Pulse carbine
- 1x Pulse pistol
- 1x Semi-automatic grenade launcher
- 1x Twin pulse carbine
- 1x Drone burst cannon
- Shield Drone, Recon drone
- 1x Drone burst cannon
- 9x Pathfinders
- 12x Close combat weapon
- 6x Pulse carbine
- 12x Pulse pistol
- 3x Ion rifle

3x Stealth Battlesuits (60 pts)

- 1x Stealth Shas'vre
- 1x Battlesuit fists
- 1x Fusion blaster
- Battlesuit support system, Homing beacon, Marker Drone, Shield Drone
- 2x Stealth Shas'ui
- 2x Battlesuit fists
- 2x Burst cannon

3x Stealth Battlesuits (60 pts)

- 1x Stealth Shas'vre
- 1x Battlesuit fists
- 1x Fusion blaster
- Battlesuit support system, Homing beacon, Marker Drone, Shield Drone
- 2x Stealth Shas'ui
- 2x Battlesuit fists
- 2x Burst cannon

3x Stealth Battlesuits (60 pts)

- 1x Stealth Shas'vre
- 1x Battlesuit fists
- 1x Fusion blaster
- Battlesuit support system, Homing beacon, Marker Drone, Shield Drone
- 2x Stealth Shas'ui
- 2x Battlesuit fists
- 2x Burst cannon

5x Vespid Stingwings (65 pts)

- 1x Vespid Strain Leader
- 1x Neutron blaster

- 1x Stingwing claws
- 4x Vespid Stingwings
- 4x Neutron blaster
- 4x Stingwing claws

3x Crisis Starscythe Battlesuits (110 pts)

- 1x Crisis Starscythe Shas'vre
- 1x Battlesuit fists
- 2x T'au flamer
- 1x Twin pulse carbine
- Marker Drone
- 2x Crisis Starscythe Shas'ui
- 2x Battlesuit fists
- 4x T'au flamer
- 2x Twin pulse carbine
- 2x Shield Drone

3x Crisis Starscythe Battlesuits (110 pts)

- 1x Crisis Starscythe Shas'vre
- 1x Battlesuit fists
- 2x T'au flamer
- 1x Twin pulse carbine
- Marker Drone
- 2x Crisis Starscythe Shas'ui
- 2x Battlesuit fists
- 4x T'au flamer
- 2x Twin pulse carbine
- 2x Shield Drone

3x Crisis Starscythe Battlesuits (110 pts)

- 1x Crisis Starscythe Shas'vre
- 1x Battlesuit fists
- 2x T'au flamer
- 1x Twin pulse carbine
- Marker Drone
- 2x Crisis Starscythe Shas'ui
- 2x Battlesuit fists
- 4x T'au flamer
- 2x Twin pulse carbine
- 2x Shield Drone

3x Crisis Sunforge Battlesuits (150 pts)

- 1x Crisis Sunforge Shas'vre
- 1x Battlesuit fists
- 2x Fusion blaster
- 1x Twin pulse carbine
- Marker Drone
- 2x Crisis Sunforge Shas'ui
- 2x Battlesuit fists

- 4x Fusion blaster
- 2x Twin pulse carbine
- 2x Shield Drone

3x Crisis Sunforge Battlesuits (150 pts)

- 1x Crisis Sunforge Shas'vre
- 1x Battlesuit fists
- 2x Fusion blaster
- 1x Twin pulse carbine
- Marker Drone
- 2x Crisis Sunforge Shas'ui
- 2x Battlesuit fists
- 4x Fusion blaster
- 2x Twin pulse carbine
- 2x Shield Drone

3x Crisis Sunforge Battlesuits (150 pts)

- 1x Crisis Sunforge Shas'vre
- 1x Battlesuit fists
- 2x Fusion blaster
- 1x Twin pulse carbine
- Marker Drone
- 2x Crisis Sunforge Shas'ui
- 2x Battlesuit fists
- 4x Fusion blaster
- 2x Twin pulse carbine
- 2x Shield Drone

1x Ghostkeel Battlesuit (160 pts)

- 1x Ghostkeel fists
- 1x Cyclic ion raker
- 1x Twin fusion blaster
- Battlesuit support system

1x Ghostkeel Battlesuit (160 pts)

- 1x Ghostkeel fists
- 1x Cyclic ion raker
- 1x Twin fusion blaster
- Battlesuit support system