

# EXPERIMENTAL RULES

## THE TAU KOR'OR'VESH (v1.0)

### The new wave of Tau ships for BFG

#### Background

It is believed that recent rapid expansion of the Tau Empire has placed massively increased pressure on the Tau fleet the Kor'vattra. Since the dawn of the Tau Empire the development of the fleet has been given the highest priority by the Ethereal Caste. The Tau's leaders know that without a strong Kor'vattra the manifest destiny of the Tau cannot be realised. Over the past 1,000 years the Tau, as a race, have made remarkable progress in all areas of space travel, developing the necessary gravitic technologies, advanced metal alloys, weaponry etc to allow them to span interstellar distances and colonise worlds. Since the Tau's first contact with the Imperium, this process has continued at an ever-greater pace.

Intelligence sources report that the Tau fleet's experience during the Damocles Crusade is responsible for much of the urgency. The Kor'vattra's first major fleet engagements against the Emperor's ships, especially the defeat in the Hydass system, were received as something of a disaster on T'au. The heavy loss of ships and lives probably sent shockwaves through the High Command. Air Caste crews reported being outgunned, out-maneuvred, and out-thought by tactics they were unprepared to counter. Some of the Kor'vattra's ships and crews had performed well and did inflict losses on the enemy, but it was now obvious that the Gue'la's ships presented a serious obstacle to the Tau's plans for continued expansion - an obstacle that must be met and overcome. Combined with this setback the Kor'vattra also made its first contact with another threat, outriders of the Tyranid hive fleets, and the Kor'vattra's performance and tactics against a new enemy were again called into question.

The problem wasn't yet a crisis, but the Ethereals and Air Caste saw its potential to develop into one. It seems they took swift action to correct it. To this end, the Ethereals, Air Caste and Earth Caste urgently re-thought their policies for the future development of the Kor'vattra.

It is thought that the very best Earth Caste scientists of the T'au Sept were given whatever they needed to create a new 'experimental' fleet, incorporating all the lessons they had learnt into new classes of ship. No effort was to be spared. The project was titled the Kor'or'vesh, and it resulted in a new wave of Tau ship designs.

The first of these new ships to be encountered was the Il'Porrui, and it seems it was quickly adopted by the T'au Sept's Water Caste. The Imperium first identified an Il'Porrui (codifying it as the 'Emissary' class), during fighting in the Dolumar system. The single vessel was eventually destroyed, but the new class of ship was noted amongst the Emperor's Admirals. Following the Il'Porrui, the Earth Caste of the T'au Sept were also soon testing Kir'shasvre, Kir'la, Or'es El'leath and finally the Lar'shi'vere vessels.

These vessels were first encountered in large numbers (as opposed to individual vessels) during the Taros Campaign. It seems that the T'au Sept used the border war as a testing ground. The arrival of these new ships in substantial numbers (up to this time they had been nothing more than anomalies), took Fleet Admiral Kotto by surprise. Given the Tau fleet's performance, their numbers may increase as the Kor'vattra of other Septs seek to adopt the new classes.

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## SHIPS OF THE KOR'OR'VESH

### ESCORTS

#### WARDEN CLASS

The Warden is an escort dedicated to the defence of the large Custodian carrier. The escorts small size limits its etherdrive capability, so in order to operate effectively they are carried by their mothership and launched upon arriving in system. Their role is to protect the mothership, so they rarely stray too far.

#### Warden carrier escort (Kir'la)

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Escort/1	20cm	90	1	5+	1

Armament	Range/Spd	Firepower/Str	Fire Arc
Prow Ion cannon	30cm	1	Front/left/right
Prow railgun battery	30cm	2	Front

#### CASTELLAN CLASS

The Castellan is the warden's larger cousin, capable of independent action and equipped for starship combat. It is deployed in the role of a traditional escort vessel, and is directly comparable to the Imperial fleet's Sword and Firestorm class frigates.

#### Castellan heavy escort (Kir'shasvre)

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Escort/1	20cm	90	1	5+	2

Armament	Range/Spd	Firepower/Str	Fire Arc
Prow Gravitic Launcher	20-40cm	2	Front
Prow railgun battery	30cm	3	Front/left/right



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## CRUISERS

### EMMISSARY CLASS

The Emissary is not a true fighting vessel, but a transport for water caste dignitaries, Tau commanders and Ethereals. Despite its size, the Emissary is well equipped and perfectly capable of looking after itself against all but the largest enemy capital ships. These ships are becoming common within the Tau Empire, and often rove out into the Empire's fringes on diplomatic missions to the Tau's neighbours. They are also used as large merchant vessels, and are becoming something of a workhorse within Tau space.

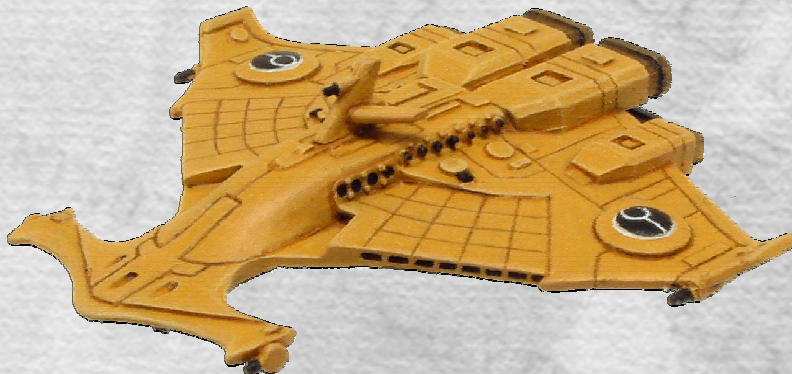
#### Emissary Envoy ship (Il'Porrui)

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Cruiser/4	20cm	45	1	5+	2

Armament	Range/Spd	Firepower/Str	Fire Arc
Prow Gravitic Launcher	20-40cm	3	Front
Prow railgun battery	45cm	4	Front
Port railgun battery	30cm	2	Front/left
Starboard railgun battery	30cm	2	Front/right
Port launch bay	Barracudas: 25cm	1 Squadron	-
Starboard launch bay	Barracudas: 25cm	1 Squadron	-

All Emissaries are fitted with a prow deflector to raise their front armour to 6. This is disabled if the ship suffers a Prow critical hit.



# EXPERIMENTAL RULES



## CRUISERS

### PROTECTOR CLASS

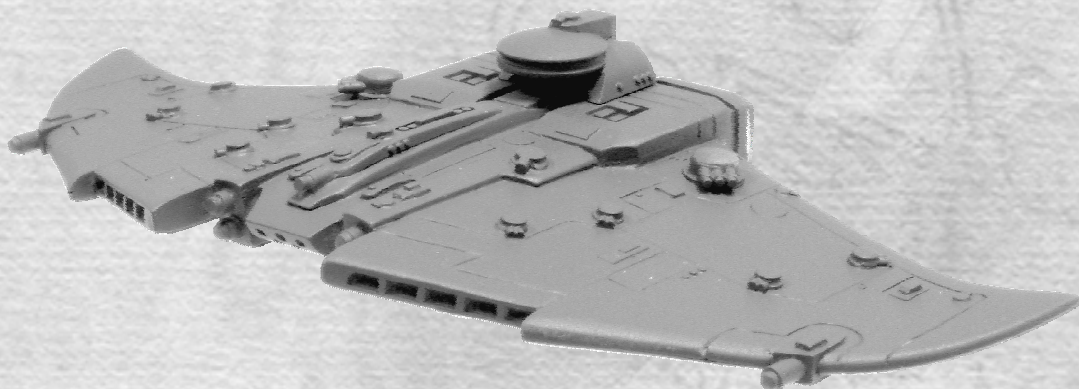
The Protector is the Tau's main fighting vessel, designed and built solely for the purpose of engaging and destroying the enemy in fleet actions. It is heavily armed and versatile, carrying a full array of different weaponry to best meet any foe. A Protector is designed to meet Imperial cruisers on even terms, and whilst lacking the great bulk and structure of a cruiser, packs comparable firepower.

### Protector Warship (Lar'shi'vre)

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Cruiser/6	20cm	45	2	5+	3

Armament	Range/Spd	Firepower/Str	Fire Arc
Dorsal Gravitic Launcher	20-40cm	6	Front
Prow railgun battery	45cm	2	Front
Port railgun battery	45cm	2	Front/left
Starboard railgun battery	45cm	2	Front/right
Prow Ion Cannons	45cm	2	Front
Dorsal launch bay	Barracudas: 25cm Mantas: 20cm	2 Squadrons	-

All Protectors are fitted with a prow deflector to raise their front armour to 6. This is disabled if the ship suffers a Prow critical hit.





# EXPERIMENTAL RULES



## BATTLESHIPS

### CUSTODIAN CLASS

The Custodian is the largest of the next generation of Tau vessels yet encountered. It is a huge carrier transporting squadrons of attack craft and Mantas, which fly in support of the rest of the Tau fleet. As well as its own protective firepower the Custodian also carries up to three dedicated escorts, codenamed wardens.

#### Custodian Carrier (Or'es El'leath)

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Battleship/10	20cm	45	2	5+	5

Armament	Range/Spd	Firepower/Str	Fire Arc
Prow Gravitic Launcher	20-40cm	4	Front
Port railgun battery	45cm	4	Front/left
Starboard railgun battery	45cm	4	Front/right
Port Ion Cannons	30cm	1	Front/left
Starboard Ion Cannons	30cm	1	Front/right
Port launch bay	Barracudas: 25cm Mantas: 20cm	4 Squadrons	-
Starboard launch bay	Barracudas: 25cm Mantas: 20cm	4 Squadrons	-
Ventral Grav-hooks	-	Cap: 3 wardens	-

All Custodians are fitted with a prow deflector to raise their front armour to 6. This is disabled if the ship suffers a Prow critical hit.



# EXPERIMENTAL RULES



## TRANSPORTS

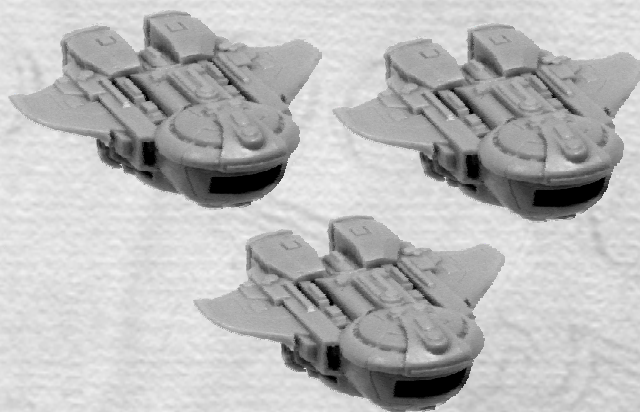
### TAU TRANSPORT

The Tau Empire thrives on the trade between its Septs, and transports are the workhorses of the trade routes. Small vessels, with limited crews, there have been many different types of transport identified, but all are similar in design. Transports are generally only armed for self defence and have a large hold for goods.

#### Tau Transport

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Escort/1	20cm	90	1	5+	1
Armament	Range/Spd		Firepower/Str		Fire Arc
Prow railgun battery	30cm		2		Front/left/right

All Custodians are fitted with a prow deflector to raise their front armour to 6. This is disabled if the ship suffers a Prow critical hit.





# EXPERIMENTAL RULES



## TAU PLANETARY DEFENCES

### SECURITY ORBITAL

The Tau Empire is linked together by a network of small orbitals and way stations. These way stations fulfil many different roles, but all act as stopping off points on long interstellar journeys. They mark the main routes between Tau Septs and are used as communications relay points. They are operated and maintained by the Air caste.

### SECURITY ORBITAL

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Defence/4	0	0	1	5+	3

Armament	Range/Spd	Firepower/Str	Fire Arc
Railgun battery	45cm	4	360°
Ion Cannons	30cm	2	360°

The Security Orbital is fitted with tracking systems.

### AIR CASTE ORBITAL CITY

The Tau Air caste live much of their lives in zero-gravity, either as space ship crew or waystation crew, or in the caste's own orbital habitats, which can be found above most well-established Tau worlds. Tau of the Air caste can enter a gravity-well, but the effects on their physique is unknown.

### AIR CASTE ORBITAL CITY

Type/Hits	Spd	Turns	Shields	Armour	Turrets
Defence/12	0	0	4	5+	4

Armament	Range/Spd	Firepower/Str	Fire Arc
Railgun battery	45cm	12	360°
Launch bay	Mantas 20cm	4 Squadrons	-

The orbital city is fitted with tracking systems.

# EXPERIMENTAL RULES



## KOR'OR'VESH FLEET LIST

### FLEET COMMANDER

#### 0-1 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 pts. The Commander may be either a Kor'O or a Kor'e1.

Tau Kor'e1 (Ld8)	50 pts
Tau Kor'O (Ld9)	80 pts

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 may purchase additional re-rolls at the cost shown.

Aun'e1 (1 extra re-roll)	+25 pts
Aun'O (2 extra re-rolls)	+75 pts

### CAPITAL SHIPS

#### Battleships

*Your fleet may include a maximum of 1 Custodian class carrier per 750 pts total. Ie. up to 750 pts - maximum 1. Up to 1500 pts - maximum 2, etc.*

Custodian class carrier	310 pts
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#### Cruisers

*Your fleet may include any number of Cruisers.*

Protector class warship	190 pts
Emissary class envoy ship	130 pts

#### ESCORTS

*Your fleet may only include warden class escorts if a Custodian carrier is also present. Your fleet may include up to 3 Wardens for each Custodian class carrier.*

warden class carrier escorts	30 pts
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*Your fleet may include any number of Castellán class escorts*

Castellán class heavy escorts	50 pts
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## ORDNANCE

Barracuda and Manta squadrons are listed with a ships stats. Ships with gravitic launchers are armed with Tau missiles.

## PLANETARY DEFENCES

Some scenarios specify that the defender can spend a certain amount on planetary defences. In this case a Tau defender may choose from the planetary defence list up to the points value indicated. For other methods of buying planetary defences see the Battlefleet Gothic rulebook.

Security Orbital	80 pts
Air Caste Orbital City	160 pts

## ALLIES, SUBJECTS & MERCENARIES

Tau fleets make frequent use of mercenaries. These include subject races, commerce partners, allies and the Kor'vattra, the older Tau vessels.

### Demiurg vessels

*A Tau fleet can include 1 Demiurg vessel for every three Tau capital ships in the fleet.*

Stronghold class commerce vessel	350 pts
Bastion class commerce vessel	255 pts

### Nicassar vessels

*A Tau fleet may include Nicassar Dhows. They may not include more Nicassar Dhows than Tau escorts, but are otherwise unlimited.*

Nicassar Dhow	45 pts
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### Kor'vattra vessels

*A Tau fleet may take an allied force of Kor'vattra ships. You may choose capital ships and escort vessels from the Kor'vattra fleet list (see BFG Armada). You may not spend more points on Kor'vattra ships than on Kor'or'vesh ships, and the restrictions of the Kor'vattra list still apply. This fleet may itself include Commanders as normal.*