



## KOR'VATTRA FLEET LIST

*"bubble bubble"*

*fishman*

### Forces

The Kor'vattrra Fleet List uses the datasheets from the Tau Kor'vattrra Forces section and the Tau Kor'Vattrra Allied Forces section.

### Using The Fleet List

The fleet list includes the following information:

**Class:** The type of the ship.

**Notes:** Notes on usage or optional upgrades.

**Cost:** The points value of the formation.

### Special Rules

Tau fleets use *Tau special rules* and are equipped with *Tau systems* and *Tau ordnance*

### SPECIAL RULE *Tau Special Rules*

**Boarding Actions:** All Tau Kor'vattrra ships (*Explorers*, *Heroes*, and *Merchants*) halve their boarding value when fighting in assaults.

**Teleport Attacks:** Tau may not conduct teleport attacks.

**Escort Squadrons:** Defenders are fielded in squadrons of 2-6, and may be combined with Messengers. Messengers operate as individual ships or as part of a squadron of Defenders.

The Orcas from each parent ship use the same Leadership as the parent and must act as a squadron, but act independently: they are deployed separately from their parent and activate different orders. If the parent ships are squadroned together, their Orcas may be squadroned together also: declare this after rolling for capital ship leadership and forming capital ship squadrons. The normal squadron limit of six still applies, so you may find it necessary to have more than one Orca squadron associated with a capital ship squadron. When Orcas from multiple squadroned parent ships form a combined squadron (or squadrons), all use the highest leadership from among the parents. Orcas may not be squadroned with any other form of escort. Wardens may only squadron with other Wardens or Castellans. A single capital ship may carry only Orcas **or** Wardens on its gravitic hooks.

## SPECIAL RULE

### ***Tau Systems***

**Railguns:** Railguns of the size mounted on warships require massive amounts of energy to fire despite Tau superconductors. Tau railguns count as standard weapon batteries in all respects.

**Ion Cannons:** Ion cannon shots vaporise the object struck magnifying the energy discharge. Armour is of no value against them. They function as lances in all respects.

**Gravitic Launcher:** Gravitic launchers are massive railguns where mass drivers trigger the initial acceleration before the ships gravitic field is pulsed to squeeze the missiles toward the enemy at enormous speed. The missiles are drone-controlled and exceptionally dangerous. Ships with gravitic launchers are armed with Tau missiles.

**Gravitic hooks:** Gravitic Hooks are large, suspensory arms which create a gravitic sheath in which a small vessel can be transported by a larger one. You may not have more Orcas, Wardens, or Nicassar Dhows than the gravitic hook capacity of the fleet - much of the cost of these vessels is included in that of the parent ship. A single ship may only carry a single type of escort (e.g. Orcas or Wardens, but not a mix of Orcas and Wardens).

**Tracking Systems:** Some Tau starships and orbital platforms boast highly advanced data storage and processing facilities to cope with the vast amounts of information they carry. When linked to ship sensors though this processing power can be used to provide a direct feed to the ships turrets. Any Tau vessel within 10 cm of a ship with tracking systems may re-roll misses when using turrets and ignores the column shift when firing batteries at ranges above 30 cm. Tracking systems are fully functional under any special order on any ship or defence equipped with them, including *Brace For Impact*.

## SPECIAL RULE

### ***Tau Ordnance***

**Attack Craft:** As with their starships, Tau attack craft is operated by the Air Caste, who provide pilots for the Barracuda fighters and Manta bombers. Both of these forms of attack craft also form an important part of Tau forces planetside, with the Mantas transporting whole Hunter cadres consisting of dozens of Fire Warriors while Barracudas provide air support.

<i><b>Attack Craft</b></i>	<i><b>Speed</b></i>	<i><b>Notes</b></i>
Barracuda	25 cm	Fighter
Manta	20 cm	Bomber, <i>Resilient</i> : may roll a 4+ to save against removal by a single fighter attack per ordnance phase.

**Tau Missiles:** Tau missiles are able to alter both their speed and course throughout flight, so may move at any speed between 20 cm and 40 cm (i.e. must move at least 20 cm, cannot move more than 40 cm) each ordnance phase. They are also guided. Each ordnance phase the missiles may change course by 45 degrees at the start of their movement.

The sophistication of Tau missiles comes at the cost of decreased endurance. Each turn *after* the turn it was launched, roll 1D6 for each point of strength in each missile salvo and reduce the strength of the salvo by 1 for every 6 rolled.

## KOR'VATTRA FLEET LIST

The Tau Kor'vattrra fleet has an attack rating of 2.

FLEET COMMANDER		
<i>You may include 0-1 Commander in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a Commander must be included to lead it.</i>		
Type	Cost	Notes
Tau Kor'el (Ld 8)	50	
Tau Kor'o (Ld 9)	80	
<i>The commander has re-roll included in their points cost. If you want more you'll have to pay for them.</i>		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	

  

CAPITAL SHIPS		
<i>You may include any number of battleships in your fleet. If your fleet is worth more than 750 pts it must include at least one Explorer.</i>		
Type	Cost	Options
Explorer-class battleship	230 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration
<i>You may include any number of Merchant-class starship. You may include one Hero-class starship for each Merchant or Explorer in the fleet.</i>		
Type	Cost	Options
Hero-class starship	180 pts	May be either Vash'ya or Tolku configuration
Merchant-class starship	95 pts	May be either Kel'shan or Dal'yth configuration May upgrade from 4 to 6 hitpoints for +15 pts

  

ESCORTS		
<i>You may include up to one Messenger-class starship per 500 pts. You may include any number of Defender-class starships. You may not include more Orca and/or Defender-class gunships than the total gravitic hook capacity of the fleet.</i>		
Class	Cost	Options
Messenger-class starship	50 pts	0-1 per 500 pts
Defender-class starship	45 pts	
Warden-class gunship	30 pts	Requires one gravitic hook.
Orca-class gunship	25 pts	Requires one gravitic hook.

  

ALLIES, SUBJECTS, AND MERCENARIES		
<b>Kroot Vessels:</b> <i>a Tau fleet may include up to one Warsphere if the fleet is worth up to 1500 points, or up to two in games larger than that. Warspheres do not count against cruiser limits in Kor'vattrra fleets.</i>		
Class	Cost	Options
Kroot Warsphere	145 pts	+20pts: Gain 2HP and 2 firepower (up to three times) -20pts: Subtract 2HP and 2 firepower (up to three times) +10pts: Gain 1 shield (must have at least 10HP) +10pts: Gain 1 turret (must have at least 10HP) +25pts: Improve range by 15cm (must have at least 10HP)
<b>Demiurg Vessels:</b> <i>a Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet. There cannot be more Stronghold than Bastion vessels in the fleet.</i>		
Class	Cost	Options
Stronghold commerce vessel	350 pts	
Bastion commerce vessel	255 pts	
Citadel commerce vessel	185 pts	
<b>Nicassar Vessels:</b> <i>a Tau fleet may include Nicassar Dhows in place of some or all of its Orcas. You may not have more Dhows (or Orcas) than the gravitic hook capacity of the fleet. A capital ship may have either Orcas or Dhows but not both.</i>		
Class	Cost	Options
Nicassar Dhow	45	

  

ORDNANCE		
<i>Any ship with launch bays may choose to have them launch any mix of Barracuda interceptors and Manta bombers. Ships with gravitic launchers carry Tau missiles.</i>		



# TAU KOR'VATTRA FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Orca	Escort/1	20cm	90°	1	5+	1	Prow railguns	30cm	2	L/F/R
							Prow ion cannon	30cm	1	Front

## NOTES

*You may not have more Orcas than the gravitic hook capacity of the fleet. Orcas use the leadership of their parent capital ship for all leadership tests, and may only squadron with other Orcas carried by parent capital ships that are themselves squadroned together.*

Warden	Escort/1	25cm	90°	1	5+	1	Prow railguns	30cm	2	Front
							Prow ion cannon	30cm	1	L/F/R

*Any Tau fleet may bring Wardens on gravitic hooks instead of Orcas, but a single capital ship may only carry Wardens or Orcas. Wardens may only squadron Wardens or Castellans.*

Defender	Escort/1	20cm	45°	1	5+	2	Prow railguns	30cm	3	L/F/R
							Prow grav. launcher	(20-40cm)	2	Front

Messenger	Escort/1	25cm	90°	1	5+	2	Prow railguns	30cm	1	L/F/R
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*Tracking Systems. May operate alone or may join a squadron of Defenders.*

Merchant (Kel'shan)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	<i>May upgrade from 4 to 6 hits for +15 pts</i>
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port grav. hook	Capacity			
							Stbd grav. hook	Capacity			

Merchant (Dal'yth)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	<i>May upgrade from 4 to 6 hits for +15 pts.</i>
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	

Hero (Vash'ya)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	<i>Deflector Shield.</i>
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port ion cannons	30cm	2	F/L	
							Stbd ion cannons	30cm	2	F/R	

Hero (Tolku)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	<i>Deflector Shield.</i>
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port railguns	45cm	4	F/L	
							Stbd railguns	45cm	4	F/R	
Explorer (Vash'ya)	Battleship/12	15cm	45°	1	5+/R4+	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Port launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
							Dorsal grav. hook	Capacity 1			
Explorer (Bork'an)	Battleship/12	15cm	45°	1	5+/4+ R	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Prow grav. launcher	(20-40cm)	8	Front	
							Port launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
							Dorsal grav. hook	Capacity 1			

**SPECIAL RULE**  
***Deflector Shield***

Some Tau vessels are fitted with a prow deflector to raise their frontal armour to 6+. This is disabled if the ship suffers a Prow critical hit.

## TAU KOR'VATTRA ALLIED FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Kroot Warsphere	Defence/ 10	10cm	Special	2	5+	3	Weapons battery	30cm	12	All round

### NOTES

*Kroot Warsphere. May go on All Ahead Full without passing a command test.*

Stronghold	Battleship/ 10	15cm	45°	4	5+/F6+	4	Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Port lance battery	60cm	3	Left
							Stbd lance battery	60cm	3	Right
							Prow battery	45cm	14	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters	3	
								(25cm)		
							or	Bombers		
								(20cm)		
							or	Assault		
								Boats		
								(30cm)		
							Dorsal torpedo silos	Torpedoes	6	All round
								(30cm)		

*Demiurg Technology, Cutting Beam. Initially Ld 10, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 400 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.*

Bastion	Cruiser/8	20cm	45°	2	5+/F6+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Port lance battery	60cm	2	Left
							Stbd lance battery	60cm	2	Right
							Prow battery	45cm	8	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters	3	
								(25cm)		
							or	Bombers		
								(20cm)		
							or	Assault		
								Boats		
								(30cm)		
							or	Torpedoes	4	All round
								(30cm)		

*Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 300 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading. Launch bays may launch assault craft or torpedoes each turn - not both.*

Citadel	Cruiser/6	20cm	45°	2	5+/F6+	3	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow battery	45cm	8	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal torpedo silos	Torpedoes	4	All round
								(30cm)		

*Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 200 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.*

Nicassar Dhow	Escort/1	20cm	180°	2	5+	1	Port railguns	30cm	3	L
							Stbd railguns	30cm	3	R

*Tau ships with gravitic hooks may bring Dhows instead of Orcas (but may not bring a mix of both). Dhows use the leadership of their parent capital ship +1 (representing their natural spacefaring ability) for all leadership tests. Dhows may only squadron with other Dhows carried by parent capital ships that are themselves in the same squadron.*

### SPECIAL RULE ***Kroot Warsphere***

Kroot Warspheres use the following the special rules:

**Movement:** Because of their unique construction, Kroot Warspheres don't move in the same way as normal ships. In their movement phase Warspheres travel 10 cm forward in a straight line, no more, no less. Warspheres may not turn or use Burn Retros or Come To New Heading orders.

On *All Ahead Full* orders Warspheres move an extra 2D6 cm in any direction at the end of their move. If this causes them to move 10 cm or more, the direction of this additional move becomes their new direction of travel. Due to their low speed and considerable momentum, Warspheres which are crippled or moving through Blast markers do not reduce their speed. Warspheres in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

**Critical Hits:** Warspheres lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

**Catastrophic Damage:** When a Warsphere is reduced to 0 damage it breaks up. Don't roll for Catastrophic damage, instead the Warsphere is replaced by 4 blast markers.

**Boarding and Planetary Assaults:** The Warsphere has a boarding strength equal to double its remaining hit points. During planetary assaults, Kroot Warspheres cannot return to flight during a battle once they have landed. However, they are not destroyed and only count as disengaged for purposes of victory points.

In a planetary assault mission a warsphere will contribute 3 points for each turn it is actually landed on the target planet. It contributes nothing for being within 30 cm.



**SPECIAL RULE**  
***Demiurg Technology***

Demiurg Stronghold, Bastion and Citadel class vessels use the following the special rules:

**Blast Markers:** Any Blast marker which a Demiurg vessel moves over is removed immediately – this includes any in base contact with the vessel at the beginning of its turn. When this happens, ships in base contact with the Demiurg vessel and sharing blast markers with them lose these (along with their effects) as well.

Blast markers have no effect on the movement of the Demiurg ship, nor do they face any other negative effects of moving through blast markers, though any leadership checks they were required to make before the movement phase are still affected normally by blast markers.

Keep markers ‘hoovered up’ like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can’t choose to remove some markers and leave others in place.

**Celestial phenomena:** Demiurg ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind

**Deployment and Scenarios:** Aside from the Tau, who appear to have the strongest known connection with the Demiurg, a number of races have on occasion been reported as having made contact with these aliens. Any fleet except Orks, Tyranids and Necrons can use Demiurg Bastion class vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. Tau fleets (and other races whose fleet list specifically include the Demiurg) ignore these restrictions and should instead select Demiurg vessels using the entries given in their fleet list.

**Mercenaries:** Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

**SPECIAL RULE**  
***Cutting Beam***

The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Demiurg vessel in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8).

The cutting beam always starts with an effective strength of one before adding for blast markers, and it will never have less than this as long as it is operational.

Any Demiurg vessel may extend the range of its cutting beam to 30 cm by halving its effective strength, rounding down. For example, a Demiurg Bastion that gathers up four blast markers in the course of its immediately previous movement may in the shooting phase fire a Str-5, range 15 cm cutting beam or a Str-2, range 30 cm cutting beam. Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.