

# KOR'VATTRA QATH'FANNOR

## TAU COMMERCE PROTECTION FLEET

As the nascent Tau began to stretch their hand across the stars and assume the manifest destiny to colonize the greater galaxy they saw within themselves, it was only a relatively short time before they began to encounter other spacefaring races. Because their own interstellar drive systems were derived in part from alien technology discovered on one of the moons in their home system, they were from the outset very open-minded to this possibility and were quick to form trade agreements and colonization pacts with all they encountered. The first of these was the natural deep-space explorers that are the Nicassar. The Tau's technology proved to be vastly superior between the two, and the inevitable conflict arising from misunderstanding proved to be relatively short. Extremely poor warriors and completely unsuitable for a military role in the Greater Good, the Nicassar lent their natural skill in space to building vessels for the Empire, and their innate curiosity and desire to explore the galaxy made them uniquely suitable as scouts, slowly and methodically plying the depths of space between the stars.

Heady with this success, the Tau earnestly believed that no race they encountered could turn from the unsullied logic of "greater good" as well as the superior technology they had at their disposal. When they once again encountered another spacefaring race, they quickly rushed to establish contact. Their naïve suppositions were cruelly shattered. What they encountered were Ork raiders, brutal killers bent only on war and conquest. Referred to as

the O'res'la, it took little time before first contact with the Orks turned to open war. While this vanguard was rebuffed after much struggle, it proved in the intervening centau'cyr to only be a foretaste of the woe that was to come. At first the Tau took it to be a war of ideologies, as the O'res'la expansion directly interfered with the Tau's plans at colonizing and expansion of their sphere of influence. It was not long before the realization set in that this was indeed a battle for survival, as the O'res'la with their technologically superior vessels quickly cut lines of communication between worlds and threatened to come within range of the Phase One Septs themselves. In the midst of this, the Tau continued to expand their sphere of influence in the systems surrounding their homeworld in their race to explore and colonize the stars. They rightly ascertained this was not only paramount to their manifest destiny, but quite possibly could prove to be the key to their very survival.

This ethos proved itself during an otherwise unassuming merchant expedition to newly discovered Pech, the homeworld of the Kroot. A lasting alliance was forged in the fires of battle as the visiting delegation and its cadre of Fire Warriors stood beside the local defenders against an invading O'res'la war-host. During this battle, the Kroot proved themselves to be quite able defenders as well as frightfully brutal and efficient close-quarter fighters. The Ethereals, recognizing an unparalleled opportunity to gain an ally as well as a new source of information vital for their cause,

quickly interceded to negotiate a lasting peace and alliance between the two races. The Kroot took advantage of an opportunity to expand their access to technology and resources, willingly allowing themselves to become subjects in a sense and forming an alliance that quickly became a cornerstone of the emerging Tau Empire. In return, they lent their expertise in hand-to-hand fighting and natural warrior skill to benefit the Tau, using this opportunity to expand their travels and pursue the hunt, constantly shaping and improving their genetic bloodline by sampling the gene pools of alien creatures and races they encounter.

Through the Kroot, the Tau were introduced to the Demiurg, another spacefaring race with which the Kroot had long experience as hired mercenaries. Plying the stellar void in ponderous, stately factory ships and powerfully armed commerce vessels, this ancient race saw an unusually strong kinship between themselves and the Tau. Referred to by the Tau as the Bentu'sin (Lit: *wise-gifted ones*), they declined an invitation to join their Empire. They did however realize that together they could be potent allies against continuing predations against the Orks, as the Bentu'sin's history with them in particular was an exceedingly long one brimming with hatred, loathing and bitterness. In particular, Brotherhoods referring to themselves as Thrum and SrryTok in their unusual, clicking, consonant-heavy language formed strong economic partnerships with the Tau. This relationship resulted in a significant

technological exchange, introducing the Tau for the first time to an entirely new weapon system, the ion cannon.

This technology completely revolutionized Tau weapon development as well as the very structure of the Shas (Fire) caste and its role in the Tau's interstellar exploration. Now the Tau were capable of building vessels that could fight the Orks on equal terms, and they wasted no time applying these technologies to new starship designs. Both Gal'Leath explorers and the ubiquitous Il'fannor heavy transport maintained the ability to tow with them large cargo lighters capable of quickly transporting large quantities of materiel between orbit and a planetary surface. However, it was found that by replacing the cargo capacity of these lighters with modularly mounted ion cannons, they could quickly be transformed into extremely capable escort gunships in their own right. This new escort design, dubbed the Kess'l, proved to be so successful at defending their charges that ion cannons were applied to Il'fannor vessels themselves, a measure that met with only limited success. Because the Tau found this arrangement to be less than satisfactory, they did not attempt to place these weapons on their Gal'Leath vessels, though the Bor'kan Sept produced a variant of the Gal'Leath that substituted launch bays with a powerful gravitic launcher system capable of putting a veritable storm of drone-linked missiles into space.

Having the wherewithal now to defend themselves against the O'res'la, colonization

efforts began again in earnest, with the efficient but stodgy-appearing vessels of the Kor'vattra transporting colonists, goods and the sleekly advanced weapon systems of the Shas caste that came along to protect them. Concurrently, it was determined that a new vehicle was needed to quickly and efficiently get large numbers of troops on the ground, a task transport lighters never did efficiently and the Kess'l was unsuited for. The development of the Manta Missile Destroyer provided yet another leaping advance for the Tau. While designed primarily as a massive and powerful missile bomber, it served equally well as a surface lander capable of deploying up to four grav-tanks and over a hundred troops at a time. Now the Shas caste was transformed from a primarily defensive physical security detail that accompanied commerce and exploration missions to a rapid deployment force in its own right. The Tau were now fully capable of striking deep and decisively into enemy-held territory or even take objectives by force when negotiation or diplomacy were no longer viable options. These advances did not come soon enough. Sporadic attacks on Tau shipping and communication lines erupted into the inexorable tide of Waagh! Scraghurtz, a vast Ork armada sweeping through that part of the galaxy and already responsible for overrunning dozens of worlds. Despite these advances, it was likely that they would not have prevailed against the might of Waagh! Scraghurtz. Unknown to the Tau however, the Bentu'sin cultivated relations with races even far more ancient than themselves, and in less than a kai'rotaa the grim pressure this mighty Ork-

mada applied to the fledgling race vanished as suddenly as it came.

In the route of its expansion, it was inevitable that the Tau would eventually encounter the unimaginably vast domain that encompassed the Imperium of Man. The well-documented Damocles Gulf Crusade and their war with whom they called the Gue'la was the nearly inevitable result. As fortune would have it, the Tau already had established relations and trade agreements with a number of Rogue Traders. This served them well, as they to an extent had a measure of preparedness for what to expect. The human invasion fleet was nonetheless brutally efficient, and the Tau suffered mightily in this war. Lessons learned were rapidly applied however, and the Tau developed their first true interstellar warships in the form of the Kir'Qath escort as analogues to those they



faced, serving alongside exploration carracks and heavy transports refitted as warships using up-rated weapon and defensive systems. Though designing such vessels were against the philosophy of a culture that strived to solve every challenge with diplomacy, trade, ingenuity and not a little cunning, it was recognized that it was necessary against such an intractable foe as the Orks. Despite this, warships were initially produced very sparingly, as many of the Ethereal Caste believed that the bulk of the Kor'vattra's resources needed to focus on its primary goal: commerce and exploration to unite the stars in support of the Greater Good. Once again the fickle hand of fate played in favor of the Tau, and the Gue'la were forced to commit to a cessation of hostilities, beset on multiple fronts by a burgeoning assault by what they called Hive Fleet Behemoth as well as continuing raids by the O'res'la.

The lessons of the Lithesh War were not lost on the Tau, and within twenty years of the

Armistice, the Lar'shi cruiser took to space, the Tau's first purpose-built warship and the vessel with which they would re-take the stars. Parallel to this, various capital ship and escort variant designs were experimented with. While the Lar'shi was a formidable warship in its own right, it was still based on the modular transport concept the Tau relied on for generations, a concept favored by the Kor caste that was simple to construct and maintain but suffered the same efficiency and interstellar warp dive shortcomings as other Tau vessels. Nonetheless, these warships proved their worth, and they increasingly became available throughout the Tau fleet. As Tau technology evolved to match that of the Gue'la, it began to easily surpass that of the Orks, and a modernized fleet defending the D'yanoi system handily defeated a comparable fleet of Ork vessels.

The threat represented by the Gue'la subsided but was not removed, and a whole new foe revealed itself in the Tyranids. The Tau finally

realized that the status quo was no longer adequate. They would have to bend the full ability, resources and technological prowess at the Empire's disposal to the task of creating a completely new range of vessels designed from the outset as warships with a level of redundancy, efficiency and dive range that were beyond the limits of current starship construction techniques. The faith the Tau have in their Fio caste and its grasp of technology is unshakable, and once again they did not fail to deliver. Engineers and artificers long familiar with the needs and requirements of the Shas caste were invited into the design process, a project referred to as the Kor'or'vesh and incorporated the single largest re-allocation of resources in the history of the Tau Empire. The result was a number of radically different starship concepts that bore strong resemblance to the Tau machines of war rather than the modular hulls and platforms familiar to the Kor. Purpose-built warships were designed to fully integrate the Fire Warrior command structure into the crew, and they represented

...it has been concluded that, after careful analysis of data gathered during the Damocles Gulf crusade, that this new race identified as the Tau (ref AdMech 5432999/XEN583) poses a threat to the Imperium unlike any other yet encountered. Interrogation of prisoners known to have colluded with these xenos describe them in various different ways, but the same basic trends appear pointing to a common theme: this race continues to be described in glowing expressions like "dynamic," "open-minded," "compassionate," and other terms expressing ideals that are markedly out of keeping with willful obedience, service and discipline, as well as representing a direct threat to order that has maintained our blessed Imperium for uncounted centuries. Furthermore, their evolutionary traits represent a rate of development orders of magnitude more accelerated than any sentient life form previously encountered (possible Chaos influence?), at a level that cannot even be explained by Zachary's Theorem of Adaptive Divergence (ref AdMech 32/XEN583). Evidence exists that even as contact with Imperial units increase, the level of development evident in the vessels they array against us continues to increase in complexity and technological development. (ref AdMech 6748999, notes on new classes "Emissary," "Warden," etc.) Recommend directive be made to all Imperial units that great care should be taken to prevent our advanced technology from falling into the hands of these aliens, especially our venerable starships and weapons of the Legio Titanicus. If necessary, steps should be taken to destroy what cannot be recovered, with a level of prejudice exceeding even that reserved against the foul Orks. Emperor forbid what circumstance may come to pass should these aliens ever develop the ability to construct a Titan, or warships that approach a level of capability comparable to ours...

-Morris Montesigna, Genetor Secundus

the very apex of technological advancement of the Tau race. However, these vessels proved to be especially difficult and expensive to produce, and extensive assistance was required by both the Nicassar and the Demiurg to bring them to fruition. First deployed in significant numbers only a few tau'cyr before facing an Imperial fleet during the Taros campaign, these vessels became the core of a newly created fleet command referred to as the Kor`Vattra Qath`Fannor- the Tau Commerce Protection Fleet.

Though referred to as the Commerce Protection Fleet, these dedicated warships are far too precious to be used merely as convoy escorts or deep-space patrol vessels, as these roles are already suitably engaged by other starship designs. However, the Tau depend on these ships to defend their vital Phase One Septs, and will also unhesitatingly deploy them in force to support a particularly vital commerce and exploration fleet. They are also called upon to perform punitive expeditions against pirate raiders or as an invasion fleet for a hotly contested system. Finally, a race so keenly attuned to the importance of commerce and exploration is quick to grasp the impact of interrupting the lines of communication and provisions of an enemy. It is not uncommon to see these ships used as commerce raiders, as the older designs were used on occasion for many hundreds of tau'cyr.

### **DOSSIER: Kor'O Vash'ya Y'eldi Mesme - 110 points**

At 41 Tau'cyr, O'mesme is of a great age for his kind, but this has done nothing to dim the fire in his eyes or the great skill and subtlety with which he wields the ships under his command. Hailing from a world renowned for the history and tradition of its Kor caste, he began his career as a pilot for one of the fighter squadrons of the Kor'vattra. Quickly advancing to the level of squadron commander and soon that of an entire Gal'Leath attack craft wing, he earned the title of Y'eldi, or "winged one," for his particularly gifted skills as a pilot in their unceasing conflicts against the Orks. Moreover, his tactical genius did not go unnoticed, and it was only a matter of time before he was selected to command a starship, first as command pilot of a Kass'l gunship, then later of the first ship to carry his name, the T'olku Il'fannor M'poth Vash'eldi.

It was at this time that he was given the name Mesme, when assigned as a flotilla leader of two other Il'fannor vessels by his Kor'O as part of a colonization fleet near Tash'var. During a surprise attack by Ork pirates, he daringly interposed his vessel between an attacking Onslaught squadron and another Il'fannor vessel crippled by an earlier firing pass. During this engagement, he continuously stayed one step ahead of their adversary, constantly interposing his best ships between the attacking enemy and the flotilla. As their railguns continued to hammer out at the Orks, they stubbornly refused to retreat, and in a relatively short engagement the entire enemy squadron was destroyed. Soon afterward he was given command of a Gal'leath exploration vessel, where his exploits against the Orks soon became the stuff of legend. His vessel was at the Dal'yth system when word of the attack against Viss'el by the Gue'la reached them, and he once again performed admirably against these invaders.

Kor'O'Mesme is embarked aboard the commerce protection vessel *Bor'kan Or'es El'Leath Se'arle O'Mesme*, is Leadership 9 and has two re-rolls. Aun'Shear, a revered member of the Ethereal Caste and a close personal friend, always accompanies him. His love of flight has never diminished, and he continues to fly a fighter out of his own hangar bays, true to his name Y'eldi. This inspires his pilots to drill even harder and accomplish feats of bravery that has made his attack craft wings legendary in the annals of the Tau. The attack craft squadrons of his flagship have the Excellent Pilots crew skill. As a revered fleet commander, his vessel takes advantage of the very best technology the Fio Caste can produce for the Greater Good. His ship can be refitted with Improved Logic Engines enabling his vessel to avoid leadership effects for being in contact with blast markers for +10 points instead of the normal +10% cost.

**Special Rules for the Kor'Vattra Qath'Fannor:** *Qath'Fannor vessels incorporate the very highest level of technology available to the Tau. These vessels follow all standard rules for Tau vessels as presented in Armada except as specifically modified here:*

- Qath'Fannor capital ships have an integrated Tracking System that is not as sophisticated as those capable by Skether'Quan vessels but serve essentially the same purpose. They ignore range-related column shifts for shooting weapon batteries greater than 30cm, and turrets may re-roll any misses. This system remains in effect even if the ship is braced for impact or crippled. Unlike the Skether'Quan vessel, a Qath'Fannor capital ship cannot project this ability beyond itself.

- Qath'Fannor capital ships embark a number of Fire Warrior cadres specially trained in shipboard combat and boarding techniques as an integral part of the crew. These vessels ignore the rule for Tau ships halving their boarding strength for the size of the ship. However, even these vessels do not have the ability to teleport, as the Tau have not yet mastered this technology to an acceptable degree.

## OR'ES EL'LEATH "CUSTODIAN" CLASS BATTLESHIP ..... 310 points



Experience with the Gal'Leath in combat, particularly against the Gue'la incursion into sovereign Tau space during the Damocles Crusade, demonstrated a number of significant shortcomings that could not be overcome without a radical hull redesign, despite notable advances incorporated into the experimental Bor'kan variant of the venerable Gal'Leath. As the Kor'or'vesh initiative bore fruit with a progressively larger series of completely new and successful hull designs, it was only logical that the next step would be to produce a battleship-class vessel.

Early operational tests proved that like the other designs resulting from the Kor'or'vesh initiative, it met or exceeded all objectives required for the new ship. Despite the horrendous costs and resource expenditure involved in building these vessels, a number of Septs adopted the design and produced them in small numbers. For many tau'cyr these ships were held in reserve, and it was quite some time before knowledge of this vessel's existence became widespread.

First encountered by Imperial forces led by Admiral Kotto during the Taros Campaign, the "Custodian" class and its attendant escorts were a complete surprise to the Imperial fleet. Appreciating the threat this class represented, the battleship *A'rho* in particular was ruthlessly hunted down and destroyed by Admiral Kotto's fleet.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	20cm	45°	3	5+	4
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Railgun Battery		45cm	4		Left/ Front
Starboard Railgun Battery		45cm	4		Right/ Front
Port Ion Cannon		30cm	1		Left/ Front
Starboard Ion Cannon		30cm	1		Right/ Front
Stern Gravitic Hook		-	3 Wardens		-
Port Launch Bays		Manta: 20cm Barracuda: 30cm	2		N/A
Starboard Launch Bays		Manta: 20cm Barracuda: 30cm	2		N/A
Prow Gravitic Launcher		Speed: 20-40cm	8		Front

**Notes:** The gravitic hooks of Custodian battleships are enclosed in a single shrouded, hangar-type enclosure specifically designed for Warden gunships and are unsuitable for the transport of other escort types.

# LAR'SHI'VRE "PROTECTOR" CLASS CRUISER ..... 190 points



Based on the mission envisioned for the Lar'shi'vre cruiser, the Lar'shi'vre "Protector" cruiser is the Kor'vattra Qath'fannor's primary combat vessel, designed specifically to engage and destroy enemy vessels in fleet actions. Like many other Qath'fannor combat vessels, this class was first encountered during the Taros campaign. While it does not have the same mass and durability as comparable Imperial vessels, it is the first Tau design capable of meeting Imperial cruisers on nearly equal terms, and it inflicted heavy losses on the invading fleet.

In subsequent decades, this vessel has been encountered in ever-increasing frequency, not only in defense of Tau home worlds but abroad outside of Tau-controlled space, operating in pairs while accompanying colonization fleets or as deep space patrols reminiscent of the operations common to the Imperial Navy. They have wasted little time capitalizing on the Imperium's heavy commitments in the sectors near the Eye of Terror, and this class has played a pivotal role in the Tau's recent explosive advance into Imperial space

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	45°	2	5+	3
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Railgun Battery		45cm	2		Left/ Front
Starboard Railgun Battery		45cm	2		Right/ Front
Prow Railgun Battery		45cm	2		Left/ Front /Right
Port Ion Cannon		30cm	1		Left/ Front
Starboard Ion Cannon		30cm	1		Right/ Front
Port Launch Bays		Manta: 20cm Barracuda: 30cm	1		N/A
Starboard Launch Bays		Manta: 20cm Barracuda: 30cm	1		N/A
Prow Gravitic Launcher		Speed: 20-40cm	6		Front

**Notes:** All Protector class cruisers are equipped with a deflector that raises its prow armor to 6. This is disabled whenever the vessel suffers a prow critical hit (repairable normally).

As I sry far across the skein of time to where the mists of the distant future cloud any certainty, the one revelation that over and again asserts itself is the eventuality of conflict between our two races. However, the journey toward that distant end is one replete with the gossamer caress of hope and promise, a faint glimmer in an otherwise frigidly dark and unforgiving universe the likes of which has not been glimpsed since the Fall...

- Glébriwyn Tithrändil, Farseer of the Alaitoc Eldar

## IL'PORRUI "EMISSARY" CLASS ENVOY SHIP ..... 120 points



Unlike the other Qath'fannor hull designs resulting from the Kor'or'vesh initiative, the Il'porrui "Emissary" cruiser is primarily intended as a diplomatic vessel. This provides it the necessary mix of firepower and maneuverability to make it a suitable conveyance for Tau Water Caste dignitaries, fleet commanders and Etherials. By design, it is also capable of seeing off all but the most powerful adversaries of a similar class it may encounter.

While its relatively compact size does not allow it to stand off against significant enemy vessels, its design does allow it to be produced in enough numbers to make it a potent combat vessel when operating in squadrons or when used as a screen for larger vessels when the situation demands. As the first capital ship to be produced under the Kor'or'vesh, there are significant numbers of these vessels operating throughout Tau space in a variety of missions, and as befits its nature, it is the vessel with which the Tau perform long range exploration and "first contact" missions. However, it is well suited to the fires of war, and during the latter stages of the Taros Campaign, a squadron of these vessels successfully boarded an Imperial battleship.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	20cm	45°	1	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Railgun Battery		45cm	2		Left/ Front
Starboard Railgun Battery		45cm	2		Right/ Front
Port Ion Cannon		30cm	1		Left/ Front
Starboard Ion Cannon		30cm	1		Right/ Front
Prow Gravitic Launcher		Speed: 20-40cm	3		Front

**Notes:** Emissary class cruisers can be equipped with a deflector that raises its prow armor to 6 for +15 points. This is disabled whenever the vessel suffers a prow critical hit (repairable normally).

## KIR'SHASHVRE "CASTELLAN" CLASS ESCORT ..... 55 points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Prow Railgun Battery		30cm	1		Left/ Front/ Right
Prow Ion Cannon		30cm	1		Front
Prow Gravitic Launcher		Speed: 20-40cm	2		Front

**Notes:** This vessel may squadron with any other Tau escorts normally (max. six per squadron), but it may not squadron with any other escort type if it is squadroned with Wardens.

Operations by the Kir'Qath "Defender" starship revealed that while it was a capable escort, continuing shortcomings in its engineering plant required a new vessel design that could make much deeper and longer dives as well as a larger number of dives before requiring to recharge its primary drives. Like the other vessels designed during the Kor'or'vesh initiative, its unique hull design allows for considerably longer-range operations compared to its predecessor, and it was deployed with great effectiveness during the Taros Campaign.

## KIR'LA "WARDEN" CLASS GUNSHIP ..... 30 points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow Railgun Battery	30cm	2		Left/ Front/ Right	
Prow Ion Cannon	30cm	1		Front	

**Notes:** Any Tau fleet may bring Wardens to battle on gravitic hooks instead of Orcas. Any ship equipped with Wardens can only be equipped with Wardens and may not have other hook-transported escorts. These then form an independent squadron in all respects (including separate leadership), as they are Qath'Fannor vessels and not necessarily related to the parent vessel transporting them. They may squadron with other Qath'Fannor escorts in the fleet (max. six per squadron) if present but not with any other escort types.

... You should go back to your Emperor and tell him what you have seen here. Tell him of all the people that will die in his name, and ask him if it is worth such a price to stand in our way.  
- Aun'O T'olku K'yna

The Kir'la "Warden" is a radical departure in gunship design for the Kor'vattra in that while it still requires towing via gravitic sheath by larger vessels, it is designed for and crewed primarily as a combat vessel as opposed to being a re-configured cargo lighter as is the Kess'l. Because of this, it can seamlessly integrate itself into Qath'Fannor flotillas, though it will still operate independently as an escort squadron when assigned to escort Gal'Leath or Il'fannor vessels. Because of the high experience levels of its crews and its superior maneuvering qualities when compared to the K'essl, it has proven to be a formidable adversary to attacking raiders. However, its numbers will not be sufficient to replace the Kess'l in active service for quite some time because of its complexity, and only rarely is it used in this manner. However, the Or'es El'leath is specially designed to quickly deploy these vessels immediately upon entering combat, and it operates with the Kir'la exclusively as its towed gunship escort.

## IL'EMAAR "COURIER" CLASS MERCHANT TRANSPORT ..... Special

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20cm	45°	1	5+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow Railgun Battery	30cm	1		Left/ Front/ Right	

**Notes:** Il'Emaar merchant transports support the Kor'vattra in a variety of missions but are usually crewed by more junior members of the Kor-caste. They have a -1 modifier when determining base leadership. These vessels are reserved for scenarios that require transports, for which they have the value of a full transport or two assault points.

### *Using Merchant Transports in a Tau Fleet*

*Due to the nature of the Tau Kor'vattra, there are a large proportion of heavy transports in the fleet. In any scenario requiring transports, up to half the transports allowed in the fleet may be replaced with Il'fannor "Merchant" heavy transports, each for their normal point cost. These ships are represented by the variant equipped with gravitic hooks (not ion cannons!) but do NOT have accompanying Orcas or other towed escorts. They count as two transports in all respects and have four planetary assault points (these values are halved if crippled).*

Their long and protracted war with the Or'es'la proved early on that the numerous but relatively fragile merchantmen that were the life-blood of the rapidly expanding Tau Empire were woefully inadequate. Continuing raids decimated the fleets of these small ships, requiring a whole and much larger class of heavily armed transport in the form of the Il'Fannor. As time progressed, smaller transport classes disappeared entirely. However, the introduction of the Qath'Fannor vessels required a new kind of fast transport that could make long, deep dives in support of the fleet and quickly replenish forward-deployed flotillas. While this vessel was originally designed to support the Qath'Fannor, the obvious utility of these vessels was expanded to the Greater Empire, and now these easily produced starships are common sights throughout Tau space and beyond.

## Planetary Defences

*These Planetary Defence profiles vary slightly from those available in Armada and are perfectly suited for the models produced by ForgeWorld. They can be used in any scenario requiring Planetary Defences.*

### TAU AIR CASTLE ORBITAL CITY ..... 150 points



Unlike the modular deep-space way-stations used throughout Tau space, orbital habitats and cities are massive constructs usually assembled in place as permanent or semi-permanent installations in high orbit. By their very nature they are sturdier and more heavily populated than the modular way-stations designed for rapid deployment and assembly. However, as they are primarily designed for habitation, they tend to be not nearly as well defended as other orbital constructs, as demonstrated by the relatively quick destruction of the orbital facilities of Viss'el during the Damocles Gulf Crusade. As such, they tend to become important rallying points when defending against an invasion force.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/12	None	None	3	5+	4
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Railgun Battery		45cm	12		All Around
Launch Bays		Manta: 20cm Barracuda: 30cm	4		N/A

**Notes:** Like many deep-space way-stations, Tau Orbital Cities are equipped with comprehensive sensor and communication suites. It is equipped with the same Tracking System as Skether'Qan "Messenger" starships.

### TAU SECURITY ORBITAL ..... 50 points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/4	None	None	1	5+	3
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Railgun Battery		45cm	3		All Around
Ion Cannon		30cm	1		All Around

While most Second-Phase Septs in the Tau Empire rely on quickly deployed modular way stations and orbitals for their defensive and operational requirements, most primary Septs as well as a small number of the more firmly established secondary systems have a quantity of permanently situated orbital defenses. These security orbitals tend to be somewhat stouter than other single-point defenses without the complexity or size of full stations. As with many other Tau weapon systems, they also rely on a high degree of automation and artificial intelligence for their operation.

# INCORPORATING QATH'FANNOR VESSELS IN A TAU FLEET

*Qath'Fannor vessels can be deployed in a particularly important Commerce and Exploration fleet as a mixed flotilla of vessels integrated in the current Tau list in Armada, with a number of restrictions due to their great expense and rarity. However, they can also deploy independently as part of a true Battlefleet, in which case a fleet will consist heavily (or even exclusively) of Qath'Fannor vessels.*

## **KOR'VATTRA ILEATH'FANNOR: COMMERCE AND EXPLORATION FLEET**

*This fleet list is identical to that on p. 112 of Armada, with the following additions:*

### **FLEET COMMANDER**

*Your fleet may include a fleet commander to lead it if you wish. Your fleet must include a commander if it is greater than 750 points. If it is greater than 750 points, the commander may be a Kor'el or a Kor'O. If the fleet includes a Protector or Custodian, a Kor'O must lead it.*

Tau Kor'el (Ld 8): 50 points

Tau Kor'O (Ld 9): 80 points

The commander has one re-roll included in his points cost. If you wish, the commander's ship may carry a member of the Ethereal caste and therefore purchase additional re-rolls at the cost shown. If the fleet includes a Protector or Custodian, an Ethereal must be embarked on the fleet commander's vessel.

Aun'el (one extra re-roll): +25 points

Aun'O (two extra re-rolls): +75 points

## **CAPITAL SHIPS**

### **Battleships**

*Your fleet may include any number of Explorer battleships. If your fleet is worth more than 750 pts it must include at least one Explorer. Your fleet may NOT include more than one Custodian per FULL 1,000 points. In other words, if your fleet is equal to or more than 1,000 points, it may then include one Custodian, but cannot include a second unless it already reaches 2,000 points, etc.*

Custodian class starship: 310 points each

Explorer class starship: 230 points each

### **Cruisers**

*Your fleet may include any number of Merchant class starships. It may also include up to one Hero class starship for every Merchant or Explorer in the fleet. It may not contain more than one Protector for every four other capital ships in the fleet, or more than one Emissary for every three other capital ships in the fleet. The number of Protectors and Emissaries respectively cannot equal or exceed the number of Heroes and Merchants.*

Protector class starship: 190 points

Hero class starship: 180 points each

Emissary class starship: 120 points

Merchant class starship: 105 points each

### **ESCORTS**

*Your fleet may include up to one Messenger class starship per 500 points.*

Messenger class starship: 50 pts

*Your fleet may include any number of Defender or Castellan class starships, but the number of*

*Castellans must be less than the number of Defenders.*

Castellan class starship: 55 points each

Defender class starship: 45 points each

*You may not have more Orcas or Wardens than the gravitic hook capacity of the fleet. Much of the cost of these vessels is included in the value of the parent ship. The number of Wardens must be less than the number of Orcas.*

Warden class gunship: 30 points each

Orca class gunship: 25 points each

## **ALLIES, SUBJECTS & MERCENARIES**

*These remain unchanged from that described on p.112 of Armada.*

## **KOR'VATTRA QATH'FANNOR: COMMERCE PROTECTION FLEET**

*Note that this fleet list is significantly different from that in Armada and represents a tactical battle fleet as opposed to one primarily geared toward commerce and exploration.*

### **FLEET COMMANDER**

*Your fleet may include a fleet commander to lead it if you wish. Your fleet must include a commander if it is greater than 750 points. If it is greater than 750 points, the commander may be a Kor'el or a Kor'O. If the fleet includes a Custodian or exceeds 1,000 points, a Kor'O must lead it.*

Tau Kor'el (Ld 8): 50 points

Tau Kor'O (Ld 9): 80 points

The commander has one re-roll included in his points cost. If you wish, the commander's ship

may carry a member of the Ethereal caste and therefore purchase additional re-rolls at the cost shown. If the fleet includes a Protector or Custodian, an Ethereal must be embarked on the fleet commander's vessel.

Aun'el (one extra re-roll): +25 points  
Aun'O (two extra re-rolls): +75 points

## CAPITAL SHIPS

### Battleships

*Your fleet may include one battleship for every three cruiser-class vessels in the fleet.*

Custodian class starship: 310 points each  
Explorer class starship: 230 points each

### Cruisers – (1-18)

*Your fleet may include any number of Emissary or Merchant class starships, but the number of Merchants must be less than the number of Emissaries. It may have up to one Protector for every two other capital ships in the fleet. It may also include up to one Hero for every Merchant or Explorer in the fleet, but the number of Heros cannot equal or exceed the number of Protectors. Due to the extreme rarity of Qath'Fannor vessels, the fleet as a whole cannot exceed eighteen cruiser-class starships.*

Protector class starship: 190 points  
Hero class starship: 180 points each  
Emissary class starship: 120 points  
Merchant class starship: 105 points each

## ESCORTS

*Your fleet may include up to one Messenger class starship per 750 points.*

Messenger class starship: 50 pts

*Your fleet may include any number of Defender or Castellan class starships, but the number of Defenders must be less than the number of Castellans.*

Castellan class starship: 55 points each  
Defender class starship: 45 points each  
*You may not have more Wardens than the gravitic hook capacity of the fleet. Much of the cost of these vessels is included in the value of the parent ship.*  
Warden class gunship: 30 points each

## ALLIES, SUBJECTS & MERCENARIES

*Tau fleets make frequent use of mercenaries. These include subject races, commerce partners, allies and other, less scrupulous individuals. However most of the alien races allied to the Tau will be hesitant to place their capital ships willingly into combat unless the reward was exceedingly high. Your fleet may include mercenaries chosen from the following, subject to the relevant restrictions. Nicassar Dhows may not be taken in a Commerce Protection Fleet.*

### Kroot Vessels – (0-3)

A Tau Commerce Protection Fleet can include up to one Warsphere if the fleet is worth up to 1500 points, or up to two Warspheres in games larger than that. Warspheres do not count against cruiser limits in a Commerce Protection Fleet. Separately, a Commerce Protection Fleet 1500 points or greater may also include up to one Kroot Battlesphere.  
Kroot Battlesphere: 285 pts  
Kroot Warsphere: 145 pts

## Demiurg Vessels

A Tau Commerce Protection Fleet can include one Demiurg commerce vessel for every three Tau capital ships in the fleet. Stronghold and Bastion commerce vessels count respectively as battleships and cruisers against the total number of ships allowed. There cannot be more Stronghold vessels than Bastion vessels in the fleet.

Stronghold Commerce Vessel . . . . . 350 pts  
Bastion Commerce Vessel . . . . . 255 pts