



Powergamer INC. – Spieler 1

Saison 2026/2027 - Gruppe A · Spieltag 1 · vs Gedankengrütze

22.08.2026 13:00 Uhr · Kiel

Spieler 1: Robert 'Robsen' Meyer

Fraktion: T'au Empire

Force Disposition: Priority Assets

Der geduldige Fisch bekommt den Wurm (2.000 Punkte)

Sternenreich der T'au

Experimenteller

Prototypenkader und Kauyon (3 Kontingentspunkte)

Prioritätsziele

Einsatzverband (2.000 Punkte)

ANGESCHLOSSENE EINHEITEN

Angeschlossene Einheit 1

Commander Farsight (70 Punkte)

- Angeschlossen als: Anführer (Charaktermodell)
- Kriegsherr
- 1x Dawn Blade
- 1x High-intensity plasma rifle

Crisis Starscythe Battlesuits (90 Punkte)

- Angeschlossen als: Leibwächter
- 1x Crisis Starscythe Shas'vres
 - o 1x Battlesuit fists
 - o 2x Burst cannon
 - o 1x Marker Drone
 - o 1x Shield Drone
- 2x Crisis Starscythe Shas'uis
 - o 2x Battlesuit fists
 - o 4x Burst cannon
 - o 2x Gun Drone
 - o 2x Shield Drone

Angeschlossene Einheit 2

Cadre Fireblade (50 Punkte)

- Angeschlossen als: Anführer (Charaktermodell)
- 1x Close combat weapon
- 1x Fireblade pulse rifle
- 2x Gun Drone

Breacher Team (90 Punkte)

- Angeschlossen als: Leibwächter (Linientruppen)
- 1x Support turret
- 1x Breacher Fire Warrior Shas'ui
 - o 1x Close combat weapon
 - o 1x Guardian Drone

- o 1x Marker Drone
- o 1x Pulse blaster
- o 1x Pulse pistol
- 9x Breacher Fire Warrior
- o 9x Close combat weapon
- o 9x Pulse blaster
- o 9x Pulse pistol

Angeschlossene Einheit 3

Cadre Fireblade (50 Punkte)

- Angeschlossen als: Anführer (Charaktermodell)
- 1x Close combat weapon
- 1x Fireblade pulse rifle
- 2x Gun Drone

Breacher Team (90 Punkte)

- Angeschlossen als: Leibwächter (Linientruppen)
- 1x Support turret
- 1x Breacher Fire Warrior Shas'ui
- o 1x Close combat weapon
- o 1x Guardian Drone
- o 1x Marker Drone
- o 1x Pulse blaster
- o 1x Pulse pistol
- 9x Breacher Fire Warrior
- o 9x Close combat weapon
- o 9x Pulse blaster
- o 9x Pulse pistol

Angeschlossene Einheit 4

Commander in Enforcer Battlesuit (100 Punkte)

- Angeschlossen als: Anführer (Charaktermodell)
- 1x Battlesuit fists
- 1x Cyclic ion blaster
- 1x Plasma rifle
- 2x Plasma rifle
- 2x Shield Drone
- Verbesserungen: Solid-image Projection Unit

Crisis Fireknife Battlesuits (100 Punkte)

- Angeschlossen als: Leibwächter
- 1x Crisis Fireknife Shas've
- o 1x Battlesuit fists
- o 1x Marker Drone
- o 2x Plasma rifle
- o 1x Shield Drone
- 2x Crisis Fireknife Shas'ui
- o 2x Battlesuit fists
- o 2x Gun Drone
- o 4x Plasma rifle
- o 2x Shield Drone

Angeschlossene Einheit 5

Commander in Enforcer Battlesuit (80 Punkte)

- Angeschlossen als: Anführer (Charaktermodell)
- 1x Battlesuit fists
- 1x Cyclic ion blaster
- 1x Fusion blaster
- 2x Fusion blaster

- 2x Shield Drone

Crisis Sunforge Battlesuits (125 Punkte)

- Angeschlossen als: Leibwächter
- 1x Crisis Sunforge Shas'vre
- o 1x Battlesuit fists
- o 2x Fusion blaster
- o 1x Marker Drone
- o 1x Shield Drone
- 2x Crisis Sunforge Shas'ui
- o 2x Battlesuit fists
- o 4x Fusion blaster
- o 2x Gun Drone
- o 2x Shield Drone

LINIENTRUPPEN

Strike Team (70 Punkte)

- 1x Support turret
- 1x Fire Warrior Shas'ui
- o 1x Close combat weapon
- o 1x Guardian Drone
- o 1x Marker Drone
- o 1x Pulse pistol
- o 1x Pulse rifle
- 9x Fire Warrior
- o 9x Close combat weapon
- o 9x Pulse pistol
- o 9x Pulse rifle

ANGESCHLOSSENE TRANSPORTER

Devilfish (75 Punkte)

- 1x Accelerator burst cannon
- 1x Armoured hull
- 2x Seeker missile
- 2x Twin pulse carbine

Devilfish (75 Punkte)

- 1x Accelerator burst cannon
- 1x Armoured hull
- 2x Seeker missile
- 2x Smart missile system

WEITERE DATENBLÄTTER

Broadside Battlesuits (150 Punkte)

- 1x Broadside Shas'vre
- o 1x Crushing bulk
- o 1x Heavy rail rifle
- o 2x Missile Drone
- o 1x Seeker missile
- o 1x Twin plasma rifle
- 1x Broadside Shas'ui
- o 1x Crushing bulk
- o 1x Heavy rail rifle
- o 2x Missile Drone
- o 1x Seeker missile
- o 1x Twin plasma rifle

Broadside Battlesuits (160 Punkte)

- 1x Broadside Shas'vre

- o 1x Crushing bulk
- o 1x High-yield missile pods
- o 2x Missile Drone
- o 1x Twin smart missile system
- o 1x Weapon Support System
 - 1x Broadside Shas'ui
- o 1x Crushing bulk
- o 1x High-yield missile pods
- o 2x Missile Drone
- o 1x Twin smart missile system
- o 1x Weapon Support System

Hammerhead Gunship (150 Punkte)

- 2x Accelerator burst cannon
- 1x Armoured hull
- 1x Railgun
- 2x Seeker missile

Kroot Carnivores (65 Punkte)

- 1x Long-quill
- o 1x Close combat weapon
- o 1x Kroot pistol
- o 1x Kroot rifle
- 9x Kroot Carnivore
- o 9x Close combat weapon
- o 9x Kroot rifle

Pathfinder Team (85 Punkte)

- 1x Pathfinder Shas'ui
- o 1x Close combat weapon
- o 1x Grav-inhibitor Drone
- o 1x Gun Drone
- o 1x Pulse carbine
- o 1x Pulse pistol
- o 1x Semi-automatic grenade launcher
- o 1x Shield Drone
- 9x Pathfinder
- o 9x Close combat weapon
- o 6x Pulse carbine
- o 9x Pulse pistol
- o 3x Rail rifle

Pathfinder Team (85 Punkte)

- 1x Pathfinder Shas'ui
- o 1x Close combat weapon
- o 1x Gun Drone
- o 1x Pulse carbine
- o 1x Pulse pistol
- o 1x Recon Drone
- o 1x Semi-automatic grenade launcher
- o 1x Shield Drone
- 9x Pathfinder
- o 9x Close combat weapon
- o 6x Pulse carbine
- o 9x Pulse pistol
- o 3x Rail rifle

Sky Ray Gunship (140 Punkte)

- 2x Accelerator burst cannon

- 1x Armoured hull
- 1x Seeker missile rack

Stealth Battlesuits (100 Punkte)

- 1x Stealth Shas'vre
- o 1x Battlesuit fists
- o 1x Burst cannon
- o 1x Gun Drone
- o 1x Marker Drone
- o 1x Pulse pistol
- 4x Stealth Shas'ui
- o 4x Battlesuit fists
- o 2x Burst cannon
- o 2x Fusion blaster