

SHIPS OF THE TAU EMPIRE



BATTLEFLEET GOTHIC

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Revised Edition

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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

TO UNITE THE STARS

VESSELS OF THE GREATER GOOD



As the nascent Tau began to stretch their hand across the stars and assume the manifest destiny they saw within themselves, to colonize worlds across the galaxy, it was only a matter of 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, the Tau were from the outset very open-minded to the possibility of technological exchange and were quick to form trade agreements and colonization pacts with all who crossed their path. The first of these were the natural deep-space explorers known as the Nicassar. Initial misunderstandings led to a brief conflict, with Tau technology proving the far superior of the two. Extremely poor warriors and completely unsuitable for a military role within the Greater Good, the Nicassar offered their natural skills at void engineering to build 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. The Tau wholeheartedly accepted this arrangement.

THE EXPANDING EMPIRE

Heady with their success, the Tau earnestly believed that no race they encountered could turn away from the pure logic of the 'greater good' (or the powerful technology the Tau had at their disposal). When they next made contact with another spacefaring race, they quickly rushed to establish diplomatic relations. Their naïve assumptions were cruelly shattered when the Orks, brutal killers bent only on war and conquest, massacred the Tau envoys.

Referred to as the *O'res'la*, it took little time before conflict with the Orks turned to open war. While the Orks' vanguard was rebuffed after much struggle, it proved to be only a foreshadowing of the strife that was to come. At first, the Tau interpreted the situation to be a war of ideologies, as the *O'res'la* expansion directly interfered with the Empire's plans for colonizing and expanding 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

"It saddens me greatly that we must take arms against the peoples of the galaxy. By their deaths, they deny themselves the liberation that is only to be found in total surrender to the Greater Good."

-Aun'Va, Master of the Undying Spirit

themselves. In the midst of this, the Tau continued to expand throughout the many systems surrounding their homeworld in a desperate bid to find new allies and new technology. They rightly ascertained this was not only paramount to their manifest destiny, but quite possibly could prove to be the key to their continued existence.

THE KROOT

This ethos was wholly vindicated during an otherwise ordinary merchant expedition to the newly discovered planet of Pech, the homeworld of the Kroot. An impromptu coalition between the visitors and the natives was quickly forged in the fires of battle as the Tau 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 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 permanent alliance between the two races. The Kroot took advantage of this opportunity to expand their access to technology and resources, ultimately becoming full subjects of the Tau and a cornerstone of what would eventually be known as the Tau Empire. They would go on to lend their expertise in hand-to-hand fighting and close-quarters battle tactics to defend the emerging Empire whilst also expanding their travels and pursuing new sources of DNA, constantly shaping and improving their genetic bloodline by sampling the gene pools of alien creatures and races they encountered.

"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 5432/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, describing this race 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)..."

-Morris Montesigna, Genetor Secundus

HISTORY OF THE TAU EMPIRE

"You misunderstand, this is Tau space, despite what the Gue'la may claim, and you are welcomed to it as friend. We too have suffered difficulty with the O'res'la, since it seems they wish no unity. We would be honoured to have you fight alongside us against this common enemy. You will find it to the benefit of both our peoples. You will find it, I have no doubt, to be for the greater good."

-Por'O DaI'yth V'Rok

THE DEMIURG

As the Tau continued to expand, they soon met with the noble 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 *Bentus'la* (lit: wise-gifted ones), the Demiurg declined an invitation to join the Empire, although they recognized that together they could be potent allies against continuing predations by the Orks. This led to a mutually beneficial economic partnership between the two species, a pact spearheaded by the Thurm and SryTok Brotherhoods of the Demiurg, whose history with the Orks was exceedingly long and brimming with blood, hatred, and bitterness.

The technological advancements gained through this new relationship completely revolutionized Tau weapons development, as well as the very structure of the *Shas* (Fire) caste and its role in Tau 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.

TURNING THE TIDE

Both the *Gal'Leath* explorer and the ubiquitous *Il'fannor* heavy transport, the existing line ships of the Tau fleet, featured the ability to tow with them large cargo lighters capable of transporting massive quantities of matériel from orbit to a planetary surface. However, as Tau weapons technology advanced, it was found that by replacing the cargo capacity of these lighters with modularly mounted ion cannons, they could quickly be

transformed into extremely powerful escort gunships capable of holding off several Ork vessels simultaneously. This new escort design, dubbed the *Kess'l*, proved to be so successful at defending their parent vessels that ion cannons were applied to *Il'fannor* transports themselves, although this met with only limited success. Because the Tau found this arrangement to be less than satisfactory, they did not attempt to place ion 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.

These advances came just in time. Sporadic attacks on Tau shipping and communication lines erupted into the inexorable tide of Waagh! Scraghurtz, a vast Ork armada sweeping through the region which was already responsible for overrunning dozens of worlds. Despite the Tau's technological advances, it was likely that they would not have prevailed against the amassed might of Waagh! Scraghurtz if not for the intervention of the Demiurg. Unknown to the Tau, their new economic allies had cultivated relations with mysterious and powerful races even more ancient than themselves, and in less than a *kai'rotaa* the grim pressure the Ork-mada applied to the fledgling Tau Empire vanished as suddenly as it came.

THE GUE'LA

In the route of its expansion, it was unavoidable that the Tau would eventually encounter the unimaginably vast domain that calls itself the Imperium of Man. The well-documented Damocles Gulf Crusade and the ensuing war with whom the Tau called the *Gue'la* was the inevitable, bloody result.

As fortune would have it, the Tau had already established relations and contracts with a number of Rogue Traders plying the outer reaches of the galaxy. This served the Tau well, as it gave them a measure of preparedness for what to expect. The human invasion fleet was nonetheless brutally efficient, and the Tau suffered mightily in this war. The outcome at Hydrass in particular was widely considered to be a disaster by the Tau. Lessons learned were rapidly applied however, and they developed their first true interstellar warships in the form of the *Kir'Qath*

escort as analogues to those they faced in the Imperial Navy, serving alongside exploration carracks and heavy transports refitted as combat vessels using up-rated weapons and defensive systems. Though constructing dedicated warships was against the philosophy of a culture that strove to solve every challenge with diplomacy, trade, ingenuity, and not a little cunning, it was recognized that it was necessary against such intractable foes as the Orks and - to a certain extent - the Imperium. 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. Fortunately, the hand of fate dealt in favor of the Tau, and the Gue'la were forced to commit to a cessation of hostilities, beset on multiple fronts by the sudden assault from what they called Hive Fleet Behemoth, as well as continuing raids by the O'res'la.

RETAKING THE STARS

The lessons of the Lithesh War were not lost on the Tau, and within twenty *tau'cyr* of the Armistice, the *Lar'shi* cruiser took to space, the first purpose-built Tau 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.

In the midst of these advances, a whole new foe revealed itself in what the Gue'la called the Tyranids. Outriders of which were first encountered in the outlying worlds near the Fal'shia Sept, they proved to be an intractable foe, unable to reason, devouring all before them in an

HISTORY OF THE TAU EMPIRE

"It appears to me that, lacking the sense of unity that might inform them of their insignificance, these Gue'la have come to think that they might own the stars themselves, even the spaces in between them. Only by our presence, I think, might we now convince them otherwise."

Kor'O Tau'n Viel

insatiable tide of annihilation that consumed worlds as surely as fire does dry brush. Once again the Kor'vattr's performance and tactics against a new enemy were called into question. The problem was not yet a crisis, but the Ethereals and Air Caste saw its potential to rapidly develop into one should this new foe prove to be as widespread or problematic as the Gue'la. To this end, the Ethereals, Air Caste and Earth Caste urgently re-thought their policies for the future development of the Kor'vattr. 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.

THE KOR'OR'VESH

Engineers and artificers long familiar with the needs and requirements of the Shas Caste were invited into the design process, and it was made clear that no expense was to be spared. The project as a whole was soon referred to as the *Kor'or'vesh*, and it incorporated the single largest reallocation of resources in the history of the Tau Empire. The result was a new, 'experimental' fleet comprising a number of radically different designs that bore more resemblance to the Shas Caste's machines of war than the modular hulls and platforms familiar to the Kor. For the first time, purpose-built warships were designed to fully integrate the Fire Warrior command structure into the crew, and they represented 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. The first vessel created by the new initiative was the *Il'Porru*, and it proved to be a revolutionary advancement indeed. Able to make interstellar dives nearly five times farther than conventional designs, this vessel was promptly taken up by the Por caste as a means to rapidly traverse the breadth of the Empire as well as quickly and efficiently explore beyond their realm. In their first contact, a pair of these vessels quickly bested a small pack of Or'es'la raiders encountered near D'yanoi, proving the concept was sound - and so the Kor'or'vesh, the Tau Battlefleet, came into its own.

STRUGGLE FOR THE GREATER GOOD

The threat represented by the Gue'la subsided but was not removed. Once again they attempted to press their will against the Tau during the Taros Campaign. Fortunately by this time the Tau Empire had begun fielding significant numbers of their new warships, and a number of Septs deployed these vessels in large quantities only a few *tau'cyr* before they would be tested in the fires of battle against an Imperial fleet. Quickly called to the front from throughout the Empire, these vessels became the core of a newly created fleet command to meet the invasion head-on. The first of these new ships to be encountered by the Imperium was the *Il'Porru* when it joined the battle in the Dolumar system. Codifying it as the 'Emissary' class, the single vessel was eventually destroyed, but the new class of ship was noted with surprise and concern amongst many Imperial commanders and tacticians, more than one erroneously assuming that the Tau had established an alliance with a hitherto unknown, highly advanced alien race.

The Tau took advantage of their new capabilities to stretch the hand of their Por-caste diplomats far and wide, encountering a number of new, minor Xenos races such as the Vespids and inviting them to join their empire as part of the Greater Good. It was not long afterward that new, larger variants of Kor'or'vesh ship designs were encountered in increasingly larger numbers by the Imperial Navy as the Taros Campaign progressed, the Tau using this conflict as a practical testing ground. Up

to this point they had been nothing more than anomalies, encountered only occasionally as the Imperial fleet progressed into Tau space. The arrival of these new ships in substantial numbers took Imperial Fleet Admiral Kotto completely by surprise.

Given the Tau fleet's performance, their numbers may increase as the Kor'vattr of other Septs seek to adopt the new classes, integrating them into their fleet structure as these ships redefine the Kor's role in defending and advancing the Greater Good. 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 depends on the Kor'or'vesh 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*.



THE TAU EMPIRE IN BATTLEFLEET GOTHIC

TAU SPACE COMBAT

The Tau Empire's near constant war with the Orks (and occasional conflicts with Humans) has led to some of the most innovative and sophisticated weapon systems to be developed in the last ten thousand years.

Ion Cannons

The ubiquitous Tau ion cannon literally vaporises objects that it strikes, greatly magnifying the energy discharge at the point of contact. They function as lance weapons in all respects.

Railgun Batteries

The railguns mounted on Tau starships are several orders of magnitude stronger than those used on even the largest battlesuits, and when fired in precisely timed sequences, can launch a substantial amount of munitions towards a target, much like the macro batteries of Imperial vessels. Railgun batteries follow all the normal rules for gunnery weapons.

Gravitic Launchers

Gravitic launchers are magnetically-accelerated launch platforms designed to propel Tau missile salvos great distances at enormous speed. They function in the same way as torpedo launchers except that they always fire Tau missiles (which are described on the next page).

Gravitic Hooks

The unique device known as the gravitic hook is a staple of Tau space warfare. Each hook creates a gravity 'sheath' in which a small ship may reside, safely transported with its parent vessel until it arrives at the battle zone.

Each of a ship's gravitic hooks is configured to transport a single escort of a particular class, as shown in its profile. A fleet may never include more towed escorts than it has available hooks of the corresponding type. If a ship is able to change the configuration of its gravitic hooks, it must do so equally for all hooks aboard. Otherwise, gravitic hooks have no in-game effect (ships do not start docked with them and cannot re-dock during the game for any reason) and do not count as weapons for the purposes of critical damage.

TAU SHIP SYSTEMS

Tau vessels use a variety of sophisticated communication and defense systems adapted or purchased from the many alien races that aid the Empire. As such, Tau ships benefit from the following special rules:

Deflectors

A deflector is a specialized type of shield system usually mounted on the prow of Tau vessels that transforms the ship's gravitic field (their equivalent of Imperial shield tech) into a dense wedge, rendering it nearly impervious to incoming fire.

Any ship with a deflector counts its front Armor value as 6+ for all enemy shooting against that facing, regardless of the source. A deflector is mounted on the prow and will therefore be disabled if the ship suffers a critical hit to that location (and is restored as normal if the damage is repaired). Deflectors do not count as shields for any rules purposes (such as boarding, blast markers, etc).

Tracking Systems

Certain Tau vessels boast highly advanced data storage and processing equipment to cope with the vast amounts of information they are required to carry. When linked to the ship's sensors, these vessels can route turret tracking calculations to coordinate the fire of nearby allies.

Any Tau vessel within 10cm of a ship or station equipped with tracking systems may re-roll missed attacks with turrets and does not suffer a right-column shift for firing gunnery weapons at targets more than 30cm away. A ship or station's tracking systems will continue to function even if it is on *Brace for Impact* special orders.

TAU ORDNANCE

Although young in terms of spacefaring races, the Tau already possess a commendable selection of powerful ordnance, and in substantial quantities.

Barracuda Superiority Fighters

The 'Barracuda' (as it is known among the pilots of the Imperium) is a fairly typical fighter design that mirrors the aesthetics of Tau ground vehicles. Suited for both air and void, it is a staple of all Tau Air Caste operations in a battle zone. Barracudas follow the normal rules for fighters as described in the main rulebook. They have a speed of 25cm.

Manta Missile Destroyers

The 'Manta' missile destroyer is a massive attack craft capable of engaging even frigates by itself. Its sheer size and powerful armor make it widely feared by interceptor pilots and ship captains alike. Manta missile destroyers follow the rules for bombers. In addition, due to their huge size they benefit from a 4+ resilient save. They have a speed of 20cm.

Tiger Shark Drone Carriers

The 'Tiger Shark' is the larger, more heavily armed version of the Barracuda superiority fighter. In void combat, it is designed to unleash a swarm of gun drones to strafe a target's hull at close range with a deadly barrage of pulse fire. Tiger Shark drone carriers follow the rules for torpedo bombers, except that they produce missile salvos (representing swarms of drones; see next page for details) rather than normal torpedoes. In addition, due to their immense size, they benefit from a 4+ resilient save. Tiger Sharks have a speed of 20cm.

"I have received your messages, acquainting me that these worlds belong to your Emperor, your Master. In return I am to inform you that the said worlds belong to his Ethereal Majesty. Aun'O Bork'an Vral, my master, by right of settlement. Should you wish to gain similar rights you must submit yourselves to his wisdom as members of the Tau Empire."

-Por'el Tau'n Ukos, Water Caste Negotiator

TAU EMPIRE SPECIAL RULES

"Each must find their own way. If those in our heartland had witnessed the savageries of the void as have we they would know this. The hand of each of the starfarers is turned against the other; none will join their strength together just to see their ancient enemies prosper. Neither should we."

-Commander Farsight

Tau Missiles

Rather than the gigantic, fusion-powered torpedoes of the Imperium or the elegant plasma torpedoes of the Eldar, the Tau employ a unique form of swarm-missile system which allows for much more nimble guidance without sacrificing payload capacity.

Tau missiles are represented by normal torpedo markers, just like the torpedoes of other races (although each point of marker strength actually represents about 10 missiles). A salvo of missiles may move between 20cm and 40cm in each ordnance phase (chosen by the controlling player) and may make a single 45 degree turn at the start of its move (following the normal rules for turning torpedoes).

However, Tau missiles do not have the most reliable drive systems, and will sometimes burn up or fly out of control. To represent this, at the start of each ordnance phase you must roll 1D6 per point of salvo strength for each of your missile salvos on the board. Each result of 1 reduces the strength of the affected salvo by 1 point.

BOARDING ACTIONS AND HIT & RUN ATTACKS

Early Tau ships were designed with little regard for the possibility of boarding, since Tau naval strategists did not consider such tactics in their philosophy at the time. As a result, Tau Kor'vattra ships always halve their boarding value (rounding up) and cannot conduct teleport attacks.

The Kor'or'vesh partially solved this issue by keeping permanent squads of fire warriors aboard each ship, but teleportation technology continues to elude the Fio Caste. As such, Kor'or'vesh vessels suffer no penalty to their boarding value, but still cannot conduct teleport attacks.

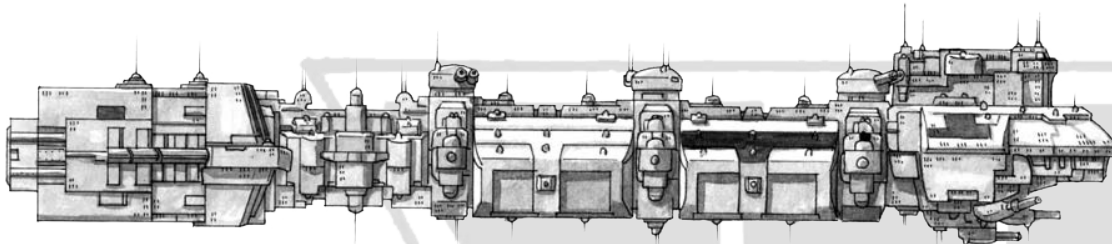
Note that these penalties only apply to Tau vessels.



"...Evidence exists that even as contact with Imperial units increase, the level of development apparent in the vessels they array against us continues to increase in complexity and technological sophistication. In particular, xenos vessels encountered during the Taros Campaign show extremely marked advances in both weaponry and design theory compared to those encountered during the Damocles Crusade (ref AdMech 8748821/XEN583, notes on new classes "Emissary," "Warden," etc.) Recommend directive be made to all Imperial units that great care should be taken to prevent our blessed 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

EXPLORER CLASS STARSHIP 230 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	15cm	45°	1	5+ / 4+ Rear	5
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Prow Railgun Battery	45cm		6		Left / Front / Right
Dorsal Gravitic Hooks	-		Capacity: 3 Orcas		-
Port Launch Bays	Manta Bombers: 20cm		4 Squadrons		-
Starboard Launch Bays	Barracuda Fighters: 25cm		4 Squadrons		-

Special Rules: *Explorer class starships are ponderous and cannot use Come to New Heading special orders.*

Bork'an Configuration: *An Explorer class starship may halve the strength of its launch bays in exchange for a single prow gravitic launcher (Missiles: 20-40cm, Strength 8, Front) for no extra cost.*

Special Attack Craft: *An Explorer class starship may replace its Manta bombers with Tiger Shark drone carriers for +40 points. The cost of this refit is reduced to +20 points if the Bor'Kan Configuration option is chosen.*

The *Gal'Leath* (Explorer) class starship was the breakthrough for Tau science that made the empire possible. Its massive reactor was capable of sustaining a gravitic drive system over lengthy warp-dives (the Tau species' unique method of interstellar travel). Compared to average speeds using more standard forms of warp travel, the Explorer's warp-dive system was slower by a factor of five, but was adequate for the needs of the expanding Tau Septs.

The Explorer also boasted a massive cargo capacity, extensive research facilities, and most importantly, the ability to serve as a mobile dock for the semi-independent transport ships that would become a staple of Tau fleets everywhere. Its cargo bays were large enough to carry modular orbital units, waystations and even (more recently) message boats. It was the galleon of the Tau Empire and for nearly a hundred tau'cyr it was the only class of ship continually in production.

During this time it grew from Mark I all the way to Mark XXIII, benefiting from a succession of improvements and special adaptations, but conflict with the Orks was the class' death knell. It was not a specialist warship and its weaponry was incapable of keeping Terror ships and Kill kroozers at bay. As work on the Merchant class was accelerated, production of the Explorer dropped 85%. Refits have proceeded since however, and the profile shown here represents the most common variant in service of the Empire.

"There are two kinds of conduct the Ethereals will not countenance. The first is a failure to reflect upon what is for the Greater Good of the Tau race. The second is the deliberate refusal to follow the path of the Greater Good when it is clear what it must be."

-Por'ui Dal'yth Ukos

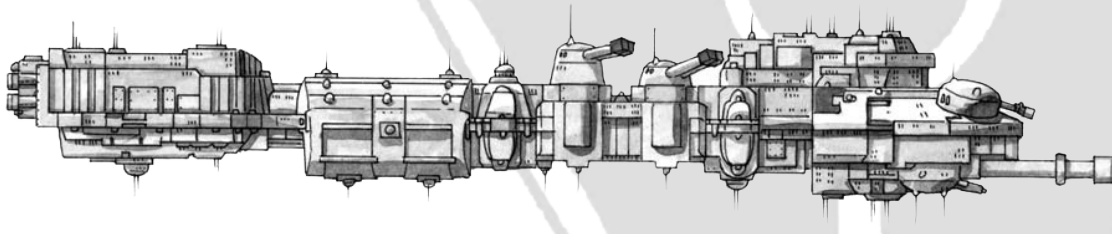


HERO CLASS STARSHIP

180 Points

The *Lar'Shi* (Hero) class starship was the pinnacle of Tau Kor'vattra technology after the Damocles Gulf Crusade. The Tau were convinced that they should have a ship capable of matching the Imperial Lunar class in battle. Unfortunately, they did not quite meet their goal, but the Hero class nevertheless became a respectable ship of the line in many Tau fleets.

The vessel is not as commonly seen today, as Kor'or'vesh initiatives have all but made the design obsolete. On its own however, the Hero class has proven a worthy pirate hunter and is often used to defend Tau space from encroaching raiders and small Ork patrols.



TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Deflector / 5+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Ion Canon	30cm	1		Left / Front	
Starboard Ion Cannon	30cm	1		Right / Front	
Prow Railgun Battery	45cm	4		Left / Front / Right	
Prow Gravitic Launcher	Missiles: 20 - 40cm	6		Front	
Port Launch Bays	Manta Bombers: 20cm	1 Squadrons		-	
Starboard Launch Bays	Barracuda Fighters: 25cm	1 Squadrons		-	

Ship Systems: Hero class starships are equipped with a prow deflector as part of their cost.

T'olku Configuration: A Hero class starship may replace its port and starboard ion cannons with port and starboard railgun batteries (Range: 45cm, Firepower 3), firing (Left / Front) and (Right / Front), respectively, for no extra cost.

Special Attack Craft: A Hero class starship may replace its Manta bombers with Tiger Shark drone carriers for +10 points.



"Ours is to be an empire of worlds, not merely of castes or nations, or races or peoples. To simply control the worlds which we claim as our own will not be enough - we must control the paths between them also, or be divided, and so fail."

-Air Caste Petition
Ahead of the Tau'n Campaign

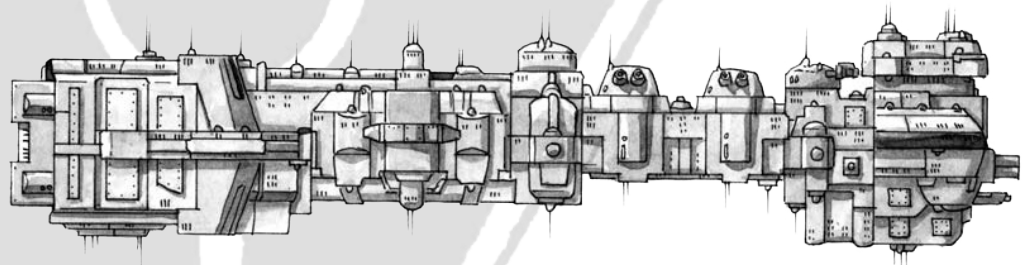
MERCHANT CLASS STARSHIP 105 Points



"It is as we join with others, in a way that only the Tau can, in shared engagement to the Greater Good, that we find ourselves able to fully realize our true potential. And that is the final source of our hopes and intentions."

-Aun'el T'au Tam'ya
Honored Ethereal

The *Il'fannor* (Merchant) class was originally developed to be the new workhorse of the empire. Its reactors were a fraction of the size of the Explorer's power plant but were capable of reaching a third of average warp speed, essential to bind together the emergent Tau empire. Conflict with the Orks caused significant revision of the design with field modifications that allowed virtually all the cargo space to be converted to weapons systems if needed. The continued requirements of the fleet ensured that the Merchant class remained a primary warship of the Tau armada until the Hero class was put into full production. As the Kor'or'vesh initiatives developed newer and more deadly combat vessels, the Merchant class was gradually phased out of line duty altogether, although a handful remain as accompaniments to Hero class cruisers patrolling the interior of Tau space. Because of their history, Merchant class ships and their crews are honored throughout Tau space.



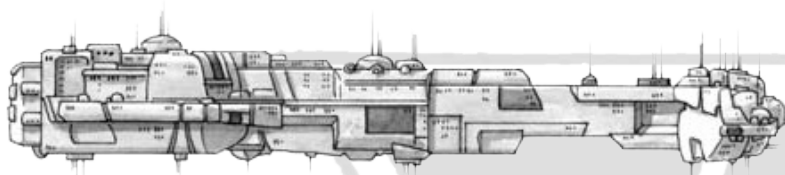
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	15cm	45°	1	5+	2
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Port Railgun Battery		45cm		2	
Starboard Railgun Battery		45cm		2	
Prow Railgun Battery		45cm		2	
Port Gravitic Hook		-		Capacity: 1 Orca	
Starboard Gravitic Hook		-		Capacity: 1 Orca	

Special Rules: Merchant class starships are ponderous and cannot use Come to New Heading special orders. Later versions of the vessel were constructed with advanced hull armor; as such, Merchant class starships may add +2 to their starting hits characteristic for +20 points.

Dal'yth Configuration: A Merchant class starship may replace its port and starboard gravitic hooks with port and starboard ion cannons (Range: 30cm, Strength 1), firing (Left / Front) and (Right / Front), respectively, for +10 points.

Scenarios: A Merchant class starship may replace two conventional transports in any relevant scenario for which transports are required, deducting its cost from your points limit as normal. It counts as two transports for the purposes of victory conditions unless crippled, in which case it counts as only one transport. You may not replace more than half of your fleet's transports with Merchant class starships.

DEFENDER CLASS STARSHIP50 Points



Just as the Lar'shi is the Tau response to the Imperial Lunar class the *Kir'Qath* (Defender) is their answer to the Imperial Sword class. The Defender is the only true escort in the Tau fleet and is used in squadrons to provide close support for the larger vessels. Its main weakness is the lengthy recharge time for its drives. It can make up to half a dozen warp dives in succession but will then be unable to do any more for at least a rot'aa. This means it is not suitable for scouting as it either travels slowly across interstellar space or risks being unable to retreat when it arrives. This can make it a liability in rapid fleet manoeuvres consequently squadrons are spread through Tau space where heavier units can call upon them for support if required.

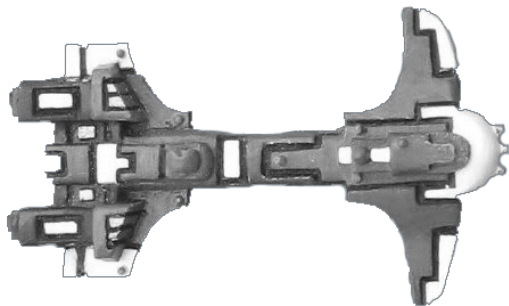
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/2	20cm	45°	1	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Railgun Battery	30cm		5		Left / Front / Right
Gravitic Launcher	Missiles: 20 - 40cm		1		Front

"I have followed the myriad potential futures of the Tau with great interest. Though barely even striplings compared to us, I feel a strange protectiveness towards them. In time I believe they will exceed even our greatest feats and master the darkness within their souls."

-Eldrad Uthran, Farseer of Ulthwe



MESSENGER CLASS STARSHIP50 Points

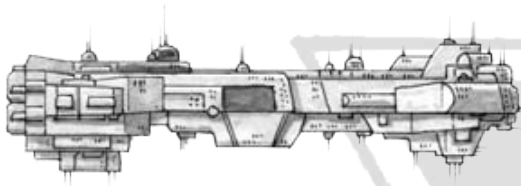


The *Skether'Qan* (Messenger) class starship is the smallest self-sufficient Tau vessel in the Kor'vattra. It is little more than a gravitic drive and cargo hold but it is occasionally used as a fleet scout as it is quite maneuverable, with unmatched data handling and communications facilities. These systems were soon adapted for combat applications after the conflict with the O'res'la broke out. The Messenger's weaponry is purely intended to deter pursuit so in fleet actions it tends to stay close to a capital ship, helping against attack craft in return for protection against true warships.

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

Ship Systems: *Messenger class starships are equipped with tracking systems as part of their cost.*

ORCA CLASS GUNSHIP25 Points



The Orca was designed to provide the Tau fleet with an escort. Unable to build a drive light enough to produce a normal escort the Orca is transported within a capital ships gravitic sheath. Once unleashed however it is a powerful gunship able to contend with any Imperial or Ork class.

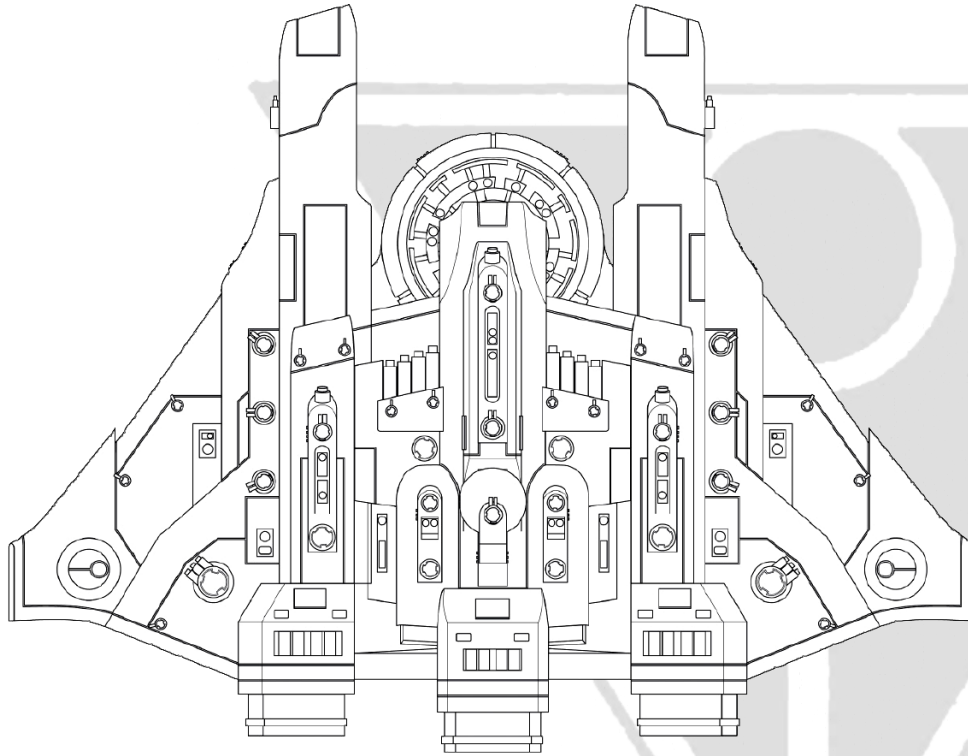
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20cm	90°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Railgun Battery		30cm	2		Left / Front / Right
Ion Cannon		30cm	1		Front



"Soldiers of the Fire Caste! Kroot and Vespida allies! Captains of the Nicassar and Demiurg! Courageous Galg, Tarellians, Greet, and Ji'atrix! Morralian Deathsworn, Ranghon battleborn, and Hrenian fusiliers! Today, we stand as a bulwark against the horrors of this galaxy - against tyrants, deceivers, and destroyers! Today, we must drive back our enemies from our city and from our world! Today, we must drive them from the very stars themselves! Today, more than ever before, we fight for the Greater Good! And we must - nay, we *shall* triumph!"

-Transmission intercepted by Inquisition spy station Aurus Primus

CUSTODIAN CLASS BATTLESHIP 330 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 true battleship-class vessel. An enormous carrier, the *Or'Res El'Leath* (Custodian) class battleship is capable of transporting up to three Kir'la gunships in its gravitic hooks as well as a large number of attack craft ready to support the rest of the fleet. 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.



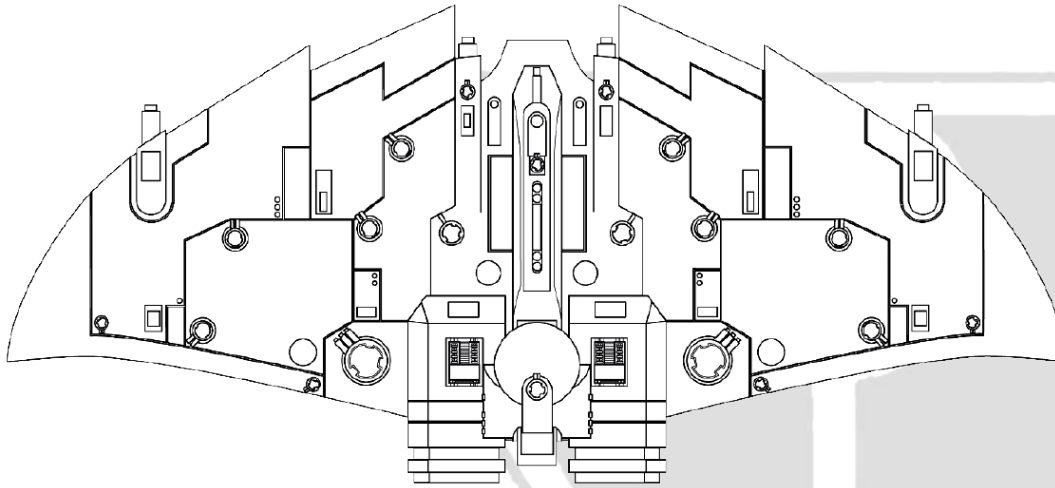
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/10	20cm	45°	3	6+ Deflector / 5+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Railgun Battery	45cm		6		Left / Front
Starboard Railgun Battery	45cm		6		Right / Front
Port Ion Cannon	45cm		1		Left / Front
Starboard Ion Cannon	45cm		1		Right / Front
Gravitic Hooks	-		Capacity: 3 Wardens		-
Port Launch Bays	Manta Bombers: 20cm		3 Squadrons		-
Starboard Launch Bays	Barracuda Fighters: 25cm		3 Squadrons		-
Prow Gravitic Launcher	Missiles: 20 - 40cm		8		Front

Special Rules: Custodian class battleships are ponderous and cannot use Come to New Heading special orders.

Ship Systems: Custodian class battleships are equipped with a prow deflector and tracking systems as part of their cost. The tracking systems on the Custodian class battleship are especially sophisticated, giving them a range of 20cm (rather than the usual 10cm).

Special Attack Craft: A Custodian class battleship may replace its Manta bombers with Tiger Shark drone carriers for +30 points.

PROTECTOR CLASS CRUISER 180 Points



Based on the mission envisioned for the *Lar'shi* cruiser, the *Lar'shi've* 'Protector' cruiser is the primary combat vessel of the Kor'or'vesh, the first starship designed by the Tau specifically to engage and destroy enemy vessels in fleet actions. Like many other Kor'or'vesh vessels, this class was first encountered during the Taros campaign. While it does not have the same bulk and durability as comparable Imperial vessels, it is the first Tau design capable of meeting Imperial cruisers on nearly equal terms. Two Protectors formed the fighting core of the Tau fleet defending Taros, and they inflicted heavy losses on the invading fleet's transport ships.

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	90°	2	6+ Deflector / 5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Railgun Battery		45cm	2		Left / Front
Starboard Railgun Battery		45cm	2		Right / Front
Prow Railgun Battery		45cm	6		Front
Port Ion Cannon		30cm	1		Left / Front
Starboard Ion Cannon		30cm	1		Right / Front
Prow Launch Bays	Manta Bombers: 20cm Barracuda Fighters: 25cm		1 Squadron		-
Prow Gravitic Launcher	Missiles: 20 - 40cm		5		Front

Ship Systems: Protector class cruisers are equipped with a prow deflector as part of their cost.

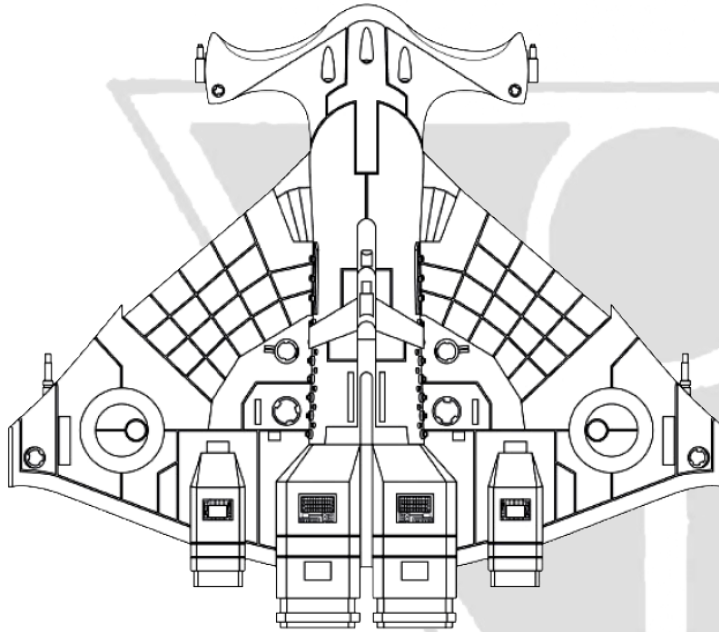
Vior'la Configuration: Up to half of the Protector class cruisers in your fleet may reduce the strength of their prow railgun batteries to 4 in order to increase the range of their ion cannons to 45cm for no extra cost.

Special Attack Craft: A Protector class cruiser may replace its Manta bombers with Tiger Shark drone carriers for +5 points.

"To follow any path other than the Tau'va is to doom us all. Only together and with courage and discipline shall we stand victorious. Fight with fire and courage and nothing can stand against us."

-Commander Shadowsun

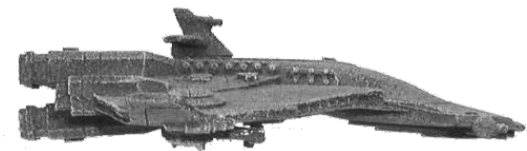
EMISSARY CLASS LIGHT CRUISER 110 Points



Unlike the other hull designs resulting from the Kor'or'vesh initiative, the *Il'Porrui* (Emissary) class light cruiser is primarily intended as a diplomatic vessel. This provides it the necessary mix of firepower and maneuverability to make it a suitable conveyance to transport Por Caste dignitaries, Tau commanders and Ethereals in relative safety. By design, it is also capable of seeing off all but the most powerful adversaries of a similar class it may encounter.

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 tasks. As befits its nature, it is the vessel with which the Tau perform long range exploration and 'first contact' missions. It is often sent to rove far beyond Tau space on diplomatic assignments to the Tau's neighbors or in accompaniment of merchant transports, in this capacity it has most proven its worth to the Tau Empire.

While it may not be a front-line combat vessel, it is well suited to the fires of war, and during the latter stages of the Taros Campaign, a squadron of these vessels successfully fended off an Imperial boarding action.



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	20cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Railgun Battery	45cm	4		Left / Front	
Starboard Railgun Battery	45cm	4		Right / Front	
Port Gravitic Hook	-	Capacity: 1 Warden		-	
Starboard Gravitic Hook	-	Capacity: 1 Warden		-	
Prow Launch Bays	Barracuda Fighters: 25cm	2 Squadrons		-	

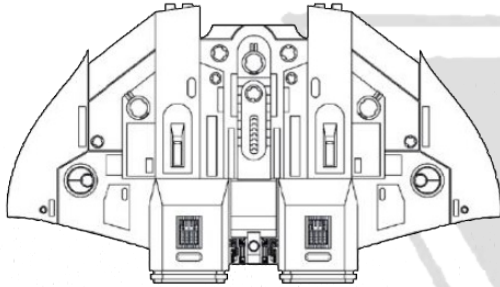
Ship Systems: Emissary class light cruisers may be equipped with a deflector for +10 points.

Bork'an / Sa'cea Configurations: An Emissary class light cruiser may replace its port and starboard gravitic hooks with port and starboard ion cannons (Range: 30cm, Strength 1), firing (Left / Front) and (Right / Front), respectively, for no extra cost and/or replace its prow launch bays with a prow gravitic launcher (Missiles: 20-40cm, Strength 3, Front) for no extra cost.

"Learn to shorten your reach! If your foe can come close enough to negate your striking power, all stratagem is lost and when all stratagem is lost, the battle is lost."

-O'Shovah

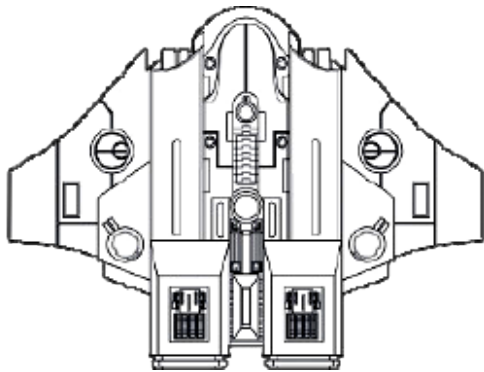
CASTELLAN CLASS ESCORT 45 Points



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, the unique hull design of the *Kir'shas'v're* (Castellan) class escort allows for considerably longer range operations compared to its predecessor. Deployed in the role of traditional escort vessel, it has proven directly comparable to commonly encountered Imperial designs. Around Taros the Tau fleet deployed Castellans in large numbers in support of their larger vessels with great success.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Railgun Battery		45cm	2		Left / Front / Right
Gravitic Launcher		Missiles: 20 - 40cm	2		Front

WARDEN CLASS GUNSHIP 30 Points



The *Kir'la* (Warden) class is a radical departure in gunship design for the Kor'vattra in that it is designed for and crewed primarily as a combat vessel, as opposed to being a re-configured cargo lighter like the Kess'l. Because of this, it can seamlessly integrate itself into Kor'or'vesh flotillas, while also being capable of operating independently as an escort squadron when assigned to escort Gal'Leath or Il'fannor vessels of the Kor'vattra. 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 the complexity and expense of its production, and only rarely will they accompany the Kor'vattra alone.

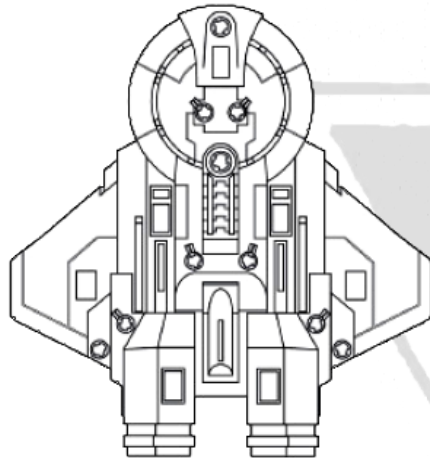
Unfortunately, the Warden shares the same drawbacks as its older Kor'vattra counterparts, because its small size makes it extremely difficult to put an efficient interstellar drive system into its hull. Thus it must always be towed into combat and launched after its mother ship enters a system. The Custodian is specially designed to quickly deploy these vessels immediately upon entering combat, and it operates with the Warden exclusively as its towed gunship escort. While Wardens have been on occasion used in other roles, it was designed primarily to protect their vitally important carrier battleships and will rarely be seen too far from their side.

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

"There is no victory without unity, no peace when there's conflict. In this dark time, we can only forget our differences and fight the darkness together."

-Por've Tau'n Ch'koras

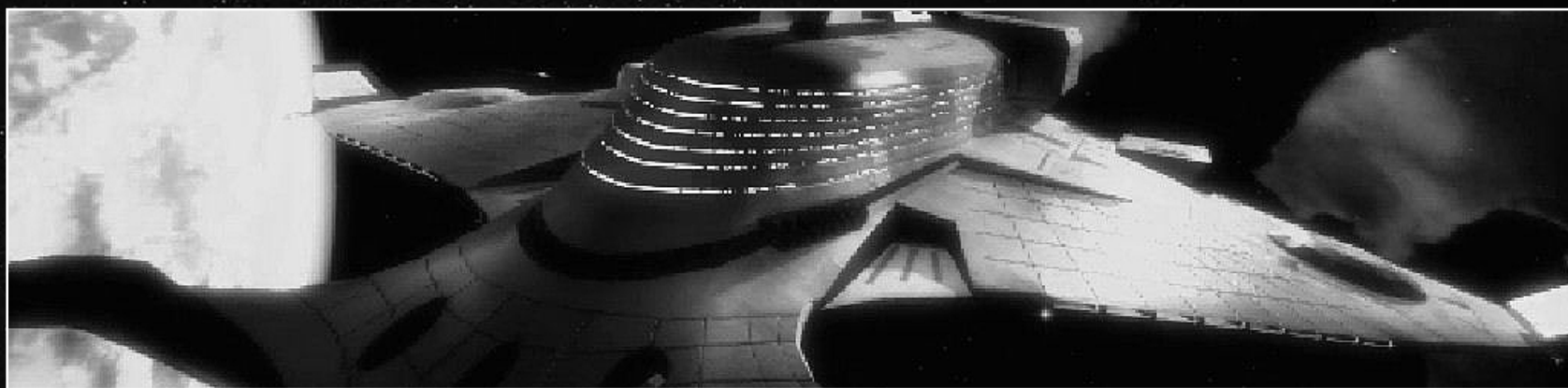
COURIER CLASS TRANSPORT Points: Special



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 almost disappeared entirely, though many various types still found use among and between the major Septs of Tau space. However, as the Kor'or'vesh began operating throughout Tau space and beyond, a new kind of fast transport was required that could make long, deep dives in support of the fleet and quickly replenish forward-deployed flotillas. Thus was the *Il'emaar* (Courier) class transport developed. While this vessel was originally designed to support the Kor'or'vesh, 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.

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

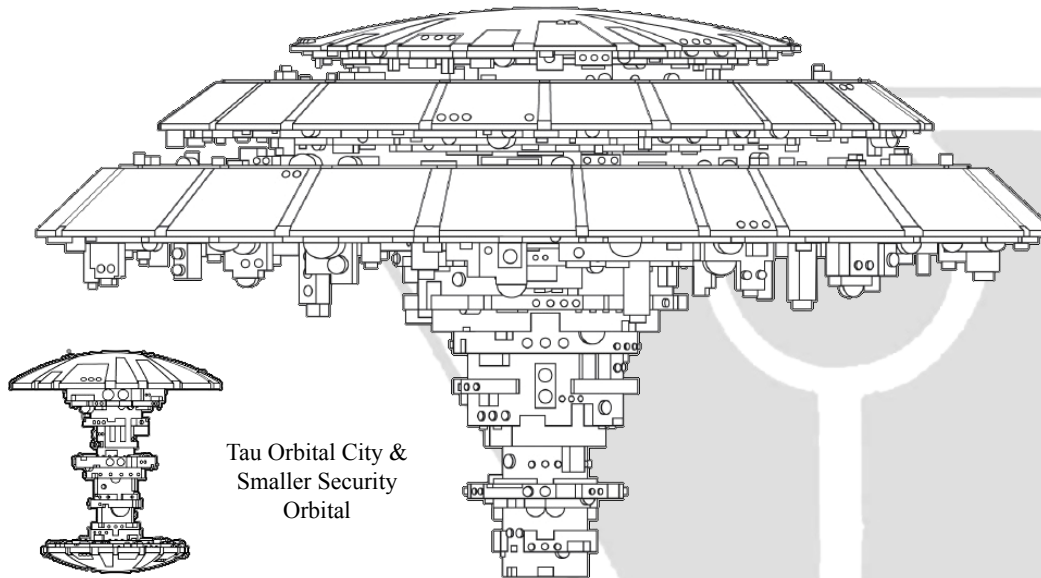
Special Rules: A Courier class transport may replace a conventional transport (at no extra cost) in any relevant scenario where transports are used. It follows the rules for Tau vessels in addition to the rules for support units found in the BFG:XR Fleet Support list. For example, it will have a fixed leadership value of 7 and will only add +3D6cm to its speed when on All Ahead Full special orders.



"Stranger, I bid you greetings in the name of the Tau. If you are reading this then you will have encountered one of our messengers drones and are therefore a spacefaring race. Soon you will see more evidence of us, this is no cause for alarm. When you encounter one of our ships or outposts then welcome it. We have much to offer a faithful friend. We are five castes, one people. The earth caste build and manufacture, the air caste pilot and navigate, the water caste liaise and arbitrate, the fire caste guard our holdings and defeat our enemies. All are bound to the dream of bringing a new way to the universe. I hope you will choose to share the culture, technology and protection of the Tau empire. The one constant in the universe is change, the wise adapt. Believe in our destiny."

TAU ORBITAL CITY

150 Points



Tau Orbital City &
Smaller Security
Orbital

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Defense/10	-	-	3	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Railgun Battery	45cm	12		All Round	
Launch Bays	Manta Bombers: 20cm Barracuda Fighters: 25cm	4 Squadrons		-	
Gravitic Hooks	-	Capacity: 2 Vessels		-	

The Tau Kor Caste live much of their lives in zero-gravity, either as spacecraft or waystation crew, or as a resident in one of many of the Caste's own large orbital habitats. 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 semipermanent 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, the Tau fleet will often rally to these stations in order to protect their inhabitants.

Special Rules: An orbital city is a normal planetary defense choice for any Tau Empire fleet. It follows the rules for high orbit defenses as described in the BFG:XR Fleet Support list, as well as the rules for Tau vessels shown in this document.

Ship Systems: Orbital cities possess the same comprehensive communication and sensor suites as many Tau vessels. As such, they count as having tracking systems for free. Like the Custodian class battleship, an orbital city's tracking systems have a range of 20cm instead of 10cm.

Dedicated Escorts: An orbital city's gravitic hooks may be used for Orcas, Wardens, or Dhows (choose only one). Ships that use its hook capacity must be squadroned together (and with no other vessels) and are treated as system ships, as described in the BFG:XR Fleet Support list.

Special Attack Craft: An orbital city may replace its Manta bombers with Tiger Shark drone carriers for +20 points.

TAU SECURITY ORBITAL

50 Points

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Defense/4	-	-	1	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Railgun Battery	45cm	4		All Round	
Ion Cannon	30cm	1		All Round	

Special Rules: A Tau security orbital is a normal planetary defense choice for any Tau Empire fleet. It follows the rules for high orbit defenses as described in the BFG:XR Fleet Support list, as well as the rules for Tau vessels shown in this document.

TAU CIVILIAN ORBITALS

Points: Varies

CORE MODULE20 Points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/4	-	-	1	5+	2

An orbital's core module supplies the command, communication, energy, and sensor facilities for an array along with habitats for all key staff. A core module and all its ancillary modules are treated as one model for game purposes.

DEFENSE MODULEPoints: Varies

Each defense module adds +1 to the core module's Turrets value. In addition, each defense module includes one of the following armaments at the cost shown below:

- **Railgun Battery**+15 Points
Range: 45cm, Firepower 3, All Round
- **Ion Cannon**+15 Points
Range: 30cm, Strength 1, All Round
- **Launch Bay**+10 Points
May launch 1 squadron of Barracudas or Mantas. For an extra +5 points, it may replace its Mantas with Tiger Shark drone carriers.
- **Gravitic Hook**+5 Points
Provides +1 Orca, Warden, or Dhow capacity to your fleet. (Choose only one). The cost of the escort, if taken, must be deducted from your fleet's point limit as normal.

MANUFACTURING & RESEARCH MODULE.....10 Points

Each manufacturing & research module added to a civilian orbital increases the core module's Shields value by +1 (to a maximum of 3). In addition, the core module gains tracking systems (adding +5cm range for each manufacturing & research module after the first, to a maximum of 20cm).

HABITAT MODULE.....5 Points

Habitat modules allow for increased crew size and living space. In addition, many later versions of civilian orbitals featured ablative armor or decoy sections to help protect inhabitants during an attack. Each habitat module added to a civilian orbital increases the core module's starting hits characteristic by +1.

The Tau have made extensive use of orbital stations for civil defense, commerce, and habitation since their earliest forays in space. The Air caste had always been at the forefront of the conquest of the upper atmosphere and provided enthusiastic crews for the first orbitals installed above their homeworld. Most orbitals exist purely to provide homes for Air Caste pilots and their families, but others are used for manufacturing and trade. While their built-in security systems are usually minimal, the war against the O'res'la has necessitated defensive improvements and some military training for many civilian orbitals on the fringes of Tau space.

TAU CIVILIAN ORBITALS

Normally, individual orbital modules are assembled into arrays of up to five separate substations. Each substation provides a civilian orbital with different capabilities. While relatively weak on their own, each orbital provides nearby Tau fleets with a certain amount of defensive utility depending on the types of modules present.

Including Civilian Orbitals

Civilian orbitals are normal planetary defense choices for Tau Empire fleets. They follow the normal rules for high orbit defenses as described in the BFG:XR Fleet Support list, as well as the rules for Tau vessels shown in this document.

Each civilian orbital must have exactly one core module and may then have up to four other optional modules from among those shown to the left (defense, habitat, or manufacturing & research). A civilian orbital may have more than one of the same kind of module (other than core modules), if desired. The cost of a civilian orbital is equal to the cost of its core module plus the total cost of all its attached modules.

TAU WAYSTATIONS

Waystations are civilian orbitals retrofitted for military use and distributed across the Tau Empire. They mark out the main routes between Tau Septs and are used to speed communications between colony worlds. They are vital to the survival of Tau civilization as the Tau Empire lacks the psychic transmission capabilities of the other races in the galaxy.

Including Waystations

Waystations are a special type of civilian orbital (as described above), consisting of exactly one core module and one defense module of your choice. Waystations may be included in any scenario where the Tau are defenders, even if planetary defenses would not normally be allowed (although they will count against your fleet's points limit in such cases). Furthermore, Tau waystations always count as having tracking systems for no extra cost. In all other respects, waystations follow the same rules as regular civilian orbitals.

THE DEMIURG IN BATTLEFLEET GOTHIC

Once a supremely rare sight, the enormous and stately commerce vessels of the Demiurg have been seen with increasing regularity in the Ultima Segmentum in recent centuries. Previously known only through legends told by alien merchants from the farthest reaches of the Eastern Fringe, the Demiurg have slowly begun to end their policy of isolation, although they still universally avoid Imperium-held star systems unless directly invited.

Naval strategists have long postulated a link between Demiurg encounters and expansion of the Tau Empire in the Eastern Fringe, referencing three confirmed sightings of Tau/Demiurg or Kroot/Demiurg fleets in the region of the Damocles Gulf. Others have suggested however that the nomadic movement of the species demonstrates nothing more than an opportunistic desire to capitalize on the disruption caused by the Tyranid hive fleets.

Demiurg ships utilize technologies unknown to both the Imperium and the Tau Empire. As such, they benefit from the following special rules:

Absorber / Repulsor Fields

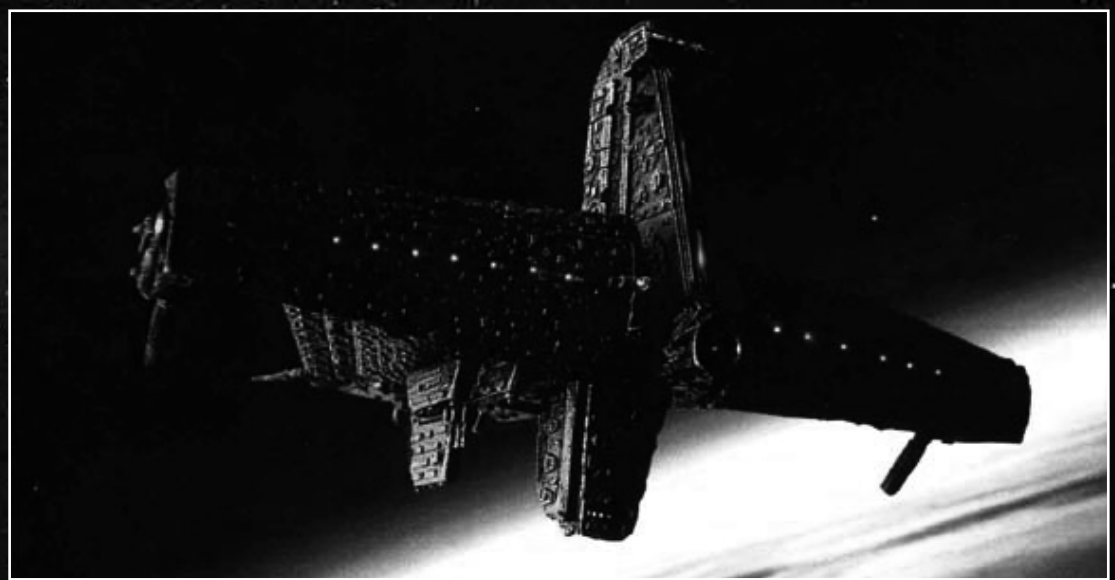
All Demiurg vessels employ a very curious innovation in shielding technology which absorbs ionized gases and exotic particles while repelling any larger obstacles in their path. As a result, Demiurg ships never suffer a speed penalty for being in contact with blast markers and are immune to the effects of solar flares, radiation bursts, and gas/dust clouds (and will never gain blast markers due to any type of celestial phenomena).

In addition, when a Demiurg vessel moves, collect any blast markers touched by its base during the course of its movement, removing them from the table and setting them aside (in separate piles for each Demiurg vessel). Note that this 'vacuum' effect is mandatory; you cannot remove only some markers and choose to leave others behind. Blast markers collected this way are used for the ships' cutting beams (described in the next section).

##TRANSMISSION//RECEIVED##

##WE//ACCEPT//YOUR//PROPOSAL##

-The Thurm Brotherhood



"You misunderstand, this is Tau space, despite what the Gue'la may claim, and you are welcomed to it as friend. We too have suffered difficulty with the Or'es'la, since it seems they wish no unity. We would be honoured to have you fight alongside us against this common enemy. You will find it to the benefit of both our peoples. You will find it, I have no doubt, to be for the greater good."

-Por'O Dal'yth V'Rok, upon first contact with the Demiurg

Cutting Beam

The Demiurg cutting beam is a short-ranged but highly focused energy projector usually employed for gouging out recalcitrant moonlets. As a weapon, it is particularly devastating against enemy ships and can be 'charged up' via ionized gas collected by the Demiurg ship.

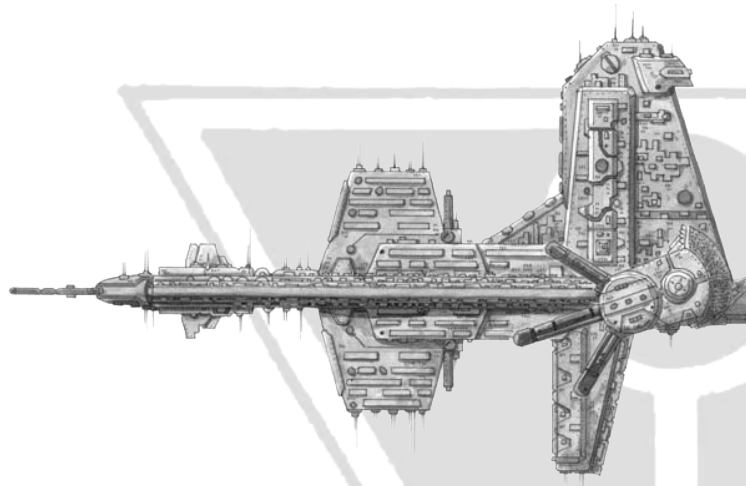
A cutting beam is treated as a lance weapon. In addition, each blast marker collected by the firing ship during its preceding movement phase increases the cutting beam's strength by +1, to a maximum of 8. Alternatively, two markers may be expended to increase the cutting beam's range to 30cm (with the rest contributing to its strength). Note that unused markers are lost at the end of each turn.

Mercenaries

Unless a fleet is composed entirely of Demiurg vessels, they are considered to be hired mercenaries. In this case, Demiurg ships will not continue to fight after becoming crippled, instead attempting to disengage each and every turn thereafter, or moving as fast as possible towards the nearest table edge if they fail, until they have successfully left the board.

However, such is the Demiurg's hatred for the Orks that if the opposing fleet includes any Ork vessels, Demiurg ships will not begin attempting to disengage until they have 2 or fewer hit points remaining, rather than when they are crippled.

STRONGHOLD CLASS COMMERCE VESSEL..... 350 Points



The enormous 'Stronghold' class commerce vessel is fairly typical of Demiurg ships thus far encountered, being very large, technologically advanced, and powered by sophisticated ion drive systems. Strongholds appear to act as factory/processor vessels and bases for a fleet of intersystem asteroid mining pods, haulage flyers, and prospector probes (it is theorized that most if not all of these are automated). Typically, lone strongholds have been encountered in the flare or mercurial zones of uninhabited star systems, suspended motionless and prow-on to the star with a cloud of small craft busily hustling to and fro to exploit local resources.

In most cases these ships will withdraw their craft and disengage if challenged, but in some instances they have inexplicably turned on their attackers with surprising speed and ferocity. It is worth noting that every known encounter between Demiurg and Ork vessels has resulted in bloodshed - the result of an ancient animosity between these two alien species. As warships, Demiurg vessels are slow but well defended, boasting considerable firepower at close ranges and the capacity for launching mining craft reconfigured as attack craft and torpedoes.

A notable trait of the Stronghold class is its sophisticated array of electromagnetic fields around its prow, used to scoop up interstellar hydrogen. The collected particles are then accelerated towards the rear of the ship, creating a sort of 'ram-jet' effect that provides motive power as well as other defensive benefits. This process is a mystery to the Adeptus Mechancius and they would dearly like to secure an intact Stronghold for investigation, but thus far the opportunity has eluded them. Their eagerness has even led some to attempt trading with Orks for salvaged Demiurg tech, but this has met with little success.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Battleship/10	15cm	45°	4	5+ / 6+ Prow	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	30cm		12		Left
Starboard Weapons Battery	30cm		12		Right
Port Lance Battery	60cm		3		Left
Starboard Lance Battery	60cm		3		Right
Prow Weapons Battery	45cm		14		Front
Prow Cutting Beam	15m		1		Front
Dorsal Torpedo Silos	Speed: 30cm		6		All Round
Dorsal Launch Bays	Fighters: 30cm Bombers: 20cm Assault Boats: 30cm		3 Squadrons		-

Special Rules: Stronghold class commerce vessels are ponderous and cannot use Come to New Heading special orders. In addition, they are heavily automated and begin each battle with a nominal Ld value of 10 rather than rolling randomly. For each point of damage a Stronghold suffers thereafter, it reduces its Ld value by 1 for the remainder of the battle, to a minimum of Ld5. If a Stronghold commerce vessel suffers a 'Bridge Smashed!' critical result, it suffers one extra point of damage rather than the usual -3 Ld penalty. Finally, when included in a fleet composed entirely of Demiurg ships, or when the opposing fleet includes any Ork vessels, a Stronghold class commerce vessel is worth 400 victory points instead of the usual 350.

BASTION CLASS COMMERCE VESSEL 255 Points



More common than the larger Stronghold class, Demiurg Bastion class commerce vessels are nonetheless a rare sight in the vastness of wild space along the eastern rim of the galaxy. They typically appear configured primarily for asteroid mining compared to the Stronghold, which is known to function as a factory/processor. Presumably resources and finished goods are exchanged between these vessels, but no eyewitness accounts can definitively confirm this behavior.

Scattered reports by Rogue Traders indicate that each Bastion class vessel is crewed by a single 'brotherhood,' while Strongholds are typically home to two or three brotherhoods, and it is speculated that fleets of these ships represent some type of extended factional affiliation, but if this the case such groups must be spread across dozens of light-years of space. This hypothesis is supported by stories of Demiurg war fleets where at least two or three Bastions will gather to protect a single Stronghold.

As warships, Bastions are comparable to cruisers in most respects, but are surprisingly well-armed for their size. Like the Stronghold class, Bastions have the capacity for launching mining craft and probes reconfigured as attack craft and torpedoes, as well as an electromagnetic field to scoop up interstellar hydrogen and accelerate it to the rear of the ship to provide motive power and energy for the specialized cutting beam it employs for cracking asteroids or enemy ships.

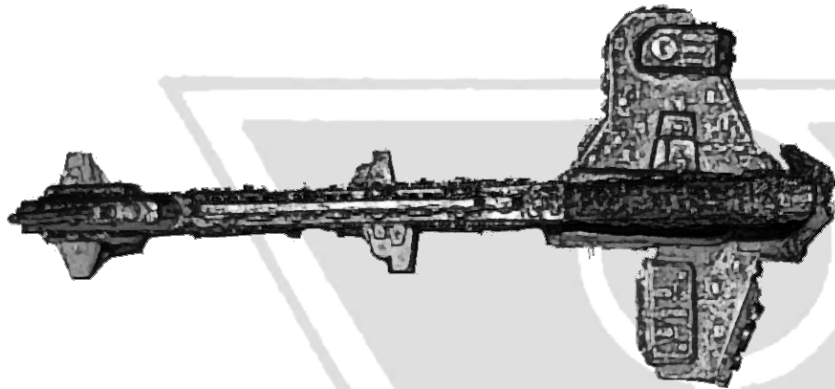
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	5+ / 6+ Prow	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		30cm	6		Left
Starboard Weapons Battery		30cm	6		Right
Port Lance Battery		60cm	2		Left
Starboard Lance Battery		60cm	2		Right
Prow Weapons Battery		45cm	8		Front
Prow Cutting Beam		15m	1		Front
Dorsal Modular Launch Bays		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm Torpedoes: 30cm	2 Attack Craft Squadrons or Strength 4 Torpedo Salvo		All Round

Special Rules: Bastion class commerce vessels lack the maneuverability of true warships. As such, they cannot use Come to New Heading special orders. In addition, they are heavily automated and begin each battle with a nominal Ld value of 9 rather than rolling randomly. For each point of damage a Bastion suffers thereafter, it reduces its Ld value by 1 for the remainder of the battle, to a minimum of Ld5. If a Bastion commerce vessel suffers a 'Bridge Smashed!' critical result, it suffers one extra point of damage rather than the usual -3 Ld penalty. Finally, when included in a fleet composed entirely of Demiurg ships, or when the opposing fleet includes any Ork vessels, a Bastion class commerce vessel is worth 300 victory points instead of the usual 255.

Modular Launch Bays: Bastion class commerce vessels are equipped with modular launch bays designed to be quickly reconfigured for a variety of different types of ordnance. To represent this, modular launch bays may deploy attack craft or torpedoes (but not both) in each shooting phase. In addition, if a Bastion class commerce vessel would replace its bays with mine launchers, it will instead gain mines as an extra type of ordnance (with launch strength equal to that of its attack craft) rather than losing its bays. The ship may not launch mines in the same turn it fires torpedoes or launches attack craft, however. Modular launch bays must be reloaded using Reload Ordnance special orders after each use, regardless of what was deployed.

Hired Reserves: Very rarely, the Demiurg will send their commerce vessels to aid other races besides the Tau, particularly if the Orks threaten one of their trade routes. Any fleet except Orks, Tyranids, and Necrons may substitute Bastion class commerce vessels in place of any reserve cruisers that would normally be allowed. Bastion commerce vessels included this way will follow the normal rules for reserves and allies described in the main rulebook, and are still subject to the Mercenaries rule found on page 18.

CITADEL CLASS COMMERCE VESSEL..... 185 Points



Hidden deep within the most closely-guarded systems frequented by the Demiurg are ships specialized for mining and resource harvesting. These vessels outwardly resemble Bastion vessels in all respects but vary in critical details. The volume in Bastion vessels dedicated to attack craft and broadside lances is entirely turned over to massive ore collectors and other resource harvesting equipment. So similar are the Citadels to Bastions that it was only through communication with the Tau that some Rogue Traders become aware there was a distinction between ship types. Since then, verified sightings of this class have increased, although whether this is due to better identification or an actual increase in frequency is the subject of some debate by the Adeptus Mechanicus.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	45°	2	5+ / 6+ Prow	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	30cm		6		Left
Starboard Weapons Battery	30cm		6		Right
Prow Weapons Battery	45cm		8		Front
Prow Cutting Beam	15m		1		Front
Dorsal Torpedo Silos	Speed: 30cm		4		All Round

Special Rules: Citadel class commerce vessels lack the maneuverability of true warships. As such, they cannot use Come to New Heading special orders. In addition, they are heavily automated and begin each battle with a nominal Ld value of 9 rather than rolling randomly. For each point of damage a Citadel suffers thereafter, it reduces its Ld value by 1 for the remainder of the battle, to a minimum of Ld5. If a Citadel commerce vessel suffers a 'Bridge Smashed!' critical result, it suffers one extra point of damage rather than the usual -3 Ld penalty. Finally, when included in a fleet composed entirely of Demiurg ships, or when the opposing fleet includes any Ork vessels, a Citadel class commerce vessel is worth 200 victory points instead of the usual 185.

Hired Reserves: Very rarely, the Demiurg will send their commerce vessels to aid other races besides the Tau, particularly if the Orks threaten one of their trade routes. Any fleet except Orks, Tyranids, and Necrons may substitute Citadel class commerce vessels in place of any reserve cruisers that would normally be allowed. Citadel commerce vessels included this way will follow the normal rules for reserves and allies described in the main rulebook, and are still subject to the Mercenaries rule found on page 18.

Modeling Note: Citadel class commerce vessels should be mounted on a large base, despite being a cruiser with only 6 hits. This is to represent their automated collection systems designed to harvest nearby debris and gas clouds.



"The speed with which your species weaponized the ionic beam technology we provided to you would be quite frightening were it not for the sheer satisfaction of witnessing the devastation these new 'ion cannons' have wrought upon the Green Ones."

THE NICASSAR IN BATTLEFLEET GOTHIC

The Nicassar were the first addition to the Tau Empire and quickly earned renown as master shipbuilders. They continue to provide ships for the Empire to this day, as their frail physiology makes them ill-suited for ground combat.

Despite their physical shortcomings, the Nicassar have powerful minds and rely on their powerful telekinetic talents to make up for their own limited mobility. Their extended families are semi-nomadic and are driven by an insatiable curiosity passed down from the first Nicassar travelers to begin exploring their home system. Since then, their species has expanded slowly but surely, often spending long periods in virtual hibernation in order to conserve resources.

First contact with the Tau came when a Tau Explorer class vessel was establishing a Waystation in interstellar space and sighted a Nicassar flotilla that had been drifting in space for centuries. This led to a peaceful, if somewhat surprising first encounter that laid the foundations for what would grow into the mighty Tau Empire.

As subjects of the Empire the Nicassar must serve the greater good by providing fleets of vessels to scout and explore systems on the fringes of Tau space. They are transported to their patrol routes using the same gravitic hooks as other Tau ships, and commence a leisurely circuit through unknown territory, reporting anything unusual they might find. However, the Tau have carefully kept the Nicassar isolated from the Imperium, as they realized from early interactions with Humanity that the Nicassar's psychic powers would fuel the worst excesses of human xenophobia.

The Nicassar have somewhat unusual ships. As a result, they are subject to slightly different rules than regular Tau vessels:

Natural Spacefarers

Nicassar are completely at home in space, and in fact are most comfortable when traveling the stars. To represent their familiarity with void sailing, all Nicassar stations and squadrons add +1 to their starting leadership value, to a maximum of Ld10.

Frail Crews

The physical frailty of the Nicassar makes them useless in close quarters combat. As such, Nicassar vessels may never initiate boarding actions or teleport attacks, and always halve their boarding value (rounding up) if they are boarded themselves.

Dhows, Rigs, & Caravans

Nicassar make use of two major spacefaring technologies: the dhow and the rig. A dhow is the basic interstellar craft used by the species, and is little more than a lightly armed transport ship designed to facilitate travel and exploration. A rig is a sort of 'docking hub' capable of linking several dhows together in a group called a 'caravan.' For game purposes, dhows, rigs, and caravans are all considered separate units - they cannot link together or break up for any reason once a battle has begun. During a campaign, however, a Tau player may freely exchange any of their Nicassar caravans with a Nicassar rig and 4 dhows (or vice versa) before the start of any battle - this represents the Dhows attaching or deploying from their Rigs prior to deployment.

NICASSAR CARAVAN

200 Points

For anyone outside the Tau Empire to see a Nicassar caravan is an incredible rarity. They are typically reserved for only the safest surveyor missions where no hostile encounters of any kind are expected. As such, they are usually deployed along portions of the eastern borders of the Tau Empire far removed from the threat of the Imperium or the Tyranid hive fleets. In the event that a caravan meets with violence (as happens occasionally when Nicassar explorers inadvertently cross the borders of some as-yet-unknown species), it will usually attempt to flee immediately. If this is not possible, each individual dhow will break off from the rig, assume a defensive posture, and try to hold out until Tau reinforcements arrive.

Unfortunately, the success rate of this particular tactic is inconsistent at best. Against skilled opponents, the Nicassar simply lack the military prowess to survive more than a short time - as was tragically demonstrated when several caravans were destroyed after they stumbled upon a stray tendrill of Hive Fleet Gorgon.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/8	10cm	Special	4	5+	6
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Railgun Battery	30cm		10		All Round

Special Rules: *Nicassar Caravans must move exactly 10cm in any direction during each of their movement phases. They are not slowed down by blast markers, celestial phenomena, or being crippled. However, they cannot use All Ahead Full, Burn Retros, or Come to New Heading special orders. Note that caravans never need to turn and are classed as defenses for the purposes of shooting, ramming, etc.*

Distributed Systems: *If a Nicassar Caravan suffers a critical hit, it takes one point of extra damage instead of rolling on the Critical Damage table, just like an escort ship or small defense. When reduced to zero hits, simply replace a caravan with four blast markers centered around the point where it was destroyed. (Do not roll for catastrophic damage).*

NICASSAR DHOW

45 Points



Nicassar dhows are small but elegant yachts that are propelled by their captains' psychic powers. These are very maneuverable but lack any practical interstellar capacity and until recently any significant firepower. Since being incorporated into the Empire however their weaponry has been updated to match current Tau standards. Nevertheless, a dhow is not a particularly threatening craft, and they are typically used only for reconnaissance, surveillance, or exploration. In rare cases however, a major or unexpected battle may see several squadrons of dhows assisting with planetary defense or covering the escape of vital transports.

It was just such a case that earned one Nicassar family a substantial amount of honor among both the Air and Fire Castes. During the initial onslaught of Hive Fleet Gorgon, a group of Nicassar on the surface of Sha'draig sensed the oncoming danger and (although unaware of the precise nature of the Tyranid threat) sent warning to government officials. By the time the Tyranids began their attack, the Nicassar, who were rapidly losing their connection to the Warp, had already embarked key colony leaders aboard their dhows and used the last of their psychic power to escape the planet, where they were rescued by the Kel'shan fleet. The Nicassar, who ultimately perished when their psychic link was finally severed, were hailed as heroes of the Greater Good, and their names ennobled for all time thereafter.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20cm	180°	2	5+	1
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Railgun Battery	30cm	3	Left		
Starboard Railgun Battery	30cm	3	Right		

Special Rules: Any Kor'vattra capital ship in your fleet may reconfigure its gravitic hooks to transport Dhows instead of other classes of towed escort, for no change in cost. However, remember that as allied vessels, Nicassar dhows may not be squadroned with any type of Tau escorts.

"Never have I faced a tide of foes that can alter both strategy and flesh to hasten our downfall. Swift as these beasts adapt, we must be swifter, for if we fail, the Tau Empire will drown in its own blood."

-Shas'el Vorcah of Kel'shan, concerning the Tyranids

NICASSAR RIG

20 Points

Nicassar Rigs are little more than a set of docking rings attached to a central hub dotted with defensive turrets and a set of gravitic hooks. They have minimal combat utility themselves, but are occasionally present in battles where a caravan has been forced to disperse. They are also seen stored in orbit of Tau worlds while their crews conduct business on the surface. Although cheap and reliable, the Air Caste advises against the use of rigs near active battle zones on account of their significant vulnerabilities.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/4	-	-	1	5+	6
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Gravitic Hooks	-	Capacity: 4 Dhows	-		

Special Rules: For every Nicassar Rig in your fleet, you must purchase four dhows to accompany it. Rigs are treated as stationary defenses as described in the BFG:XR Fleet Support list, except that they may be placed anywhere in your deployment zone.

THE KROOT IN BATTLEFLEET GOTHIC

The Kroot originated on the world of Pech and, though their physiology is humanoid, there is evidence to suggest that the roots of their evolution may be avian in origin. They retain vestigial beaks and have a light, almost hollow bone structure, with four digits on each hand and foot. A unique feature of the Kroot is that they evolve by absorbing the traits of other species, a process accomplished by eating their flesh. Due to this, the many Kroot warbands across the galaxy often look radically different.

Kroot leaders are known as Shapers, and are typically chosen based on their instinctive ability to recognize desirable or detrimental traits in defeated foes. It is their duty to instruct their kindred on what to eat in order to suit the task at hand. For instance, a Shaper who wants his Kroot to gain muscle mass will seek out Ork DNA, while extensive feeding on flying predators will allow the Kroot to grow wings.

The assimilation of the Kroot into the Tau Empire began during the Ork occupation of Pech and its surrounding worlds. The Kroot leader, Anghkor Prok, persuaded the Tau to intervene in exchange for pledging his people to the greater good. The Tau agreed, coming to Prok's aid during the War in the Place of Union. So effective was this newfound alliance that the Tau and Kroot were able to withstand a large Greenskin onslaught long enough for reinforcements from Sa'cea to arrive, ultimately wiping out the Orks. After the successful campaign, the combined forces of the Tau and Kroot launched a massive, ten-year offensive culminating in the liberation of the Kroot homeworld. On that day, Prok stood before Pech's sacred oathstone and pledged the allegiance of his warriors to fight for the Greater Good, securing a lasting coalition that would become a cornerstone of the Tau Empire's military might.

Although fierce warriors on foot, the Kroot are relatively primitive spacefarers, having only a single design of ship at their disposal: the aptly named Warsphere. Kroot Warspheres are sufficiently different to both orbital defenses and true spaceships such that they require a number of special rules. However any rules which are not specifically noted as being modified here will apply in full to Warspheres:

Planetary Assaults & Boarding Actions

Kroot Warspheres are designed primarily to land troops for planetary assaults. As such, any Warspheres in low orbit that contact the planetary table edge are treated as having landed (just like escorts), counting as disengaged rather than destroyed.

In a Planetary Assault scenario, each attacking Warsphere that successfully lands on the planet automatically scores +3 assault points. However, Warspheres may never score assault points by any other means, as they lack the ability to deploy troops from orbit.

In addition, due to their substantial troop reserves, Kroot Warspheres have a fixed boarding value of 20, regardless of their remaining hits or any other modifiers.

Movement

Because of their unique design, Warspheres do not move in the same way as normal ships. In their movement phase Warspheres travel exactly 10cm forward in a straight line, no more, no less. They may not turn or use *Burn Retros* or *Come to New Heading* special orders. However, due to their powerful omni-directional thrusters, Warspheres automatically pass command checks to use *All Ahead Full* special orders.

When on *All Ahead Full* special orders, Warspheres move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are traveling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right.

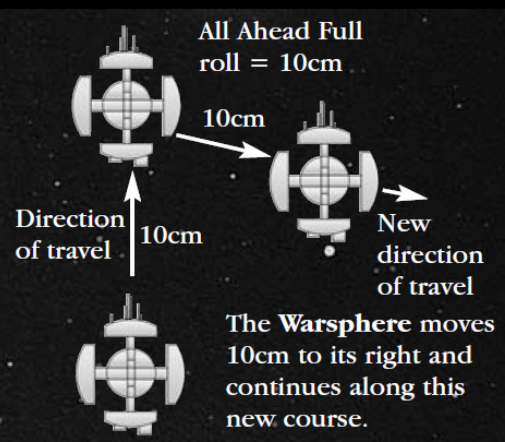
Due to their low speed and considerable momentum, Warspheres which are crippled or moving though blast markers do not reduce their speed. Warspheres in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

Critical Hits & Catastrophic Damage

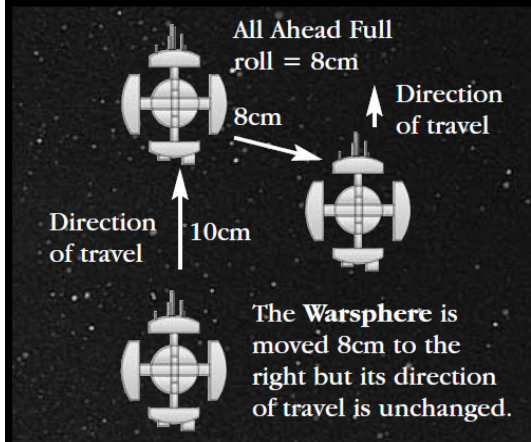
Warspheres lack the complex systems of true space craft, so critical hits are not rolled on the regular critical damage table. Instead, each critical hit inflicts +1 point of damage, in the same way as an escort ship or small defense.

When a Warsphere is reduced to 0 remaining Damage points, it breaks up rather than drifting or exploding. Do not roll on the catastrophic damage table. Instead, the Warsphere is replaced by four blast markers, using the normal rules for doing so when ships are destroyed.

A successful Warsphere course change



An unsuccessful Warsphere course change



KROOT WARSPHERE.....

145 Points



Unlike the Tau, the Kroot are capable of true warp travel, but the exact method is a closely guarded secret (even to their most trusted employers). For the Kroot, warp travel appears to have an almost migratory purpose, and they seem incapable of navigating anywhere besides systems with habitable worlds. This has led some to speculate that Kroot warp travel is somehow linked to the psychic signatures of living ecosystems.

The Kroot Warspheres themselves are self-contained towns wherein is kept the accumulated knowledge of all Kroot technology and the choicest items they have received as payment for their services. As such, they do not risk them in battle willingly and try to avoid direct action against warships unless the need is great or they are being exceptionally well rewarded.

Warspheres have a single drive running through their core from north to south pole and manoeuvring thrusters along their equator. These engines are reliable but very basic, making Warspheres very slow. They are powerful enough however to allow the Warsphere to land and take-off from a planet, although this process is not what most sentient beings would describe as elegant. When planetside, the manoeuvring thrusters will normally be engaged to bury the Warsphere for protection.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/10	10cm	Special	2	5+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		12		All Round

Special Rules: Kroot Warspheres are very unusual ships. They follow the special rules described on the previous page. Note that they are classed as defenses for the purposes of shooting, ramming, etc.

Class Variants: While the Kroot only have a single ship design, they can adapt to a variety of battle scenarios by simply making their vessels bigger or smaller as needed. To represent this, any Warspheres in your fleet may choose one of the following options:

- A Warsphere may increase its starting hits (to a maximum of 16) for +10 points per hit added. This imparts a +1 bonus to the Warsphere's battery firepower for each extra hit. A Warsphere with 10 hits or more may also add up to +1 shield and/or +1 turret strength for +10 points each, and/or may increase the range of its weapons battery to 45cm for +25 points.
- Alternatively, a Warsphere may decrease its starting hits (to a minimum of 6) for -10 points per hit subtracted. This imparts a -1 penalty to the Warsphere's battery firepower for each hit lost.



"At least in space they cannot eat their enemies."

-Kor'el Dal'yth Dasthui,
on the usefulness of Kroot

TAU KOR'OR'VESH / KOR'VATTRA FLEET LIST

FLEET COMMANDER

0-1 Kor Caste Flag Officer

You may include one Kor Caste Flag Officer. If the fleet is worth more than 750 points, a Kor Caste Flag Officer must be included to lead it. If a Custodian class battleship is present, the fleet must be led by a Kor'O (which may be Kor'O Mesme, if desired).

Kor'el (Ld8).....	50 points
Kor'O (Ld9).....	70 points
Kor'O Vash'ya Y'eldi Mesme (Ld9)*	110 points

A Kor Caste Flag Officer comes with one fleet commander re-roll for free (Kor'O Mesme comes with two), and may purchase up to two additional fleet commander re-rolls at the cost listed below:

One re-roll.....	25 points
Two re-rolls.....	50 points

*Note that Kor'O Mesme has additional special rules detailed on the next page.

THE KOR'OR'VESH

Battleships

You may include up to one Custodian class battleship for every full 750 points of Tau vessels (not including allies) in your fleet.

Custodian Class Battleship	330 points
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Cruisers

You may include any number of Protector and Emissary class cruisers in your fleet.

Protector Class Cruiser	180 points
Emissary Class Cruiser	110 points

Standard Escorts

You may include any number of Castellan class escorts in your fleet.

Castellan Class Escort.....	45 points
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Towed Escorts

You may include up to one Warden class gunship for each gravitic hook in the fleet configured to transport Wardens.

Warden Class Gunship.....	30 points
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THE KOR'VATTRA

Battleships

You may include any number of Explorer class starships in your fleet.

Explorer Class Starship.....	230 points
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Cruisers

You may include any number of Hero and Merchant class starships in your fleet.

Hero Class Starship.....	180 points
Merchant Class Starship	105 points

Standard Escorts

You may include up to one Messenger class starship for every 500 points (or portion thereof) in your fleet, and any number of Defender class starships.

Messenger Class Starship	50 points
Defender Class Starship	50 points

Towed Escorts

You may include up to one Orca class gunship for each gravitic hook in the fleet configured to transport Orcas.

Orca Class Gunship.....	25 points
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ALLIES, SUBJECTS, & MERCENARIES

You may include any number of allied vessels in the fleet, subject to the restrictions shown below.

Demiurg Vessels

You cannot have more Stronghold class commerce vessels than Bastion class commerce vessels in your fleet.

Stronghold Class Commerce Vessel	350 points
Bastion Class Commerce Vessel.....	255 points
Citadel Class Commerce Vessel.....	185 points

Nicassar Vessels

You may include up to one dhow for each gravitic hook in the fleet configured to transport dhows. All dhows must be formed into squadrons of 2 to 6 vessels. Note that you must purchase four dhows for every rig in the fleet.

Nicassar Caravan	200 points
Nicassar Dhow	45 points
Nicassar Rig.....	20 points

Kroot Vessels

(0-2) Kroot Warsphere	145 points
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USING A KOR'OR'VESH / KOR'VATTRA FLEET

The Tau Commerce and Exploration Fleet, the Kor'vattra, was a crucial part of early Tau expansion, but its shortcomings soon became impossible to ignore. As a result the Tau Battlefleet, the Kor'or'vesh, was born. These powerful warships, while rare, have quickly integrated into the Tau armada and are commonly seen protecting key Kor'vattra flotillas throughout Tau space.

Ordnance and Upgrades

All Tau ships use the ordnance described on pages 4-5, while Demiurg vessels only use generic attack craft and ordinary torpedoes, representing their automated drones.

Up to two cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Squadrons

Tau Kor'or'vesh and Kor'vattra capital ships follow the normal rules for forming squadrons with other vessels of their type, and may be mixed freely. (For example, a Hero class starship may be squadroned with an Emissary class cruiser).

Tau escorts must be formed into squadrons of two to six vessels as usual, except that any towed escorts in the fleet may only be squadroned with escorts from their division (Kor'or'vesh or Kor'vattra). Your fleet must include enough escorts (if any) to form valid squadrons based on these restrictions. In all other cases, Tau escorts may be mixed freely.

Any Messenger class starship in your fleet may ignore the usual requirement to join a squadron and be deployed independently, functioning as a separate ship in all respects.

Other Reserves and Allies

Your fleet may be joined by a Rogue Trader fleet detachment as described in the BFG:XR Rogue Traders document, allowing the inclusion of one Rogue Trader cruiser for every 750 points (or portion thereof) of Tau ships in your fleet, along with any of its attendant escorts and/or cargo vessels.

KOR'O VASH'YA Y'ELDI MESME

DOSSIER



"There is a certain unity of purpose that can only be found in that sublime moment when a squadron achieves perfect synchronicity; when the distinction between individual craft becomes blurred, every member moving as one towards their objective with swift and singular purpose. This, my friend, is the reason I still take to the skies."

- Kor'O Vash'ya Y'eldi Mesme

At a venerable 41 tau'cyr, O'Mesme is already an honored elder of 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 Vash'ya, 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.

He advanced up the ranks with great speed, achieving the level of squadron commander before eventually ascending to lead an entire Gal'Leath attack craft wing. Not long afterwards, he earned the title of *Y'eldi*, or "winged one," for his prodigal skills as a pilot which he demonstrated throughout numerous conflicts against the Orks. Moreover, his exceptional tactical acumen 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'I gunship, then later as captain 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 that had been crippled during an earlier exchange, forcing the Orks to divert away from his railgun barrage.



As the battle progressed, he continuously stayed one step ahead of his adversary, constantly interposing his best ships between the attacking enemy vessels and the flotilla. As the fleet's railguns continued to hammer the Ork battle group, the greenskins stubbornly refused to retreat, and were ultimately destroyed in relatively short order. Soon afterward O'Mesme was given command of a Gal'Leath exploration vessel, where his exploits against the Orks 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.

SPECIAL RULES

Kor'O Vash'ya Y'eldi Mesme (Ld9).....110 points

Any Tau Kor'or'vesh / Kor'vattra fleet may be led by O'Mesme instead of a regular Kor'el or Kor'O. He benefits from the special rules described below:

Aun'Shear

O'Mesme is always accompanied by his friend and mentor Aun'Shear, a revered member of the Ethereal Caste. To represent this, O'Mesme comes with two free fleet commander re-rolls instead of only one.

Inspired Pilots

O'Mesme's love of flight has never diminished, and true to his name he continues to pilot a fighter out of his own ship's hangar bays, inspiring his pilots to drill even harder and accomplish feats of bravery that have made them legends in the annals of Tau history.

All Barracuda fighters launched by O'Mesme's ship have a 4+ resilient save. In addition, Manta bombers launched by his ship may re-roll the dice to determine how many attacks they will make in each attack run.

Superior Command Systems

As a widely revered fleet commander, Kor'O'Mesme has access to some of the finest technology the Fio Caste produces for the Greater Good. For +10 points, his vessel may ignore all negative leadership effects caused by contact with blast markers.

Personal Flagship

Kor'O'Mesme usually commands his forces from aboard his personal flagship, the *Bor'kan Or'es El'Leath Se'arle O'Mesme*, a unique Custodian class battleship of great renown. Any fleet led by O'Mesme may include this vessel, counting as one of the fleet's allowed Custodians. It follows all the normal rules for its class and comes equipped with Tiger Shark drone carriers *in addition* to its usual attack craft. If included, O'Mesme must be embarked aboard it.

(0-1) The *Se'arle O'Mesme* 400 points

WAR HOST OF THE DEMIURG

DEMIURG BROTHERHOODS

A Demiurg war host is composed of a loosely-defined but tightly knit affiliation of 'Brotherhoods', each with their own array of vessels. As a result, the Demiurg are not led by a specific individual, instead relying on automated command and control systems linked between their ships. A Demiurg fleet never requires or fields fleet commanders of any kind, but may still purchase up to two command check re-rolls (usable by any Demiurg vessel in the fleet) at the cost shown below:

One re-roll.....	25 points
Two re-rolls.....	75 points

CAPITAL SHIPS

Battleships

You may include up to one Stronghold class commerce vessel for every two cruisers in the fleet.

Stronghold Class Commerce Vessel	350 points
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0-12 Cruisers

Your fleet must include more Demiurg commerce vessels than all other non-Demiurg cruisers combined. Note that all ships in the fleet are still bound by the rules for allies, meaning that different species' ships cannot be placed in squadrons together.

Bastion Class Commerce Vessel.....	255 points
Citadel Class Commerce Vessel.....	185 points
Protector Class Commerce Cruiser	180 points
Hero Class Starship.....	180 points
Emissary Class Cruiser.....	110 points
Merchant Class Starship	105 points

0-3 Kroot Vessels

The Demiurg have a unique relationship with the Kroot that pre-dates both species' first contact with the Tau, and it is not uncommon for their ships to fight alongside one another. You may include up to one Kroot Warsphere for every 750 points (or portion thereof) in your fleet. These do not count against your allowed number of cruisers.

Kroot Warsphere	145 points
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ESCORTS

Although the Demiurg do not have any escorts of their own design, their fleets are often supported by squadrons of hired allies. For every three Demiurg capital ships in your fleet, you may include one squadron of 2 to 6 allied escorts.

Defender Class Starship.....	50 points
Castellan Class Escort.....	45 points
Nicassar Dhow	45 points
Warden Class Gunship*	30 points
Orca Class Gunship*.....	25 points

*Note that Wardens, Orcas, and dhows are still limited by the number of available gravitic hooks in the fleet that are configured for their type. Furthermore, Wardens may only be mixed with Castellans, Orcas may only be mixed with Defenders, and dhows may not be mixed with any other escort. Castellans and Defenders may be mixed in squadrons as normal.

USING A DEMIURG WAR HOST

The Demiurg typically avoid direct combat, though occasionally they will respond to threats with surprising ferocity. They have plied the stellar main for untold millennia, and on exceedingly rare occasion will muster their own fleet for war, for reasons entirely unrelated

to their relationship with the Tau. These so-called 'war hosts' are usually supported by a variety of hired mercenaries and allied Tau vessels, making them a highly unpredictable threat.

Ordnance and Upgrades

Demiurg ships use only generic attack craft and ordinary torpedoes, representing automated combat drones, while Tau vessels use the ordnance described on pages 4-5.

Up to two cruisers in the fleet (regardless of faction) may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Campaigns

During a campaign, vessels in a Demiurg War Host will gain leadership, crew skills, and refits in the same manner as a normal Imperial Navy fleet.

Reserves and Allies

A Demiurg War Host may include any number of Rogue Trader cruisers and/or Endeavor class light cruisers, with each taking the place of one allowed cruiser in the fleet. You may also include squadrons of Rogue Trader escorts instead of Tau or Nicassar escort squadrons. The rules for all of these vessels can be found in the BFG:XR Rogue Traders fleet list.



BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Addition] The Tau torpedo bomber is called the Tiger Shark drone carrier. Tiger sharks fire Tau Missiles instead of normal torpedoes, representing their swarms of attack drones moving in on a target. Like the huge Manta, they have a 4+ resilient save. In order to equip them, a vessel must give up its Manta bombers and pay a small point cost.

[Change] The Tau penalty to boarding and hit-and-run teleport attacks only applies to Tau and Nicassar vessels. Kroot and Demiurg (who use automated weapons) are not bound by these restrictions.

[Addition] Orbital city tracking systems have a range of 20cm like the Custodian battleship. Tau orbitals that purchase multiple manufacturing and research modules increase the range of their tracking systems by +5cm for each module after the first, to a max of 20cm range (like the big ships).

[Change] Renamed the old generic orbitals to “civilian orbitals” to help differentiate them from the new security orbitals and the orbital city.

[Change] Demiurg Bastion commerce vessels are included in other races' fleets as a replacement for allowed reserve cruisers, to better represent their rarity among fleets other than the Tau.

[Change] Nicassar Rigs are now 20 points, to reflect the fact that a Caravan (200pts) should be equal to the cost of one Rig plus four Dhows (45pts each).

[Change] Warspheres now only score +3 assault points at the time they land, rather than +3 each turn after landing.

[Addition] Added extra rules for O'Mesme's personal flagship. It is now a slightly more expensive Custodian, but automatically has torpedo bombers in addition to its other attack craft (rather than having to replace its Mantas).

[Addition] [Change] Brought back the ruling for Kor'or'vesh ships giving them full boarding value. *It seems to have been an oversight or transcription error that this was missed.*

Last Updated: May 28, 2017 10:47 PM