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Player  
Event

Graeme Hodges  
Castle Assault

Faction

Detachment

Detachment name

|              |                    |                                 |                  |
|--------------|--------------------|---------------------------------|------------------|
| Detachment 1 | Tau                | Combined Arms Detachment        | The Mont'ka      |
| Detachment 2 | Tau                | Combined Arms Detachment        | The Mont'ka 2    |
| Detachment 3 | < SELECT FACTION > | < PLEASE SELECT FACTION FIRST > | < Detachment 3 > |

Total Points **2993** Kill Points **#** Warp Charge **0** # of Models **80** Credits Spent **8**

Army

Points

Comp

| The Mont'ka          |                                    | No. items  | Cost Per | Total Cost | Unit Total | Warp Charge | Kill Points | Numb Models | Credit Cost | Comp Rule Description                              |
|----------------------|------------------------------------|------------|----------|------------|------------|-------------|-------------|-------------|-------------|--|
| HQ                   | <b>Tau Commander</b>               | 1          | 85       | 85         | 175        |             | 1           | 1           |             | Warlord<br>1 Crisis Suit                           |
|                      | Twin-linked Fusion Blaster         | 1          | 20       | 20         |            |             |             |             |             |  |
|                      | Stimulant Injector                 | 1          | 15       | 15         |            |             |             |             |             |  |
|                      | Shield Generator                   | 1          | 25       | 25         |            |             |             |             |             |  |
|                      | Target Lock                        | 1          | 5        | 5          |            |             |             |             |             |  |
|                      | XV8-02 Crisis 'Iridium' Armour     | 1          | 25       | 25         |            |             |             |             |             |  |
| ELITES               | <b>XV8 Crisis Bodyguard</b>        | 6          | 32       | 192        | 462        |             | 1           | 6           |             | 6 Crisis Suits<br>1 Unit of 5-6 Crisis Suits       |
|                      | Shield Generator                   | 6          | 25       | 150        |            |             |             |             |             |  |
|                      | Burst Cannon                       | 4          | 10       | 40         |            |             |             |             |             |  |
|                      | Plasma Rifle                       | 2          | 15       | 30         |            |             |             |             |             |  |
|                      | Flamer                             | 4          | 5        | 20         |            |             |             |             |             |  |
|                      | Missile Pod                        | 2          | 15       | 30         |            |             |             |             |             |  |
| ELITES               | <b>XV104 Riptide</b>               | 1          | 180      | 180        | 255        |             | 1           | 1           |             | 2 Pay 2 Credits C1                                 |
|                      | Ion Accelerator                    | 1          | 5        | 5          |            |             |             |             |             |  |
|                      | Shield Generator                   | 1          | 50       | 50         |            |             |             |             |             |  |
|                      | Velocity Tracker                   | 1          | 20       | 20         |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| TROOPS               | <b>Fire Warrior Strike Squad</b>   | 12         | 9        | 108        | 118        |             | 1           | 12          |             |  |
|                      | Fire Warrior Shas'ui               | 1          | 10       | 10         |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| TROOPS               | <b>Fire Warrior Strike Squad</b>   | 12         | 9        | 108        | 118        |             | 1           | 12          |             |  |
|                      | Fire Warrior Shas'ui               | 1          | 10       | 10         |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| FAST ATTACK          | <b>Path Finders</b>                | 4          | 11       | 44         | 194        |             | 1           | 4           |             | 2 Markerlight points (Pathfinder Shas'ui)<br>6 AVP |
|                      | Path Finder Shas'ui                | 1          | 10       | 10         |            |             |             |             |             |  |
|                      | Rail Rifles                        | 3          | 15       | 45         |            |             |             |             |             |  |
|                      | Dedicated Transport: TY7 Devilfish | 1          | 80       | 80         |            |             | 1           | 1           |             |  |
|                      | Disruption Pods                    | 1          | 15       | 15         |            |             |             |             |             |  |
| FAST ATTACK          | <b>Vespid Stingwings</b>           | 6          | 18       | 108        | 118        |             | 1           | 6           |             |  |
|                      | Strain Leader                      | 1          | 10       | 10         |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| FAST ATTACK          | <b>TX4 Piranha</b>                 | 1          | 40       | 40         | 40         |             | 1           | 1           |             | 3 AVP  |
|                      | Fusion Blaster                     | 1          | 0        | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| HEAVY SUPPORT        | <b>TX7 Hammerhead</b>              | 1          | 125      | 125        | 160        |             | 1           | 1           |             | 6 AVP  |
|                      | Senson Spines                      | 1          | 5        | 5          |            |             |             |             |             |  |
|                      | Advance Targeting System           | 1          | 10       | 10         |            |             |             |             |             |  |
|                      | Disruption Pods                    | 1          | 15       | 15         |            |             |             |             |             |  |
|                      | Railgun with submunitions          | 1          | 5        | 5          |            |             |             |             |             |  |
| HEAVY SUPPORT        | <b>TX78 Sky Ray Gunship</b>        | 1          | 115      | 115        | 145        |             | 1           | 1           |             | 6 AVP<br>12 Markerlight points                     |
|                      | Senson Spines                      | 1          | 5        | 5          |            |             |             |             |             |  |
|                      | Advance Targeting System           | 1          | 10       | 10         |            |             |             |             |             |  |
|                      | Disruption Pods                    | 1          | 15       | 15         |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| HEAVY SUPPORT        | <b>XV88 Broadside Battlesuits</b>  | 2          | 65       | 130        | 190        |             | 1           | 2           |             |  |
|                      | Shas'vre                           | 1          | 10       | 10         |            |             |             |             |             |  |
|                      | Shield Generator                   | 2          | 25       | 50         |            |             |             |             |             |  |
|                      | Railgun and Smart Missile System   | 2          | 0        | 0          |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| <b>The Mont'ka 2</b> |                                    | Numb items | Cost Per | Total Cost | Unit Total | Warp Charge | Kill Points | Numb Models | Credit Cost | Comp Rule Description                              |
| HQ                   | <b>Tau Commander</b>               | 1          | 85       | 85         | 160        |             | 1           | 1           |             | 1 Crisis Suit                                      |
|                      | Airbusting Fragmentation Grenade   | 1          | 15       | 15         |            |             |             |             |             |  |
|                      | Plasma Rifle                       | 1          | 15       | 15         |            |             |             |             |             |  |
|                      | Shield Generator                   | 1          | 25       | 25         |            |             |             |             |             |  |
|                      | Stimulant Injector                 | 1          | 15       | 15         |            |             |             |             |             |  |
|                      | Target Lock                        | 1          | 5        | 5          |            |             |             |             |             |  |
| ELITES               | <b>XV8 Crisis Battlesuits</b>      | 3          | 22       | 66         | 231        |             | 1           | 3           |             | 3 Crisis Suits                                     |
|                      | Crisis Shas'vre                    | 1          | 10       | 10         |            |             |             |             |             |  |
|                      | Twil-linked Fusion Blaster         | 1          | 20       | 20         |            |             |             |             |             |  |
|                      | Fusion Blaster                     | 2          | 15       | 30         |            |             |             |             |             |  |
|                      | Plasma Rifle                       | 2          | 15       | 30         |            |             |             |             |             |  |
|                      | Shield Generator                   | 3          | 25       | 75         |            |             |             |             |             |  |
| ELITES               | <b>XV95 Ghostkeel Battlesuit</b>   | 1          | 130      | 130        | 165        |             | 1           | 1           |             | 1 Ghostkeel  |
|                      | Fusion Collider                    | 1          | 0        | 0          |            |             |             |             |             |  |
|                      | Twin-linked Fusion Blaster         | 1          | 10       | 10         |            |             |             |             |             |  |
|                      | Shield Generator                   | 1          | 25       | 25         |            |             |             |             |             |  |
|                      |                                    |            |          | 0          |            |             |             |             |             |  |
| ELITES               | <b>XV8 Crisis Battlesuits</b>      | 3          | 22       | 66         | 226        |             | 1           | 3           |             | 3 Crisis Suits                                     |
|                      | Crisis Shas'vre                    | 1          | 10       | 10         |            |             |             |             |             |  |
|                      | Burst Cannon                       | 3          | 10       | 30         |            |             |             |             |             |  |

|  |                  |   |    |    |  |  |  |  |  |
|--|------------------|---|----|----|--|--|--|--|--|
|  | Plasma Rifle     | 3 | 15 | 45 |  |  |  |  |  |
|  | Shield Generator | 3 | 25 | 75 |  |  |  |  |  |

|        |                                  |    |    |     |     |  |   |    |  |
|--------|----------------------------------|----|----|-----|-----|--|---|----|--|
| TROOPS | <b>Fire Warrior Strike Squad</b> | 12 | 9  | 108 | 118 |  | 1 | 12 |  |
|        | Fire Warrior Shas'ui             | 1  | 10 | 10  |     |  |   |    |  |
|        |                                  |    |    | 0   |     |  |   |    |  |
|        |                                  |    |    | 0   |     |  |   |    |  |
|        |                                  |    |    | 0   |     |  |   |    |  |

|        |                                  |    |    |     |     |  |   |    |  |
|--------|----------------------------------|----|----|-----|-----|--|---|----|--|
| TROOPS | <b>Fire Warrior Strike Squad</b> | 12 | 9  | 108 | 118 |  | 1 | 12 |  |
|        | Fire Warrior Shas'ui             | 1  | 10 | 10  |     |  |   |    |  |
|        |                                  |    |    | 0   |     |  |   |    |  |
|        |                                  |    |    | 0   |     |  |   |    |  |
|        |                                  |    |    | 0   |     |  |   |    |  |

|                 |               | Numb<br>items | Cost<br>Per | Total<br>Cost | Unit<br>Total | Warp<br>Charge | Kill<br>Points | Numb<br>Models | Credit<br>Cost | Comp Rule Description |
|-----------------|---------------|---------------|-------------|---------------|---------------|----------------|----------------|----------------|----------------|-----------------------|
| < SELECT ROLE > | < UNIT NAME > |               |             | 0             | 0             |                |                |                |                |                       |
|                 |               |               |             | 0             |               |                |                |                |                |                       |
|                 |               |               |             | 0             |               |                |                |                |                |                       |
|                 |               |               |             | 0             |               |                |                |                |                |                       |
|                 |               |               |             | 0             |               |                |                |                |                |                       |

|                 |               |  |  |   |   |  |  |  |  |  |
|-----------------|---------------|--|--|---|---|--|--|--|--|--|
| < SELECT ROLE > | < UNIT NAME > |  |  | 0 | 0 |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |

|                 |               |  |  |   |   |  |  |  |  |  |
|-----------------|---------------|--|--|---|---|--|--|--|--|--|
| < SELECT ROLE > | < UNIT NAME > |  |  | 0 | 0 |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |

|                 |               |  |  |   |   |  |  |  |  |  |
|-----------------|---------------|--|--|---|---|--|--|--|--|--|
| < SELECT ROLE > | < UNIT NAME > |  |  | 0 | 0 |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |
|                 |               |  |  | 0 |   |  |  |  |  |  |

| Army Wide Credits |  | Credit<br>Cost | Comp Rule Description                               |
|-------------------|--|----------------|---|
|                   |  |                | 2 14 Crisis Suits (Tau Battlesuits 11-14 range = 2) |
|                   |  |                | 1 2 Large Detachments                               |
|                   |  |                | 1 Armoured Vehicle Points (21)                      |
|                   |  |                | Fast Assault Units ( )                              |
|                   |  |                | Markerlight points (14)                             |