

Tau 1500p - Champ 17-01-17 (Warhammer 40,000 7th Edition v2017) (1501pts)

Formation Detachment (Tau Empire: Codex (2015) v2006) (1000pts)

• **Formation (1000pts)**

○ **Drone-Net VX1-0 (224pts)**

Collective Targeting Data, Enhanced Tactical Responses, Interceptor, Jink, Outflank, Precision Shots, Split Fire

▪ **Drones x4 (16m, 4u)**

4x MV7 Marker Drone

Supporting Fire

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
MV7 Marker Drone	Jet Pack Infantry (Drone)	2	2	3	4	1	4	1	7	4+

Name	Range	Strength	AP	Type
Markerlight	36"	-	-	Heavy 1, Target Acquired

○ **Rapid Insertion Force (761pts)**

Locked Coordinates

▪ **XV104 Riptide Battlesuits**

Fire Team, Supporting Fire

▪ **Riptide Shas'vre**

Ion Accelerator, Stimulant Injector, Twin-linked Plasma Rifle

▪ **XV25 Stealth Battlesuits**

Bonding Knife Ritual

Bonding Knife Ritual, Infiltrate, Shrouded, Stealth, Supporting Fire

▪ **Stealth Shas'ui with Burst Cannon x6 (6m, 1u)**

Counterfire Defence System

▪ **XV8 Crisis Battlesuits x2 (4m, 2u)**

Supporting Fire, Very Bulky

▪ **Crisis Shas'ui**

2x Fusion Blaster

▪ **Crisis Shas'ui**

2x Fusion Blaster, Target Lock

▪ **XV8 Crisis Battlesuits**

Supporting Fire, Very Bulky

▪ **Crisis Shas'ui**

2x Plasma Rifle

▪ **Crisis Shas'ui**

2x Plasma Rifle, Target Lock

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Crisis Shas'ui	Jet Pack Infantry	2	3	5	4	2	2	2	8	3+
Riptide Shas'vre	Jet Pack Monstrous Creature	2	3	6	6	5	2	3	9	2+/5++
Stealth Shas'ui	Jet Pack Infantry	2	3	4	3	1	2	2	8	3+

Name	Description
Blacksun Filter	Night Vision and is immune to the effects of Blind.
Counterfire Defence System	Overwatch at BS2.
Multi-tracker	Fire an extra weapon in each Shooting phase.

Nova Reactor	Declare an attempt to use the reactor at the start of each Movement phase. 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. Still counts as firing one weapon. - Nova-charge: Can use Nova-charge profile on weapons.			
Riptide Shield Generator	5+ invulnerable save.			
Stimulant Injector	Feel No Pain.			
Target Lock	Can shoot at different target than his unit.			
Name	Range	Strength	AP	Type
Burst Cannon	18"	5	5	Assault 4
Fusion Blaster	18"	8	1	Assault 1, Melta
Ion Accelerator (Nova)	72"	9	2	Ordnance 1, Gets Hot, Large Blast, Nova-charge
Ion Accelerator (ovrchrg)	72"	8	2	Heavy 1, Gets Hot, Large Blast
Ion Accelerator (std)	72"	7	2	Heavy 3
Plasma Rifle	24"	6	2	Rapid Fire

Combined Arms Detachment (Tau Empire: Codex (2015) v2006) (511 pts)

Ideal Mission Commander, Objective Secured (Troops)

- **Uncategorised**

- **Farsight Enclaves**

Battlesuit Spearhead, Ork Hunters, Preferred Enemy (Orks in Close Combat), Ta'lissera Bond

- **HQ (209pts)**

- **Commander (219pts)**

2x MV7 Marker Drone

Independent Character, Supporting Fire, Very Bulky

- **XV8 Commander Crisis Suit**

Drone Controller, 2x Missile Pod, Neuroweb System Jammer, Onager Gauntlet, Talisman of Arthas Moloch, Stimulant Injector, XV8-02 Crisis 'Iridium' Battlesuit
Night Vision

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Commander	Jet Pack Infantry (Character)	4	5	5	5	4	3	4	10	2+
MV7 Marker Drone	Jet Pack Infantry (Drone)	2	2	3	4	1	4	1	7	4+

Name	Description
Blacksun Filter	Night Vision and is immune to the effects of Blind.
Drone Controller	Gun, Marker, and Sniper Drones in the unit use the bearer's BS.
Multi-tracker	Fire an extra weapon in each Shooting phase.
Neuroweb 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 gain the Gets Hot special rule until the end of the phase.
Onager Gauntlet	In the Fight sub-phase, this model can opt to substitute all his close combat attacks for a single S10 AP1 attack.

Stimulant Injector	Feel no Pain.
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.
Target Lock	Can shoot at different target than his unit.
XV8-02 Crisis 'Iridium' Battlesuit	+1 Toughness and 2+ Armour Save.

Name	Range	Strength	AP	Type
Markerlight	36"	-	-	Heavy 1, Target Acquired
Missile Pod	36"	7	4	Assault 2

- **Troops (222pts)**

- **XV8 Crisis Battlesuits (111pts) x2 (4m, 2u)**

Bonding Knife Ritual

Bonding Knife Ritual, Supporting Fire, Very Bulky

- **Crisis Shas'ui**

2x Missile Pod, Target Lock

- **Crisis Shas'ui**

2x Missile Pod

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Crisis Shas'ui	Jet Pack Infantry	2	3	5	4	2	2	2	8	3+

Name	Description
Blacksun Filter	Night Vision and is immune to the effects of Blind.
Multi-tracker	Fire an extra weapon in each Shooting phase.
Target Lock	Can shoot at different target than his unit.

Name	Range	Strength	AP	Type
Missile Pod	36"	7	4	Assault 2

- **Fast Attack (70pts)**

- **Tetra Scout Speeder Team [FW] (35pts) x2 (2m, 2u)**

Tetra

Name	BS	Front	Side	Rear	HP	Type
Tetra	3	10	10	10	2	Vehicle (Fast, Skimmer, Open-topped)

Name	Description
Homing Beacon	Friendly units arriving by Deep Striking do not scatter as long as the first model is placed within 6" of a model with a Homing Beacon.

Name	Range	Strength	AP	Type
High Intensity Markerlight	36"	-	-	Heavy 2, Twin-linked, Target Acquired
Pulse Rifle	30"	5	5	Rapid Fire