

1850 Pts - Tau Empire - Space Communists

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Commander Shas'o (3⁺, 177 pts)													
Commander Shas'o	1		4	5	5	4	4	3	4	10	3+/4	177	
Jump Infantry (Jet Pack); Independant Character; Deep Strike; Acute Senses; Failsafe Detonator; Hard-wired Drone Controller; Hard-wired Multi-tracker; Shield Drone; Shield Drone; Missile Pod; Plasma Rifle; Shield Generator													
Shield Drone	1	-	2	2	3	4	1	4	1	0	3+/4	[15]	
Causes IC to count as a unit for targeting; Shield Generator													
Shield Drone	1	-	2	2	3	4	1	4	1	0	3+/4	[15]	
Causes IC to count as a unit for targeting; Shield Generator													
Elite: Crisis Battlesuit (3⁺, 183 pts)													
Crisis Battlesuit	3		2	3	5	4	2	2	2	8	3+/4	183	
Jump Infantry (Jet Pack); Deep Strike; Acute Senses; Flamer; Missile Pod; Shield Generator													
Troops: Fire Warrior (12⁺, 120 pts)													
Fire Warrior	12		2	3	3	3	1	2	1	7	4+	120	
Infantry ; Pulse Rifle (x12)													
Troops: Fire Warrior (12⁺, 120 pts)													
Fire Warrior	12		2	3	3	3	1	2	1	7	4+	120	
Infantry ; Pulse Rifle (x12)													
Troops: Fire Warrior (15⁺, 210 pts)													
Fire Warrior	12		2	3	3	3	1	2	1	7	4+	210	
Infantry ; Pulse Rifle (x12)													
Devilfish	1	Grp: BS: 3 FA: 12 SA: 11 RA: 10											[90]
Carries up to 12 models (no XV battlesuits); Transport, Tank, Skimmer; Access Points: 2 side hatches, 1 rear hatch; Fire Points: 0; Burst Cannon; Gun Drones; Decoy Launchers; Disruption Pod; Landing Gear													
Gun Drones	2	-	2	2	3	3	1	4	1	0	4+	[0]	
Twin Linked Pulse Carbines													
Troops: Fire Warrior (15⁺, 205 pts)													
Fire Warrior	12		2	3	3	3	1	2	1	7	4+	205	
Infantry ; Pulse Rifle (x12)													
Devilfish	1	Grp: BS: 3 FA: 12 SA: 11 RA: 10											[85]
Carries up to 12 models (no XV battlesuits); Transport, Tank, Skimmer; Access Points: 2 side hatches, 1 rear hatch; Fire Points: 0; Burst Cannon; Gun Drones; Disruption Pod; Landing Gear													
Gun Drones	2	-	2	2	3	3	1	4	1	0	4+	[0]	
Twin Linked Pulse Carbines													
Troops: Kroot Carnivore Squad (12⁺, 84 pts)													
Kroot Carnivore Squad	12		4	3	4	3	1	3	1/2	7	-	84	
Infantry; Field Craft; Infiltrate; Kroot Rifle (x12)													
Heavy Support: Broadside Battlesuit (7⁺, 285 pts)													
Broadside Battlesuit	1		2	3	5	4	2	2	2	8	2+	285	
Infantry; Acute Senses; Twin linked Railgun; Broadside Battlesuit; Broadside Battlesuit; Twin Linked Plasma Rifle; Shield Drone; Shield Drone; Drone Controller													
Broadside Battlesuit	1	-	2	3	5	4	2	2	2	8	2+	[100]	
Infantry; Acute Senses; Twin linked Railgun; Smart Missile System; Shield Drone; Shield Drone; Drone Controller													
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]	
Causes IC to count as a unit for targeting; Shield Generator													
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]	
Causes IC to count as a unit for targeting; Shield Generator													
Broadside Battlesuit	1	-	2	3	5	4	2	2	2	8	2+	[75]	
Infantry; Acute Senses; Twin linked Railgun; Smart Missile System; Target Lock													
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]	
Causes IC to count as a unit for targeting; Shield Generator													
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]	
Causes IC to count as a unit for targeting; Shield Generator													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Broadside Battlesuit (7^x, 285 pts)												
Broadside Battlesuit	1		2	3	5	4	2	2	2	8	2+	285
	Infantry; Acute Senses; Twin linked Railgun; Broadside Battlesuit; Broadside Battlesuit; Twin Linked Plasma Rifle; Shield Drone; Shield Drone; Drone Controller											
Broadside Battlesuit	1	-	2	3	5	4	2	2	2	8	2+	[100]
	Infantry; Acute Senses; Twin linked Railgun; Smart Missile System; Shield Drone; Shield Drone; Drone Controller											
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]
	Causes IC to count as a unit for targeting; Shield Generator											
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]
	Causes IC to count as a unit for targeting; Shield Generator											
Broadside Battlesuit	1	-	2	3	5	4	2	2	2	8	2+	[75]
	Infantry; Acute Senses; Twin linked Railgun; Smart Missile System; Target Lock											
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]
	Causes IC to count as a unit for targeting; Shield Generator											
Shield Drone	1	-	2	2	3	4	1	4	1	0	2+/4	[15]
	Causes IC to count as a unit for targeting; Shield Generator											
Elite: Stealthsuits (6^x, 180 pts)												
Stealthsuits	6		2	3	4	3	1	2	2	8	3+	180
	Jump Infantry (Jet Pack); Infiltrate; Deep Strike; Acute Senses; Stealth Field; Burst Cannon (x6)											
Total Cost:											1849	

Option Footnotes

Vehicle Upgrades	
Decoy Launchers	Allows a reroll on the Glancing hit table. 2nd roll must be taken. C:TE page 30.
Disruption Pod	Enemies more than 12" count vehicle as obscured. C:TE page 30.
Landing Gear	Allows vehicle to not count as Skimmer. C:TE page 30.
Wargear	
Drone Controller	Allows controlling of Shield, Marker or Gun Drones. C:TE page 26.
Failsafe Detonator	Large Blast; S8, AP-. Special Issue; C:TE page 26.
Hard-wired Drone Controller	Allows controlling of Shield, Marker or Gun Drones. C:TE page 26.
Hard-wired Multi-tracker	Allows 2 Battlesuit weapons in same turn. C:TE page 26.
Shield Generator	4+ Inv Save. C:TE page 27.
Target Lock	Allows targeting of seperate enemy units. C:TE page 31.
Weapons	
Burst Cannon	18" Range; S5; AP5; Assault 3
Flamer	Template Range; S4; AP5; Assault 1
Kroot Rifle	24" Range; S4; AP6; Rapid Fire; See page 29 of Codex: Tau Empire
Missile Pod	36" Range; S7; AP4; Assault 2
Plasma Rifle	24" Range; S6; AP2; Rapid Fire
Pulse Rifle	30" Range; S5; AP5; Rapid Fire
Smart Missile System	24" Range; S5; AP5; Heavy 4; See page 27 of Codex: Tau Empire
Twin Linked Plasma Rifle	24" Range; S6; AP2; Rapid Fire; Twin Linked
Twin Linked Pulse Carbines	18" Range; S5; AP5; Assault 1; Twin Linked; Pinning
Twin linked Railgun	(72" Range; S10; AP1; Heavy 1) or (72" Range; S6; AP4; Heavy 1 Large Blast; Hammerhead Only)

Validation Report

b-2. Apocalypse Allies: Trusted Allies only; c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse, Special Characters; a-1. Scenario: Normal Mission; 1. Enclaves: Tau Empire
Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 19.6
% Fast: 0.0
% Heavy: 30.8
% HQ: 9.6
Model Count: 92
% Troops: 40.0

% Wargear: 0.0
Files version: 1.05
Seeker Missiles: 0

Group	Min	Max	Used
Formation	-	0	0
Other Units	-	0	10
Legendary Units	-	0	0