

Project Distant Darkness

House Rules for a new Tau ship variant.

By Roy Amkreutz

After the new Kor'o'vesh had been really tested in the Taros Campaign some Tau scientists weren't entirely convinced in what had been accomplished. The new designs were an improvement over the old Kor'vattra but some high ranked air caste members complained that they still weren't able to operate in the way they wished.

As the Tau ground forces highly benefited from their great manoeuvrability against their enemies the new Qath'fannor did not give them these advantages. In space they were still outmanoeuvred by most of their enemies, only their versatile weaponry making up for this loss.

At a shrouded backwater colony, far away from the public eye a small group of scientists, closely assisted by some Fio caste members, started the work on what should be the Tau supremacy in space.

It soon became clear the new project, which had been dubbed 'Distant Darkness', costed many resources. If they wanted to re-develop the entire Qath'fannor the cost would have been too high to keep the project hidden.

At a high level meeting it was decided by Fio'O Ly'tan that the only vessel going to be developed was the main combat vessel, the Lar'shi'vre Protector.

The project faired well and because of its design it was easy to give the Protector more manoeuvrability as opposed to the standard design. The setback was that the Railgun Batteries no longer had flexible fire arcs. But since the turning rate increased this was of little concern to the Project team.

The first completed Lar'shi'vre came under command of commander Ry'zon. Ry'zon had only a little real combat experience but he had been one of the original test pilots of the standard Lar'shi'vre. His creativity made him an excellent pilot for new designed vessels.

The Lar'shi'vre Ry'zon saw its first action against a small alien pirate base near the Khareshi expanse. The Khareshi Expanse



being the ideal location for testing the new vessel, not too many watchful eyes. The Lar'shi'vre Ry'zon, with its three-strong support squadron of Castellan escorts, destroyed the pirate base and its defending vessels without significant problems. Ry'zon himself accounting for the six of the eight vessels.

In its second engagement saw the Ry'zon paired with a second new Lar'shi'vre. It was a surprise raid on an Imperial Navy Convoy. The convoy was being protected by five escorts of the Firestorm class and two Dauntless class light cruisers. Despite superficial damage to the second Lar'shi'vre the escorting cruisers and escorts were dispatched very quickly leaving the transports at the hands of the Tau.

Being a success in both circumstances the Project Distant Darkness celebrated their success. The Fio Caste finally created a spaceship which could outmanoeuvre its enemies. The Hunter Cadre tactics could finally be applied in space. As further ideas were developed for other vessels of the Qath'fannor disaster struck the project as the resources got a severe cutback. Tai Highest command believed the current Qath'fannor to be operating ideal and further development was not necessary at the moment. The Project was being put on halt for most production.

At the moment there are believed to be six new designed Lar'shi'vre one hundred percent operational. All of them being stationed at their home colony, still far away from the public eye.

Being kept their as last reserves for the Tau fleet and. However some eye witnesses, who managed to survive raids by the Tau report of extreme manoeuvrable Tau ships as their attackers.



TAU LAR'SHI'VRE PROTECTOR CLASS CRUISER..... 190 points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	90'	2	5+	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Prow Railgun Battery	45cm	6		Front	
Starboard Railgun Battery	45cm	2		Front	
Port Railgun Battery	45cm	2		Front	
Port Ion Cannon	30cm	1		Left/Front	
Starboard Ion Cannon	30cm	1		Right/Front	
Keel Launch Bay	Barracuda – 25cm	1		-	
	Manta – 20cm	1			
Prow Gravitic Launcher	20-40cm	5		Front	

Notes: The Lar'shi'vre vessel is equipped with a Prow Deflector raising its prow armour to 6+, this is disabled if the ship suffers a prow critical hit.

The vessel is also equipped with Integrated Tracking Systems, these function in the same way as those on a Skether'Qan vessel except for the fact they only apply to the Protector itself and does not have a range of 30cm.

To fulfill its role as a hunter the Protector is equipped with better engines allowing faster turns as included in the profile and an extra 1D6 on All Ahead Full Special Orders. The Protector may make a turn after 5cm instead of 10cm.

This special designed vessel may only be taken once in any Tau fleet.

ABOUT THE AUTHOR

Roy Amkreutz: in the forums better known as 'blackhorizon'. Playing Battlefleet Gothic since the game has been released. After a Chaos Fleet, an Corsair & Craftworld Eldar fleet the Tau fleet is the next one to be completed.