

1679 Pts Tau: Lutz Tau											epicroster.com		
Name	WS	BS	S	T	W	At	I	Ld	Sv	Type	Cst	All Cst	
HQ													
Darkstrider	4	5	3	3	3	3	3	9	5+	In(Ch)	100	100	
Recon Armour, Pulse Carbine, Photon Grenades, Blacksun Filter, Markerlight, Structural Analyser,													
Troops													
Fire Warrior Team(5)	2	3	3	3	1	1	2	7	4+	In	63	194	
Combat Armour, Photon Grenades, Pulse Rifle(6), Bonding Knife Ritual(6), EMP Grenades(6),													
Fire Warrior Shas'ui	2	3	3	3	1	1	2	8	4+	In(Ch)	43		
Combat Armour, Photon Grenades, Pulse Rifle, Gun Drone(2),													
Devilfish	-	3	FA:12 SA:11 BA:10 HP:3							Tank	88		
Burst Cannon, Two Gun Drones, Seeker Missile,													
Fire Warrior Team(5)	2	3	3	3	1	1	2	7	4+	In	63	106	
Combat Armour, Photon Grenades, Pulse Rifle(6), Bonding Knife Ritual(6), EMP Grenades(6),													
Fire Warrior Shas'ui	2	3	3	3	1	1	2	8	4+	In(Ch)	43		
Combat Armour, Photon Grenades, Pulse Rifle, Gun Drone(2),													
Kroot Squad(13)	4	3	3	3	1	1	3	7	6+	In	92	113	
Kroot Armour, Kroot Rifle, Sniper Round(14),													
Shaper	4	3	3	3	1	2	2	8	6+	In(Ch)	21		
Kroot Armour, Kroot Rifle,													
Krootox Rider(0)	4	3	6	3	2	1	3	7	6+	In	0		
Kroot Armour, Kroot Gun,													
Kroot Hound(0)	4	0	3	3	1	2	5	6	-+	Beast	0		
Fast Attack													
Pathfinder Team(3)	2	3	3	3	1	1	2	7	5+	In	90	135	
Recon Armour, Photon Grenades, Pulse Carabine, Markerlight, Rail Rifle(3), Bonding Knife Ritual(4), EMP Grenades(4),													
Pathfinder Shas'ui	2	3	3	3	1	1	2	8	5+	In(Ch)	45		
Recon Armour, Photon Grenades, Pulse Carabine, Markerlight, Gun Drone(2),													
Piranha	-	3	FA:11 SA:10 BA:10 HP:3							Sk F OT	56	56	
Two Gun Drones, Burst Cannon, Seeker Missile(2),													
Elites													
XV8 Crisis Team(2)	2	3	5	4	2	2	2	8	3+	JPk	130	221	
Crisis Battlesuit, Missile Pod, TL Missile Pod, Gun Drone(4), Bonding Knife Ritual(3),													
Crisis Shas'vre	2	3	5	4	2	3	2	9	3+	JPk(Ch)	91		
Crisis Battlesuit, Missile Pod, TL Missile Pod, Gun Drone(2),													
XV8 Crisis Team(2)	2	3	5	4	2	2	2	8	3+	JPk	130	221	
Crisis Battlesuit, Missile Pod, TL Missile Pod, Gun Drone(4), Bonding Knife Ritual(3),													
Crisis Shas'vre	2	3	5	4	2	3	2	9	3+	JPk(Ch)	91		
Crisis Battlesuit, Missile Pod, TL Missile Pod, Gun Drone(2),													
XV104 Riptide	2	3	6	6	5	3	2	9	2+	Mc	180	180	
Riptide Battlesuit, Riptide Shield Generator, Heavy Burst Cannon, TL SMS,													
XV8 Crisis Team(2)	2	3	5	4	2	2	2	8	3+	JPk	130	221	
Crisis Battlesuit, Missile Pod, TL Missile Pod, Gun Drone(4), Bonding Knife Ritual(3),													
Crisis Shas'vre	2	3	5	4	2	3	2	9	3+	JPk(Ch)	91		
Crisis Battlesuit, Missile Pod, TL Missile Pod, Gun Drone(2),													
Stealth Team(2)	2	3	4	3	1	2	2	8	3+	Beast	68	132	
Stealth Battlesuit, Burst Cannon, Fusion Blaster, Bonding Knife Ritual(3),													
Stealth Shas'vre	2	3	4	3	1	3	2	9	3+	JPk(Ch)	64		

Stealth Battlesuit, Burst Cannon, Gun Drone(2),	
Wargear	
Recon Armour	5+ save
Pulse Carbine	18" R S:5 AP:5, Assault 2, Pinning
Photon Grenades	Defensive Grenades
Blacksun Filter	Night Vision and immune to Blind
Markerlight	R:36" S:- AP:-, Heavy 1, Target Aquired; Each time the unit suffers a hit, place a single counter next to it. Any units that shoot at the same target later in that phase may spent these markers to gain bonus;; Pinpoint (1+ markers): All models in the firing unit gain +1 BS per each marker spent; Scour (2 markers): All weapons in the firing unit have Ignores cover; Seeker (1+ markers): The firing unit may launch a single Seeker Missile per each marker spent with the following rules;; - Missile does not need LOS;; - It must be fired at the same target as the other vehicle's other weapons;; - It is resolved at BS:5;; - It has Ignores cover.; - It does not reduced number of weapons a vehicle can fire at its full BS;; - It does count towards limit of 2 missiled that a flyer can fire each turn
Structural Analyser	
Combat Armour	save 4+
Pulse Rifle	30" R S:5 AP:5, Rapid Fire
Bonding Knife Ritual	Model benefits from Heroic Morale, even if they are not accompanied by an Independent Character
EMP Grenades	Haywire Grenades
Gun Drone	Gun Drone
Burst Cannon	18" R S:5 AP:5, Assault 4
Two Gun Drones	Two Gun Drones
Seeker Missile	R:72" S:8 AP:3, Heavy 1; One Use Only
Kroot Armour	armour save 6+
Kroot Rifle	[Pulse rounds]: 24" R S:4 AP:6, Rapid Fire; [Melee]: S:U AP:5, Melee, Two-handed
Sniper Round	24" R S:X AP:6, Heavy 1, Sniper
Kroot Gun	48" R S:7 AP:4, Rapid Fire
Pulse Carabine	18" R S:5 AP:5, Assault 2, Pinning
Rail Rifle	30" R S:6 AP:1, Rapid Fire
Crisis Battlesuit	+ Blacksun Filter; + Multi-tracker; 3+ Armour Save
Missile Pod	36" R S:7 AP:4, Assault 2
Twin-linked Missile Pod	36"R S:7 AP:4, Assault 2, Twin-linked
Riptide Battlesuit	+ Blacksun Filter; + Multi-tracker; 2+ Armour Save
Riptide Shield Generator	5+ invulnerable save
Heavy Burst Cannon	[Standard]: 36" R S:6 AP:4, Heavy 8; [Nova-Charge]: 36" R S:6 AP:4, Heavy 12, Gets Hot, Rending, Nova-Charge
Twin-linked Smart Missile System	30" R S:5 AP:5, Heavy 4, Ignores Cover, Homing, Twin-linked
Stealth Battlesuit	Stealth Battlesuit
Fusion Blaster	18" R S:8 AP:1, Assault 1, Melta
Special Rules	
Independent Character	Independent Character
Fight On Foot	Can only join Fire Warriors or Pathfinders
Fighting Retreat	Darkstrider and unit Consolidate after firing Overwatch
Outflank	Outflank special Rule
Scouts	Scouts special rule
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
Infiltrate	Infiltrate special rule
Move Through Cover	now ignores Dangerous Terrain
Stealth (Forest)	+1 Cover Save In Forest
Bulky	Counts as 2 models in transports
Acute Senses	The unit may re-roll to see which table edge they enter from
Very Bulky	Counts as 3 models in transports

Nova Reactor

Declare an attempt to use the reactor at the start of each of its Movement phases. If using the reactor, roll a D6. On a 1-2, the Riptide fails and suffers a Wound (no saves allowed). On 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