

2000 Pts - Tau Empire - 500 Pt Tau Battleforce Army

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Commander Shas'el (3⁺, 107 pts)												
Commander Shas'el	1		3	4	5	4	3	3	3	9	3+	107
<small>(C:TE, pg. 32); Independent Character; Unit Type: Jump Infantry (Jet Packs); Hard-wired Drone Controller; Gun Drone; Gun Drone; Missile Pod; Plasma Rifle; Multi-Tracker; Acute Senses; Deep Strike; Relentless</small>												
Gun Drone	1	-	2	2	3	3	1	4	1	-	4+	[10]
<small>Causes IC to count as a unit for targeting; Unit Type: Jump Infantry (Jet Packs); Twin Linked Pulse Carbines; Relentless</small>												
Gun Drone	1	-	2	2	3	3	1	4	1	-	4+	[10]
<small>Causes IC to count as a unit for targeting; Unit Type: Jump Infantry (Jet Packs); Twin Linked Pulse Carbines; Relentless</small>												
Troops: Fire Warrior (15⁺, 215 pts)												
Fire Warrior	11		2	3	3	3	1	2	1	7	4+	215
<small>(C:TE, pg. 36); Unit Type: Infantry; Add Shas'ui; Pulse Rifle (x11)</small>												
Shas'ui	1	-	2	3	3	3	1	2	2	8	4+	[20]
<small>Pulse Rifle</small>												
Devilfish	1	Grp:	BS: 3	FA: 12	SA: 11	RA: 10						[85]
<small>(C:TE, pg. 36); Unit Type: Vehicle (Tank, Skimmer); Transport Capacity: 12 models; Access Points: 3; Fire Points: 0; Burst Cannon; Gun Drones; Landing Gear; Disruption Pod</small>												
Gun Drones	2	-	2	2	3	3	1	4	1	-	4+	[0]
<small>Twin Linked Pulse Carbines</small>												
Troops: Kroot Carnivore Squad (12⁺, 84 pts)												
Kroot Carnivore Squad	12		4	3	4	3	1	3	1/2	7	-	84
<small>(C:TE, pg. 37); Unit Type: Infantry; Kroot Rifle (x12); Fieldcraft; Infiltrate</small>												
Elite: Stealthsuits (3⁺, 90 pts)												
Stealthsuits	3		2	3	4	3	1	2	2	8	3+	90
<small>(C:TE, pg. 35); Unit Type: Jump Infantry (Jet Packs); Stealth Armour: Night Fighting Rules. C:TE page 27.; Burst Cannon; Acute Senses; Deep Strike; Infiltrate; Relentless; Stealth Field</small>												
Total Cost:											496	

Option Footnotes

Special Rules	
Acute Senses	May reroll Night Fighting distances, conditions apply (p75 WH40K 5E)
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Fieldcraft	Kroot gain +1 to their cover save in woods and jungles. Kroot in woods or jungles do not have to roll a Difficult Terrain test; they can always move up to 6". (C:TE, pg. 37) for information.
Independent Character	(See WH40k, pg. 50.)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Relentless	Count as stationary when firing rapid/heavy weapons, conditions apply (p76 WH40K 5E)
Stealth Field	See (C:TE, pg. 27) for information.
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jump Infantry (Jet Packs)	Unit Type: Jump Infantry - Jetpacks (p.52 WH40k) 1) In the Movement Phase, may move up to 6" but are always allowed to move 6" in the Assault Phase, even if they don't assault. 2) When moving in the Assault phase and don't assault they treat difficult terrain as other Jump Infantry do. 3) Have the Relentless USR.
Unit Type: Vehicle (Tank, Skimmer)	Unit Type: Vehicle (Tank, Skimmer) (WH40k, pp. 68-69, 70)
Vehicle Upgrades	
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	
Hard-wired Drone Controller	Allows controlling of Shield, Marker or Gun Drones. C:TE page 26.
Multi-Tracker	Allows 2 Battlesuit weapons in same turn. C:TE page 26.

Weapons	
Burst Cannon	18" Range; S5; AP5; Assault 3
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
Twin Linked Pulse Carbines	18" Range; S5; AP5; Assault 1; Twin Linked; Pinning