

FARSIGHT ELITE GUARD

POINTS: 120 + MODELS

Shas'O Vior'la Shovah Kais Mont'yr, also known as the Infamous Commander Farsight was the Tau Empire's greatest champion during numerous campaigns against the Ork Waaghs. During his career he fought off countless invasions and took part in The Arkunasha War redefining the Tau way of war as well as gaining him a frightful reputation amongst the Orks. However it was on the artefact world of Arthas Moloch that O'Shovah would prove to be a traitor to the Greater Good. During engagements with an unknown enemy the Ethereals of Farsight's expedition's were lost.

Unguided by their influence Farsight refused to return to the Tau Empire, instead forming his own string of fortress worlds creating the Farsight Enclaves. It has become apparent that his Firewarrior Blood Brothers fight for personal glory rather than the notion of Tau'va. It has been Farsight's Elite Guard that has loyally stood by him as he defends his outposts and bases. The crucible of decades of brutal war has created a bond between these Tau that is stronger than that of any other Firewarrior team could possibly be. Not only are they brothers in arms, they are brothers in blood.



Commander Farsight



1-3 Shas'el Bodyguard Teams

FORMATION

- 1 Commander Farsight
- 1-3 Shas'el Bodyguard Teams (each team consists of 3 Shas'el)

OPTIONS: All units have their normal options and rules as dictated by Codex - Tau Empire. This does indeed mean that the entire Formations count has having a Bonding Knife as dictated by Farsight's Blood Brothers special rule. The only exception is that the Shas'el Bodyguard replaces Farsight's normal Shas'vere Bodyguard. Effectively resulting in a tougher, higher-ranking Bodyguard. They no longer count as Independent Characters, nor may they take bodyguard teams themselves. Commander Farsight may join and leave any of these bodyguard teams.

FORMATION RULES

Surprise Attack:

An expert at fighting protracted wars against the Orks, Farsight has developed a unique method using large groups of battlesuits to systematically disrupt the enemy. The entire Formation may Deepstrike, but must do so within 12" of Commander Farsight. They may re-roll the scatter dice when deepstriking within 12" of a markerlighted enemy unit. In the turn that the Crisis Teams arrive via Deepstrike, all their shooting attack have the pinning rule.

Traitors to the Greater Good:

Considered as outcasts and traitors by the Tau Empire, all support to the Farsight Enclaves has been cut off. Farsight and his bodyguard may not be used in an army that includes any Ethereals.

Close-combat Drilling:

The bloody struggle against the Orks has forced Farsight's troops to hone their martial skill to a level not often encountered amongst other Tau troops. Farsight's Elite Bodyguard has been drilled in the art of close-combat, both their WS and I stats are raised to 4.