

Dan Biringir

Tau Empire 1999 pts

CaD 1249 pts

Ethereal 50 pts

Elites 3 separate units

57 pts 1 Crisis suit fusion blaster, , missile pod, flamer,

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52pts 1 Crisis suit fusion blaster, missile pod

Troops

91pts 9 breachers leader

120 pts Devilfish disruptor pod, smart missile system, sensor spines, point defense targeting relay

101 pts 9 fire warrior s w/ leader, tactical support turret (sms)

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65pts 5 fire warriors w/ leader, tactical support turret (sms)

Heavy support 3 separate units

70 pts 1 Broadside rail rifle, smart missile system, early warning override

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146pts Hammerhead ion canon, disruptor pod, black sun, sensor spines, smart missile system

Fast attack

55pts 5 pathfinder's

107pts 7 Pathfinders 2 with rail rifle

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Retaliation cadre 750pts relentless all can deepstrike on turn 2 if all in reserve, and have +1 bs

150pts Commander iridium armor, onager gauntlet, multi spectrum sensor suite, puretide engram neurochip

190pts 1 Riptide ion accelerator, smart missile system, early warning override

57pts 1 Crisis suit 2 burst canons missile pod

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52pts 1 Crisis suit missile pod fusion blaster

87pts Broadsides high volume missile pod, plasma rifle, early warning override, shield drone

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70pts Broadsides high volume missile pod, , smart missile system, early warning override