

TeamHappyAaronTowler (1849pts)

Tau Empire: Codex (2013) (Combined Arms Detachment) (734pts)

HQ (142pts)

Commander (142pts)

Command and Control Node (15pts), Crisis Battlesuit, Multi-spectrum Sensor Suite (20pts), Neuroweb System Jammer (2pts), Puretide Engram Neurochip (15pts), Vectored Retro-Thrusters (5pts)

Independent Character, Supporting Fire, Very Bulky

Elites (114pts)

XV8 Crisis Team (114pts)

Supporting Fire, Very Bulky

Crisis Shas'ui (57pts)

Crisis Battlesuit, 2x Missile Pod (30pts), Target Lock (5pts)

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Crisis Battlesuit, Early Warning Override (5pts), 2x Missile Pod (30pts)

Troops (130pts)

Kroot Carnivore Squad (65pts)

Kroot Hound (5pts)

Acute Senses, Infiltrate, Move Through Cover, Stealth (Forests)

10x Kroot (60pts)

10x Kroot Rifle

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Heavy Support (348pts)

Sky Ray Missile Defense Gunship (116pts)

Blacksun Filter (1pts), 2x Networked Markerlight, 6x Seeker Missile, Twin-linked Smart Missile System, Velocity Tracker

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Imperial Knights: Codex (2015) (Formation Detachment) (1115pts)

Formation (1115pts)

Adamantine Lance (1115pts)

Lance, Shield and Sword

Knight Errant (370pts)

Heavy Stubber, Reaper Chainsword, Thermal Cannon, Warlord/Lord Baron, Warlord/Lord Baron

Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash, Strikedown

Knight Errant (370pts)

Heavy Stubber, Reaper Chainsword, Thermal Cannon, Warlord/Lord Baron, Warlord/Lord Baron

Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash, Strikedown

Knight Paladin (375pts)

Heavy Stubber, Rapid-Fire Battle Cannon w/ Heavy Stubber, Reaper Chainsword, Warlord/Lord Baron, Warlord/Lord Baron

Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash, Strikedown

Profile Summary

Unit

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Commander	Jet Pack Infantry (Character)	4	5	5	4	4	3	4	10	3+	Codex: Tau Empire p34
Crisis Shas'ui	Jet Pack Infantry	2	3	5	4	2	2	2	8	3+	Codex: Tau Empire p41
Kroot	Infantry	4	3	3	3	1	3	1	7	6+	Codex: Tau Empire p53
Kroot Hound	Beasts	4	0	3	3	1	5	2	6	-	Codex: Tau Empire p53

Vehicle

Name	BS	Front	Side	Rear	HP	Type	Ref
Sky Ray Gunship	4	13	12	10	3	Tank, Skimmer	Codex: Tau Empire p51

Walker

Name	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Knight Errant	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)
Knight Paladin	4	4	10	13	12	12	4	3	6	Vehicle (Super-heavy Walker)

Wargear Item

Name	Description	Ref
Blacksun Filter	Night Vision and immune to Blind.	Codex: Tau Empire p68
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.	Codex: Tau Empire p64
Crisis Battlesuit	Comes equipped with Multi-Tracker and Blacksun Filter.	Codex: Tau Empire p70
Early Warning Override	Interceptor.	Codex: Tau Empire p68

Ion Shield		
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.	Codex: Tau Empire p73
Multi-Tracker	Fire an extra weapon each Shooting phase.	Codex: Tau Empire p69
Networked Markerlight	A markerlight that is always fired first and whose counters can be used by its own unit.	Codex: Tau Empire p69
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 have Gets Hot that phase.	Codex: Tau Empire p73
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.	Codex: Tau Empire p73
Target Lock	Can shoot at different target than his unit.	Codex: Tau Empire p69
Vectored Retro-thrusters	Fleet and Hit & Run.	Codex: Tau Empire p69
Velocity Tracker	Choose to have Skyfire, or not, each time it makes shooting attack (choose once for all weapons).	Codex: Tau Empire p69

Weapon

Name	Range	Strength	AP	Type	
Heavy Stubber	36"	4	6	Heavy 3	
Kroot Rifle (melee)	-	User	5	Melee, Two-handed	Codex: Tau Empire p65
Kroot Rifle (pulse round)	24"	4	6	Rapid Fire	Codex: Tau Empire p66
Markerlight	36"	-	-	Heavy 1, Target Acquired	Codex: Tau Empire p68
Missile Pod	36"	7	4	Assault 2	Codex: Tau Empire p66
Rapid-Fire Battle Cannon	72"	8	3	Ordnance 2, Large Blast	
Reaper Chainsword	-	D	2	Melee	
Seeker Missile	72"	8	3	Heavy 1, One Use Only	Codex: Tau Empire p66
Smart Missile System	30"	5	5	Heavy 4, Homing, Ignores Cover	Codex: Tau Empire p66
Thermal Cannon	36"	9	1	Heavy 1, Melta, Large Blast	

Selection Rules

Acute Senses: (Warhammer 40k rulebook p33)

Fear: At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase. Note that a model that causes Fear is not itself immune to Fear, and will still need to take a Fear test if it is base contact with any enemy models that cause Fear.

Hammer of Wrath: If a model with this special rule ends its charge move in base or hull contact with an enemy model, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with AP-. This Attack does not benefit from any of the model's special rules (such as Furious Charge, Rending etc.). This Attack is resolved during the Fight sub-phase at the Initiative 10 step, but does not grant the model an additional Pile In move.

If a model with this special rule charges a building or vehicle, the hit is resolved against the Armour Value of the facing the charging model is touching. If a model with this special rule charges a building or vehicle that is a Transport or a Chariot, the hit is resolved against the building or vehicle, not the occupants or the rider.

Independent Character: (Warhammer 40k rulebook p39)

Infiltrate: (Warhammer 40k rulebook p38)

Invincible Behemoth: A Super-heavy vehicle is so large and strongly built that weapons which degrade the armour of smaller vehicles will not effect it. Because of this, any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead.

In addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.

Lance, Shield and Sword: As long they are within 3" of another Knight from this formation, Knights from this formation can re-roll failed saves

for their ion shields. Furthermore, as long they begin the Assault phase within 3" of another Knight from this formation, Knights from this formation can re-roll their charge distances, and inflict D3 Hammer of Wrath hits when they charge instead of 1.

Move Through Cover: (Warhammer 40k rulebook p40)

Relentless: Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash: All of the close combat attacks, except Hammer of Wrath attacks, of a model with this special rule are resolved at AP2 (unless it's attacking with an AP1 weapon). Additionally, when it makes its close combat attacks, it can choose instead to make a single Smash Attack. If it does so, roll To Hit as normal, but resolve the Attack at double the model's Strength (to a maximum of 10). Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

Stealth (Forests): (Warhammer 40k rulebook p42)

Strikedown: Any non-vehicle model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

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. (Codex: Tau Empire p32)

Very Bulky: (Warhammer 40k rulebook p35)

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