



PLAYER	Mike Adams [ENTRY No. 051]
ARMY	<i>Shas Mes'shi</i> (Tau)

UNIT	WS	BS	S	T	W	I	A	Ld	Sv	NOTES	POINTS
HQ Commander <i>Shas'o</i>	4	5	5	4	4	3	4	10	3+/ 4+	Burst Cannon, Missile Pod, Shield Generator, Multi-tracker, Blacksun Filter, 2 Gun Drones	154
Gun Drone <i>Kor'vesa</i>	2	2	3	3	1	4	1	7	4+	Twin-linked Pulse Carbine, Tau Jetpack, Independent	
Troops 12 Fire Warriors <i>Shas'la</i>	2	3	3	3	1	2	1	7	4+	Bonded, <i>Shas'ui</i>	157
<i>Shas'ui</i>	2	3	3	3	1	2	2	8	4+	Markerlight, Target Lock	
14 Kroot	4	3	4	3	1	3	1	8	6+	Shaper, Mercenaries, Eaters of the Dead, Fieldcraft, Infiltrate	133
Shaper	4	3	4	3	3	3	3	8	6+		
Elites 2 XV8 Crisis Battlesuit Team <i>Shas'ui</i>	2	3	5	4	2	2	2	8	3+	(Plasma Rifle, Missile Pod, Multi-tracker) (Twin-linked Fusion Blaster, Missile Pod)	127
Fast Attack 7 Pathfinders <i>Shas'la</i>	2	3	3	3	1	2	1	7	4+	Pulse Carbine with Markerlight, 3 Rail Rifles, <i>Shas'ui</i> , Devilfish Troop Carrier, Forward Scouts	131
<i>Shas'ui</i>	2	3	3	3	1	2	2	8	4+	Target Lock	
Heavy Support 2 XV88 Broadside Battlesuit Teams <i>Shas'vre</i>	3	3	5	4	2	3	2	8	2+/ 4+	(Twin-linked Railgun, Smart Missile System, Shield Generator)	90 90

VEHICLE	Front	Side	Rear	BS	TYPE & NOTES	POINTS
Devilfish Troop Carrier	12	11	10	3(4)	Tank, Skimmer, Burst Cannon, Gun Drones, Targetting Array, 3 Seeker Missiles	115

Total Points **997**

WEAPON	Range	Str	AP	Type	NOTES
Pulse Rifle	30"	5	5	Rapid Fire	
Pulse Carbine	18"	5	5	Assault 1	Causes Pinning
Kroot Rifle	24"	4	6	Rapid Fire	Counts as additional hand weapon
Rail Rifle	36"	6	3	Heavy 1	Causes Pinning
Burst Cannon	18"	5	5	Assault 3	
Missile Pod	36"	7	4	Assault 2	
Plasma Rifle	24"	6	2	Rapid Fire	Does not overheat
Fusion Blaster	12"	8	1	Assault 1	2D6 armour penetration within 6"
Railgun (solid shot)	72"	10	1	Heavy 1	
Smart Missile System	24"	5	5	Heavy 4	No line-of-sight needed
Seeker Missile	Unlimited	8	3	Heavy 1	No line-of-sight needed, Hits on 2+, Must be guided by a Markerlight

Commander Shas'O Fal'shia J'Kar Vasha (Commander O'Vasha) is an experienced and senior Fire Warrior, given command of the Shas Mes'shi - a small, elite, combined force of Tau and Kroot.

Warriors are drawn from different Septs. It is considered an honour to be accepted into the Mes'shi. They have access to the latest Tau weaponry; and they trial new tactical methods. Discipline is more relaxed than in normal Tau Cadres, but martial pride is very high.

The force is conducting field trials of the warrior-portable Rail Rifle, although it has rejected the Target Lock Interface while it remains a hazard to the team.

Commander O'Vasha values the Kroot as skirmishers, but also puts his faith in precision ordnance, guided by markerlight teams who operate in the forward battle zone.

The Mes'shi has already earned a fearsome reputation against numerous alien foes. Commander O'Vasha has a Tyranid Tyrant among his personal kill credits, although in truth the monster was brought down (as always) by the combined actions of many elements in the Tau force.

