



Combined Arms Detachment: Farsight Enclaves(Tau Empire)

HQ

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
Commander(Warlord)			177									
	Commander	JPI(C)	153	4	5	5	4	4	3	4	10	3+/5++
	Marker Drone(2x)	JPI(D)	24	2	2	3	4	1	4	1	7	4+/-

Wargear: *Crisis Battlesuit(Multi-tracker, Blacksun Filter), Drone Controller, Target Lock, 2x Missile Pods, Talisman of Arthas Moloch*

Special Rules: *Independent Character, Supporting Fire, Very Bulky*

Elites

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
Riptide		JP(MC)	255	1	3	6	6	5	2	3	9	2+/5++

Wargear: *Riptide Battlesuit(Multi-tracker, Blacksun Filter, Nova Reactor), Ion Accelerator, Twin-linked Fusion Blaster, Early Warning Override, Stimulant Injector, Earth Caste Pilot Array*

Special Rules: *Nova Reactor, Supporting Fire, Preferred Enemy(Orks CC only)*

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
Riptide		JP(MC)	225	1	3	6	6	5	2	3	9	2+/5++

Wargear: *Riptide Battlesuit(Multi-tracker, Blacksun Filter, Nova Reactor), Ion Accelerator, Twin-linked Fusion Blaster, Early Warning Override, Stimulant Injector*

Special Rules: *Nova Reactor, Supporting Fire, Preferred Enemy(Orks CC only)*

Troops

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
XV8 Crisis Team			246									
	Crisis Shas'ui	JPI	58	2	3	4	4	2	2	2	8	3+/-
	Crisis Shas'ui	JPI	58	2	3	4	4	2	2	2	8	3+/-
	Crisis Shas'ui	JPI	58	2	3	4	4	2	2	2	8	3+/-
	Marker Drone(6x)	JPI(D)	72	2	2	3	4	1	4	1	7	4+/-

Weapon Profiles

Name	Range	S	AP	Type
Fusion Blaster	18"	8	1	Assault 1
Ion Accelerator	72"	7	2	Heavy 3
- Nova	72"	9	2	Ordance 1, Get's Hot, Large Blast, Nova-Charge
- Overcharge	72"	8	2	Heavy 1, Large Blast, Get's Hot
Kroot Rifle	24"	4	6	Rapid Fire
- Melee	Melee	U	5	Melee, Two-handed
Marker Light	36"	-	-	Heavy 1, Target Acquired
Missile Pod	36"	7	4	Assault 2
Plasma Rifle	24"	6	2	Rapid Fire
Seeker Missile	72"	8	3	Heavy 1, One Use Only
SMS	30"	5	5	Heavy 4, Homing, Ignore Cover

Wargear

Name	Effect
Blacksun Filter	Night Vision and immune to Blind
Crisis Battlesuit	Comes equipped with multi-tracker and Blacksun Filter
Drone Controller	Drones in the unit use the bearer's BS
Early Warning Override	Interceptor
Networked	A markerlight that is always fired first and

Wargear: <i>Crisis Battlesuit(Multi-tracker, Blacksun Filter)6x Missile Pods, 3x Target Lock, Markerlight(ML Drones)</i>
Special Rules: <i>Supporting Fire, Preferred Enemy(Orks CC only), Very Bulky, Bonding Knife Ritual</i>

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
XV8 Crisis Team			195									
	Crisis Shas'ui	JPI	53	2	3	4	4	2	2	2	8	3+/ 8
	Crisis Shas'ui	JPI	53	2	3	4	4	2	2	2	8	3+/ 8
	Crisis Shas'ui	JPI	53	2	3	4	4	2	2	2	8	3+/ 8
	Gun Drone(3x)	JPI(D)	36	2	2	3	4	1	4	1	7	4+/ 7

Wargear: <i>Crisis Battlesuit(Multi-tracker, Blacksun Filter)6x Plasma Rifles, Twin-linked Pulse Carbine(Gun Drones)</i>
Special Rules: <i>Supporting Fire, Preferred Enemy(Orks CC only), Very Bulky, Bonding Knife Ritual</i>

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
XV8 Crisis Team			53									
	Crisis Shas'ui	JPI	53	2	3	4	4	2	2	2	8	3+/ 8

Wargear: <i>Crisis Battlesuit(Multi-tracker, Blacksun Filter)2x Fusion Blasters</i>
Special Rules: <i>Supporting Fire, Preferred Enemy(Orks CC only), Very Bulky, Bonding Knife Ritual</i>

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
XV8 Crisis Team			53									
	Crisis Shas'ui	JPI	53	2	3	4	4	2	2	2	8	3+/ 8

Wargear: <i>Crisis Battlesuit(Multi-tracker, Blacksun Filter)2x Fusion Blasters,</i>
Special Rules: <i>Supporting Fire, Preferred Enemy(Orks CC only), Very Bulky, Bonding Knife Ritual</i>

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
XV8 Crisis Team			53									
	Crisis Shas'ui	JPI	53	2	3	4	4	2	2	2	8	3+/ 8

Wargear: <i>Crisis Battlesuit(Multi-tracker, Blacksun Filter)2x Fusion Blasters,</i>
--

Markerlight whose counters can be used by its own unit

Riptide Shield 5+ Invulnerable Save
Generator

Stimulant Injector Feel No Pain

Target Lock Can shoot at different target that his unit

Velocity Tracker Choose to have Skyfire, or not, each time it makes a shooting attack(choose once for all weapons

Vectored Retro Thrusters Fleet and Hit & Run

Army Special Rules

Name **Effect**

Bonding Knife Ritual A unit with this special rule always tests to regroup on its unmodified Leadership

Earth Caste Pilot Array Models with battlesuits only. The model Re-rolls all rolls of 1 To Hit in the Shooting Phase and may re-roll the dice when using a Nova Reactor. However, their Weapon Skill is 1.

Nova Reactor Declare an attempt to use the reactor at the start of each of it's movement phases. If using the reactor, roll a D6. On a 1-2, the Riptide fails and suffers a Wound(no saves Allowed). On a 3+ you can choose an ability listed below to have(until the start of your next Movement phase)
- Nova Shield: 3+ Invulnerable Save
- Boost: Rolls 4D6 for Thrust Moves
- Ripple Fire: Fire twin-linked fusion blaster, Twin-linked plasma rifle, or twin-linked SMS twice
- Nova Charge: Can use Nova-charge profile on weapons

Special Rules: *Supporting Fire, Preferred Enemy(Orks CC only), Very Bulky, Bonding Knife Ritual*

Heavy Support

Unit	Model	Type	Pts	F	S	R	HP						
Skyray		Tk, Skm	116	13	12	10	3						
Wargear: <i>6x Seeker Missiles, 2x Networked Markerlights, Twin-linked SMS, Blacksun Filter, Velocity Tracker</i>													
Special Rules:													

Unit	Model	Type	Pts	F	S	R	HP						
Skyray		Tk, Skm	116	13	12	10	3						
Wargear: <i>6x Seeker Missiles, 2x Networked Markerlights, Twin-linked SMS, Blacksun Filter, Velocity Tracker</i>													
Special Rules:													

Combined Arms Detachment: Tau Empire

HQ

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
Commander(Warlord)			241									
Commander		JPI(C)	217	4	5	5	5	4	3	4	10	2+/4+++
Marker Drone(2x)		JPI(D)	24	2	2	3	4	1	4	1	7	4+/-
Wargear: <i>Crisis Battlesuit(Multi-tracker, Blacksun Filter), Multi Spectrum Sensor Suite, Command and Control Node, Puretide Engram Neurochip, Onager Gauntlet, Neurweb System Jammer, XV8-02 Crisis "Iridium" Battlesuit, Flamer, Shield Generator, Stimulant Injector, Vectored Retro Thrusters</i>												
Special Rules: <i>Independent Character, Supporting Fire, Very Bulky</i>												

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
Kroot Carnivore Squad			60									
Kroot(10x)		Infantry	60	4	3	3	3	1	3	1	7	6+/-
Wargear: <i>Kroot Rifle, Kroot Armor</i>												

Supporting Fire When an enemy charges, all friendly models with this special rule in units within 6" of the unit being charged can choose to fire Overwatch

Talisman of Arthas Moloch The Talisman of Arthas Moloch confers a 5+ invulnerable save. In addition, the bearer and all friendly units within 12" add +2 to their Deny the Witch rolls.

Multi Spectrum Sensor Suite If this model does not shoot in the shooting phase, all shooting attacks made by other models in his unit have Ignores Cover this phase. This cannot be used when firing Overwatch but can be used at the same time as a Command and Control Node.

Command and Control Node If this model does not shoot in the shooting phase, all shooting attacks made by other models in his unit re-roll failed To Hit rolls that phase. This cannot be used when firing Overwatch but can be used at the same time as a Multi Spectrum Sensor Suite.

Neurweb System Jammer At the start of each enemy Shooting phase, this model can target a single enemy unit in 12". All Shooting Weapons in the target unit have Gets Hot that phase.

Onager Gauntlet In the Figh sub-phase, this model can opt to substitute all his close combat attacks for a S10 AP1 Attack.

Puretide Engram Neurochip At the start of your movement phase, choose a special rule: Counter Attack, Furious Charge, Monster Hunter, Stubborn, or Tank Hunters. This model has that rule until his next movement phase.

XV8-02 Crisis "Iridium" Battlesuit +1 Toughness and 2+ Armor Save

Special Rules: *Infiltrate, Move Through Cover, Stealth(Forests), Acute Senses*

Unit	Model	Type	Pts	WS	BS	S	T	W	I	A	LD	Save
Kroot Carnivore Squad			60									
	Kroot(10x)	Infantry	60	4	3	3	3	1	3	1	7	6+/
Wargear: <i>Kroot Rifle, Kroot Armor</i>												
Special Rules: <i>Infiltrate, Move Through Cover, Stealth(Forests), Acute Senses</i>												

