KOR'OR'VESH FLEET LIST
"bubble bubble"

fishman

Forces
The Kor'or'vesh Fleet List uses the datasheets from the Tau Kor'or'vesh Forces section and the Tau 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'vattra 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.

Orcas (but not Wardens) fight with the leadership of their gravitic hook parent ship: they do not roll for leadership. They still deploy, fight, and go on special orders as a separate squadron to their parent. Orcas may only be squadroned together with other Orcas (subject to normal 2–6 ship squadron limitations), and may only do so if their parent capital ships are also squadroned together. 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 and Wardens 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 carry Orcas or Wardens, but may not carry a mix of both.

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.

Attack Craft	Speed	Notes
Barracuda	25 cm	Fighter
Manta	20 cm	Bomber, *Resilient*: 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'OR'VESH FLEET LIST

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

FLEET COMMANDER		
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.		
Type	**Cost**	**Notes**
Tau Kor'el (Ld 8)	50	
Tau Kor'o (Ld 9)	80	
The commander has re-roll included in their points cost. If you want more you'll have to pay for them.		
Type	**Cost**	**Notes**
One extra reroll	25	
Two extra rerolls	75	

CAPITAL SHIPS		
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. You may include up to one Custodian per full 750 pts of Tau vessels. Allied vessels don't count towards this total.		
Type	**Cost**	**Options**
Custodian-class battleship	330 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration
Explorer-class battleship	230 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration
You may include any number of Merchant, Emissary, or Protector-class starships. You may include one Hero-class starship for each other capital ship in the fleet.		
Type	**Cost**	**Options**
Protector-class starship	185 pts	
Hero-class starship	180 pts	May be either Vash'ya or Tolku configuration
Emissary-class starship	110 pts	
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		
You may include up to one Messenger-class starship per 500 pts. You may include any number of Defender and/or Castellan-class starships. You may not include more Orca and/or Defender-class gunships than the total gravitic hook capacity of the fleet.		
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		
You 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'vattra fleets.		
Class	**Cost**	**Options**
Kroot Warsphere	145 pts	
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.		
Class	**Cost**	**Options**
Stronghold commerce vessel	350 pts	
Bastion commerce vessel	255 pts	
Citadel commerce vessel	185 pts	
Your 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. Gravitic hooks on a Custodian battleship or Emissary starship cannot count toward this total.		
Class	**Cost**	**Options**
Nicassar Caravan	200	
Nicassar Rig	50	
Nicassar Dhow	45	

ORDNANCE

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.

TAU KOR'OR'VESH 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

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.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
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.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Defender	Escort/1	20cm	45°	1	5+	2	Prow railguns	30cm	3	L/F/R
							Prow grav. launcher	(20–40cm)	2	Front
Castellan	Escort/1	25cm	90°	1	5+	2	Prow railguns	45cm	2	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

Tracking Systems. May operate alone or may join a squadron of Defenders.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	
Merchant (Kel'shan)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	*May upgrade from 4 to 6 hits for +15 pts*
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
Merchant (Dal'yth)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	*May upgrade from 4 to 6 hits for +15 pts.*
							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	
Protector (T'olku)	Cruiser/6	20cm	90°	2	(F6+)5+	3	Prow grav. launcher	(20–40cm)	5	Front	
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Prow railguns	45cm	6	Front	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	
							Prow launch bays	Barracudas (25cm) or Mantas (20cm)	1		

Deflector Shield. A fleet must contain more Protectors in T'olku configuration than in Vior'la configuration.

Protector (Vior'la)	Cruiser/6	20cm	90°	2	(F6+)5+	3	Prow grav. launcher	(20–40cm)	5	Front
							Port railguns	45cm	2	F/L
							Stbd railguns	45cm	2	F/R
							Prow railguns	45cm	4	Front
							Port ion cannons	45cm	1	Front
							Stbd ion cannons	45cm	1	Front
							Prow launch bays	Barracudas (25cm)	1	
							or	Mantas (20cm)		

Deflector Shield. A fleet must contain more Protectors in T'olku configuration than in Vior'la configuration.

Emissary (Dal'yth)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L
							Stbd railguns	45cm	4	F/R
							Port grav. hook	Capacity 1		
							Stbd grav. hook	Capacity 1		
							Prow launch bays	Barracudas (25cm)	2	

May be equipped with a deflector field for +10 pts. Gravitic hooks may only transport Warden-class gunships.

Emissary (Bork'an)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L
							Stbd railguns	45cm	4	F/R
							Port grav. hook	Capacity 1		
							Stbd grav. hook	Capacity 1		
							Prow grav. launcher	(20–40cm)	3	Front

May be equipped with a deflector field for +10 pts. Gravitic hooks may only transport Warden-class gunships.

Emissary (Sa'cea)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L	*May be equipped with a deflector field for +10 pts.*
							Stbd railguns	45cm	4	F/R	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	
							Prow grav. launcher	(20–40cm)	3	Front	

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

Name	Type/Pts	Speed	Turns	Shields	Armour	Turrets	Weapon	Range/Speed	Firepower/Str	Fire Arc	Notes
Hero (Tolku)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	*Deflector Shield.*
							Prow grav. launcher	(20–40cm)	6	Front	
							Port launch bays	Barracudas (25cm)	1		
							or	Mantas (20cm)			
							Stbd launch bays	Barracudas (25cm)	1		
							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	*May not Come To New Heading.*
							Port launch bays	Barracudas (25cm)	4		
							or	Mantas (20cm)			
							Stbd launch bays	Barracudas (25cm)	4		
							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	*May not Come To New Heading.*
							Prow grav. launcher	(20–40cm)	8	Front	
							Port launch bays	Barracudas (25cm)	2		
							or	Mantas (20cm)			
							Stbd launch bays	Barracudas (25cm)	2		
							or	Mantas (20cm)			
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
							Dorsal grav. hook	Capacity 1			

Type/Hits	Speed	Turns	Shields	Armour	Turrets	Armament	Range	Fire Power/Str	Fire Arc
Custodian Battleship/10	20cm	45°	3	(F6+)5+	4	Prow grav. launcher	(20–40cm)	8	Front
						Port railguns	45cm	6	F/L
						Stbd railguns	45cm	6	F/R
						Port ion cannons	45cm	1	F/L
						Stbd ion cannons	45cm	1	F/R
						Port launch bays	Barracudas (25cm)	3	
						or	Mantas (20cm)		
						Stbd launch bays	Barracudas (25cm)	3	
						or	Mantas (20cm)		
						Stern grav. hook	Capacity 3		

Deflector Shield. May not Come To New Heading. Gravitic hooks may only be used to carry Warden-class gunships. Integrated improved Tracking System with 20cm range.

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 ALLIED FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
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-											
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