

BATTLEFLEET GOTHIC

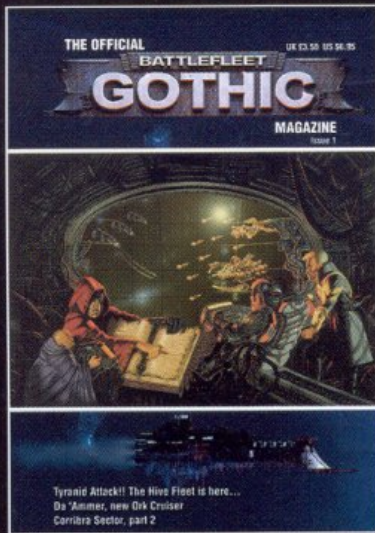
MAGAZINE

Issue 19

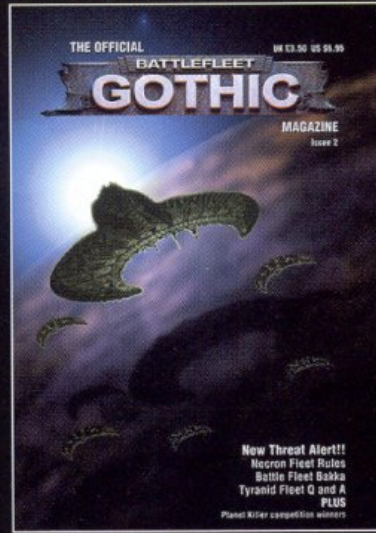


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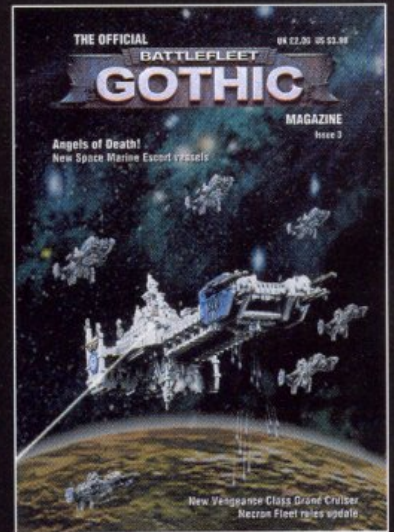
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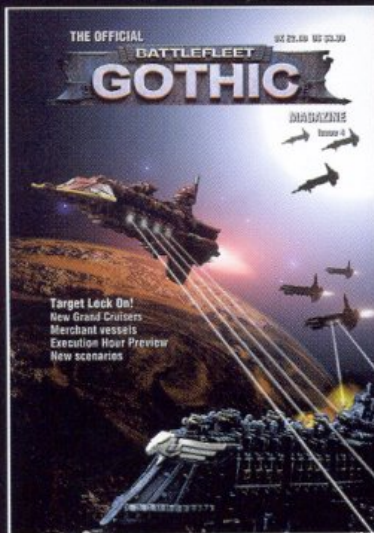
Issue 1



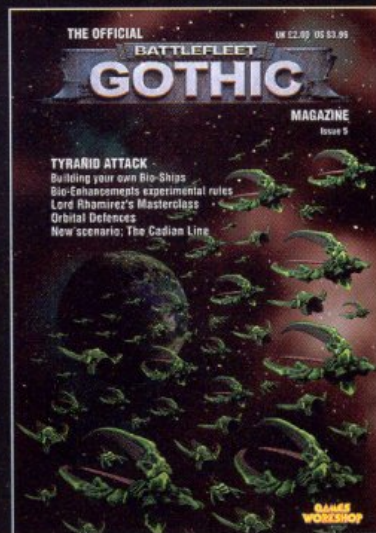
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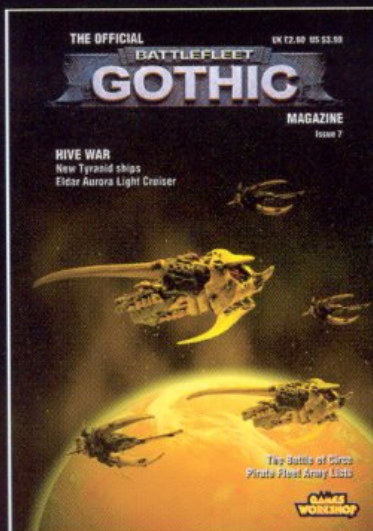
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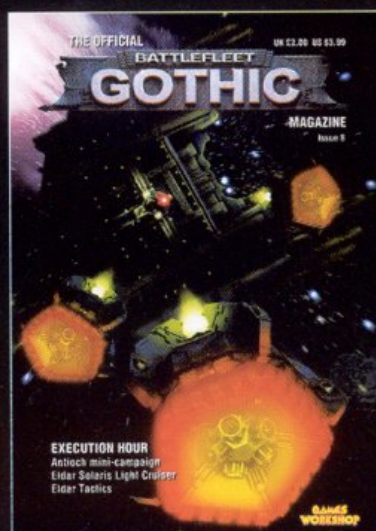
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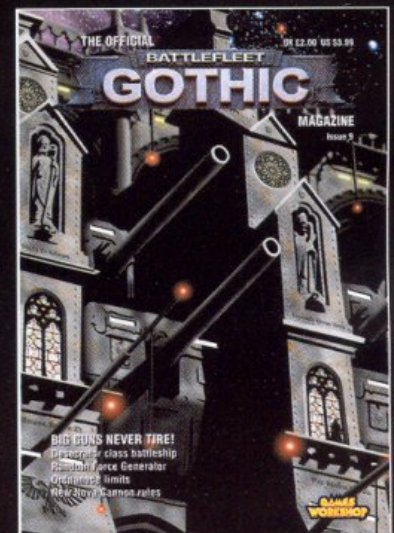
Issue 6



Issue 7



Issue 8



Issue 9

EDITORIAL

Welcome to issue 19 of Battlefleet Gothic magazine. Without a doubt, the most striking thing about this issue is that it is the last ever issue of the magazine. I know that means I should spend the editorial rambling on about how great the magazine has been and all that, but since editorials are, by their very nature, rather limited for space, I've avoided doing so and saved such nonsense for a separate column on page 2. Turn there if you are interested, and for anybody thinking 'What the hell does he mean this is the last issue?' be sure to read the shaded grey box titled 'Fanatic Magazine' first.

Instead I shall, for one last time, continue the time honoured tradition of using the editorial as a page of filler where I, the editor, impart all the information you'll find out for yourselves anyway as soon as you actually read the magazine. But still, for the sake of tradition and all that.

We kick off this issue with a set of experimental rules for Rogue Trader vessels in Battlefleet Gothic. Fanatic will soon be releasing a brand new Rogue Trader cruiser model, along with an accompanying pack of Rogue Trader escorts. At the time of going to press these models are still in production, but for more details turn to the news on page 2.

Next up we have the Lithesh War by Nate Montes. Nate has been one of, if not the, most frequent contributors Battlefleet Gothic magazine (and to the game as a whole), so it seems only proper that some of Nate's work should feature in the final issue of the magazine. Both Nate and frequent collaborator Bob Henderson will continue to be staples of Fanatic magazine, so expect more good work to follow. In this particular article, Nate describes key events in the Damocles Gulf Crusade – that first, eventful clash between the Imperium and the nascent Tau Empire – along with a number of scenarios to recreate key battles.

Finally, we present the full, official fleet list for the Tau in Battlefleet Gothic. It's only been a couple of issues since we presented the Tau fleet as experimental rules, but combined with the vast amount of feedback we've received from publishing the rules on the web, the Tau fleet is ready to go as a complete, official fleet list. The last few models for the Tau fleet will be released in 3 or 4 months time, but for the time being turn to page 14 to see how the fleet pans out.

Matt

CONTENTS

Incoming!	2
News and new releases for Battlefleet Gothic.	
Rogue Trader Fleets	4
Experimental rules for Rogue Traders in Battlefleet Gothic <i>By Matt Keefe</i>	
The Lithesh War	8
Background and scenarios for the Damocles Gulf Crusade. <i>By Nate Montes</i>	
To Unite the Stars	14
Full, official rules for Tau fleets in Battlefleet Gothic. <i>By Pete Haines</i>	
Contacts	32
Where to find Fanatic products, or how to get in touch.	

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INCOMING!

ROGUE TRADERS

This month sees the release of one of the most interesting to the Battlefleet Gothic game that I can remember – Rogue Trader vessels. Rogue Traders are a crucial, but often overlooked, element of the galaxy of the 41st Millenium. It is the Rogue Traders who constantly scour the most distant, volatile and dangerous regions of space in the name of the Emperor (or at least nominally so).

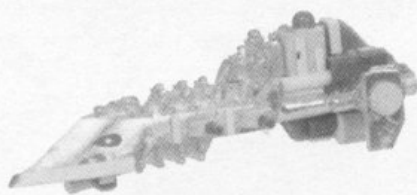
It is they who are charged with making first contact with alien races, scouting out new worlds ripe for colonisation and generally furthering the aims of the Imperium beyond its boundaries.

Few Rogue Traders are quite so pure as this however, and they can be found in the company of all manner of races across the galaxy. The new models, and rules you can find starting on page 4, allow you to add these enigmatic individuals to your games of Battlefleet Gothic.

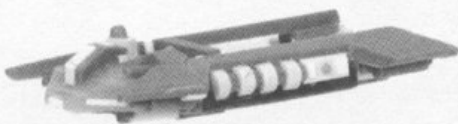
At the time of going to press, the completed models are unavailable, so we thought we'd treat you to the two sneak peeks below.

The Rogue Trader cruiser boxed set will allow you to make one complete Rogue Trader cruiser.

The Rogue Trader escort pack will contain one recommissioned vessel, one Xenos vessel and one armed cargo ship.



Recommissioned Vessel



Xenos Vessel

FINAL ISSUE

Well, this is it, then. The end. After 19 issues, totalling several hundred pages of print and spanning almost four years, we reach the end of Battlefleet Gothic magazine. The magazine, under Warwick Kinrade for the first 10 issues and myself for the next 9, has quite simply been crucial in supporting and developing the game of Battlefleet Gothic.

Like most of the Specialist Games, there was a time when Battlefleet Gothic's future was far from certain. Published support for the game in White Dwarf had ceased, and while continued coverage was planned in the form of publications such as Planet Killer, these were intermittent and infrequent at best. Amongst gamers, however, Battlefleet Gothic never ceased to be one of Games Workshop's most popular games aside from the big two of Warhammer and 40K. It was only right and proper that this enthusiasm be matched by Games Workshop.

So it was that Battlefleet Gothic magazine proper began (along with a number of other titles from the emergent Fanatic Games, as it was at the time). This signalled an important for Battlefleet Gothic – a time where Battlefleet Gothic could expect its own dedicated support, quite apart from concerns over whether there was space in White Dwarf, competing for pages with more popular games and so on. Naturally, resources for such a specialist endeavour have always been limited, but the point was it was a publication the sole purpose of which was to do the best it could for the Battlefleet Gothic. That's exactly what we've been doing for 19 issues.

But times have changed. No longer is there such an uphill struggle for Battlefleet Gothic (and the other specialist games) to earn their place in the Games Workshop and wargaming hobbies. Battlefleet Gothic is a much larger, well established game than it was at the outset of the magazine. The game has gone far beyond the Gothic War where it began, and now includes five races not even covered in the original rulebook.

In short, Battlefleet Gothic has basically outgrown a humble 32-page, black and white bi-monthly magazine, with an editor

forced to divide his time between three game systems. Nowadays, we can do a lot better than that.

Essentially, what I'm saying is that no-one should think of the end of *Battlefleet Gothic* magazine as a bad thing. *Fanatic* has grown, the specialist games have grown, and with that its about time the scope of support for those games grew too. *Inquisitor* already has two permanent supplements to its name, *Mordheim* and *Battlefleet Gothic* are both about to receive their first permanent supplement while *Necromunda*, *Epic* and *Blood Bowl* have all received brand new editions of the game (something which no one would have thought possible a couple of years ago). These days, we can think bigger.

Battlefleet Gothic, as some of you may already be aware, is scheduled to receive a second edition of the rulebook at the end of 2004 – a sure sign that the game is here to stay. There's also talk of a regular stream of supplements for the game. With this kind of high quality published support for rulebooks and supplements, a skinny little black and white magazine doesn't quite seem to cut it anymore. The new, full colour, monthly *Fanatic* magazine will more than cut it, though.

I know that, to some people, a magazine which covers all the specialist games in a blanket fashion (rather than a separate magazine focusing on each one) might seem like a backward step. This really isn't the case, though. It's easy to support a game like *Battlefleet Gothic* in isolation, with its own magazine and its own dedicated staff where the game doesn't have to worry about the broader hobby, but this naturally marginalizes a game and, while necessary in the early stages of a games development, doesn't really do anything to help that game grow once its place is established.

I think it's important to remember that, while a game in its own right, *Battlefleet Gothic* is also part of a hobby as a whole. A magazine like *Fanatic* takes all the games and exposes them to a much wider audience – that audience being the entire hobby of wargaming as opposed to players of the game of *Battlefleet Gothic* alone. *Battlefleet Gothic* is strong enough and stable enough as a game for this not to be a problem anymore – it won't get overshadowed by other games, it won't be competing for space then vanishing after a few months. In fact, *Battlefleet Gothic* can only benefit from this

wider audience and increased prominence. Time will tell, but I'm confident that *Fanatic* magazine will draw new players to the game, some of them existing members of the hobby who never though to try out *Battlefleet Gothic* (or perhaps never even knew about the specialist games at all), some of them former players who haven't seen much of *Battlefleet Gothic* while its been tucked away in its own little magazine, oft tucked away on forgotten store shelves, only to remember how much they liked the game once they notice it again in the larger, glossier, much, much harder to miss *Fanatic* magazine.

This editorial may seem rather vague and not the kind of thing you'd expect to see in the last issue of a magazine, but I guess that's just because referring to this moment in time as 'the end' is wide of the mark in my eyes. This is more about where *Battlefleet Gothic* came from, how hard it has been getting to where we are now, but how much better we can do in future. More than an ending, this a time of change. And a change for the better, I am quite, quite convinced.

Matt

FANATIC MAGAZINE

From spring/summer 2004, all of the specialist games (*Battlefleet Gothic*, *Epic*, *Warmaster*, *Necromunda*, *Mordheim*, *Inquisitor* and *Blood Bowl*) will be covered by *Fanatic* magazine – a 96-page, full colour, monthly magazine under the editorship of Andy Hall.

In the past, many customers have bemoaned the long delays in releasing magazines outside of the UK, and to overcome this, the new magazine will be launched with a staggered start, allowing Europe, the US, Australia and the rest of the world to catch up. This means that issues 1 and 2 of *Fanatic* magazine may be released at slightly different times around the globe (May to July for issue 1, June to August for issue 2) but from issue 3 *Fanatic* magazine will be released simultaneously around the world. For more exact release dates for the early issues, please contact your nearest Games Workshop.

Any customers with subscriptions to one of the existing *Fanatic* magazines who have not yet received details of the new magazine, or information on the status of their subscription should also contact their nearest Games Workshop.

ROGUE TRADERS IN BATTLEFLEET GOTHIC

To limit the moral pollution caused by contact with alien and non-Imperial cultures in millennia past, the Adeptus Terra outlawed trade and dealings beyond the Imperium. Only those individuals with Warrants of Trade or similar documents are allowed to explore planets not yet under Imperial control, encounter alien civilisations and regressed human societies, and claim barren worlds rich in minerals or other resources. Such men are the Rogue Traders. Operating beyond Imperial control, they are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond his rule; others are nothing more than glorified pirates and scoundrels. Not all who claim to be Rogue Traders actually are, while many Warrants of Trade are centuries old – handed down through family generations, exchanged in gambling dens, stolen from their rightful owners or have otherwise fallen into the hands of those who might abuse the power they bestow.

Rogue Traders exude confidence, they are highly charismatic, often charming and roguish, skilled diplomats (some would say confidence tricksters) and hardened killers when the situation demands.

Rogue Traders travel by a variety of means – as passengers aboard military vessels, as the guests of distant, non-Imperial cultures but most of all they enjoy the freedom to travel of their own free will. Rogue Traders must travel vast distances, meaning the ships upon which they rely must be warp capable (and hence substantial in size). In general, Rogue Traders rely upon their vessels for commerce, trade and shipping more than anything else, but from time to time a Rogue Trader may very well find himself in a situation which demands his own vessels be turned into warships of a sort.

USING ROGUE TRADER VESSELS

Any fleet, except Necrons or Tyranids, may include a single Rogue Trader cruiser (and accompanying escort squadron, as described later) in their fleet. Tau and Imperial fleets (NOT Space Marines) may include up to one Rogue Trader cruiser for 1,500 points or part of their fleet.

Each Rogue Trader cruiser may also be accompanied by a single squadron of 2-6 escorts, chosen from the vessels in this article.

Sub-Plots

Rogue Traders are far from altruistic. Their present in their fleet indicates that they themselves believe they have something to gain by forming a temporary alliance. Whether their own goals actually benefits their erstwhile comrades any is open to debate. If you use a Rogue Trader vessel in your fleet then you **MUST** use a sub-plot for the game. The sub-plot can be imagined as representing the Rogue Trader's own vested interest. Because of this, if you fail the sub-plot, the opposing player receives victory points as though the Rogue Trader's cruiser (but not any escorts) had been crippled. If the Rogue Trader cruiser actually was crippled as well the opponent receives victory points as though the vessel was destroyed.

If the Rogue Trader vessel disengages and you complete the sub-plot the enemy receives no victory points for the Rogue Trader cruiser (regardless of its condition), but if the cruiser disengages and you fail the sub-plot, the enemy receives victory points as though the vessel had been destroyed.

The Best Money Can Buy

Rogue Trader cruisers commonly bear refits of uncertain origin. Even the vessels crew are unlikely to be anything as straightforward as regular sailors, since Rogue Traders have a knack for acquiring crowds of followers and hangers-on. To represent this, each Rogue Trader vessel has one xenotech system and one crew skill (both rolled randomly).

XENOTECH SYSTEMS

Roll a dice.

- 1 **Long Range Sensors.** This double the Leadership test bonus for enemy contacts (i.e. enemy on special orders) from +1 to +2.
- 2 **Targetting Matrix.** The vessel counts all targets as closing when using the gunnery table, and may re-roll a single missed shot each turn when shooting with lances.
- 3 **Advanced Shielding.** The vessel increases its number of shields by +1.
- 4 **Ship Defence Grid.** The vessel increases its number of turrets by +1.
- 5 **Advanced Drive Technology.** The vessel adds +5cm to its speed.
- 6 **Pick one of the above.**

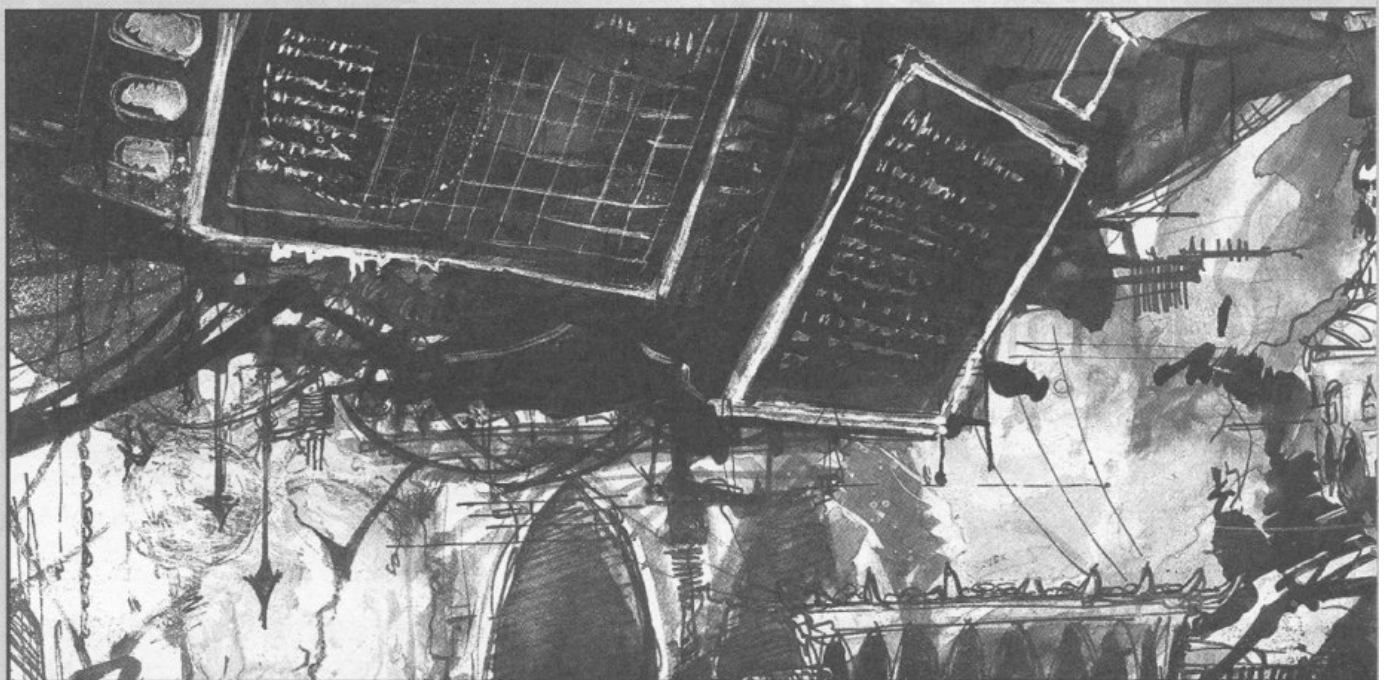
Imperial cruisers are vast constructions, most of them centuries or even millenia old. Those few which are constructed anew are often the result of years of toil by the population of an entire world – gigantic shipyards who might produce just a single vessel every few decades. Such gargantuan efforts are beyond the ken of even Rogue Traders, and so few possess a vessel of their own design or making (although a few particularly brilliant individuals may, on occasion, rise to the point where they control an entire world and hence turn that world to building a vessel in their name). Rather, most Rogue Traders rely on vessels built (and often owned) by others. Many cruisers are in fact part of the warrant of trade itself, an undeniably powerful aid gifted to the Rogue Trader by the Administratum as a gift to their agent abroad. Other vessels are loaned to Rogue Traders more temporarily, perhaps being themselves Navy vessels given over to a Rogue Trader for a time where Imperial command thinks it beneficial. Under such circumstances, a Rogue Trader may even be called upon to lead an expeditionary force and

without an attendant fleet, perhaps numbering several dozen vessels. On such missions a Rogue Trader's authority is all, beyond the bounds of the Imperium where any could bring censure to them and in places so alien, so unknown that their uncanny leadership must be followed to the letter if any of their following hope to survive.

Rogue Trader vessels are unique, exotic things, often exhibiting many signs of their colourful adventures. Although typically based around the hulls of the more common Imperial cruiser classes, Rogue Trader vessels are subject to constant refit and adornment, much of it alien in origin, creating truly unique vessels. The business of a Rogue Trader can take him all over the galaxy and, while his vessel's class may be common in its sector of origin, may be virtually unknown in the regions to which he travels, meaning even a relatively standard cruiser may stand well apart from its Imperial Navy counterparts. Drawing such flamboyant attention to one's self is something most Rogue Traders hardly seek to avoid.

ROGUE TRADER CRUISER

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Torpedoes		30cm		6	
Port Weapons Battery		30cm		4	
Port Weapons Battery		45cm		4	
Starboard Weapons Battery		30cm		4	
Starboard Weapons Battery		45cm		4	
		FIRE ARC			
		Front			
		Right			
		Right			
		Right			
		Right			



Contact with alien races is without doubt the habit for which Rogue Traders gain most notoriety. Their trading missions necessarily take them to regions of space beyond Imperial control, regions where there is every chance of finding thriving alien cultures, even alien empires. Rogue Traders can gain much of value and interest from these races, and are certainly not above employing them as mercenaries when the situation demands.

Far from home, where the protection of the Imperial Navy is but a hopeless dream, many Rogue Traders instead hire out alien vessels and their crews for protection. These vessels often provide much needed local knowledge,

as well as the ability to overcome cultural or linguistic barriers along with a healthy dose of firepower where required. Particularly bold Rogue Traders will, from time to time, journey back to Imperial space, still with their alien employees in tow, perhaps keen to make continued use of the exotic weaponry which their vessels provide. Rogue Traders typically favour vessels which make use of alien energy technology, since the huge power supplies and impossibly difficult upkeep needed for the Imperiums own laser and lance weaponry generally makes them unuseable by Rogue Traders, isolated, as they often are, for years at a time, far from Imperial docks.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	5+	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Weapons Battery*	30cm		2		Left/front/right
Lance Battery*	30cm		1		Front

**Although these weapons are described in simple terms as weapons batteries and lance batteries, they actually represent a whole gamut of alien weaponry such as ion cannons, jokaero laser technology, fusion generators or other weapons of indeterminate origin. We leave it to players to name the weapon systems for their own ships, should they so wish.*

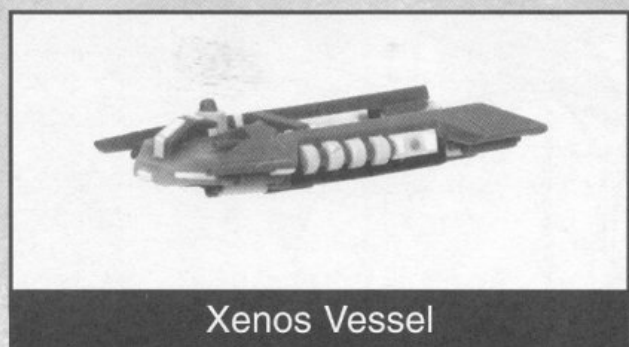
Special Rules: The profile above represents a whole variety of alien vessels which might be found in a Rogue Trader's personal escort. Since Rogue Traders tend to choose vessels for certain, specific purposes, many of the xenos vessels employed as mercenaries will be very similar, though never entirely identical. For this reason, a single ship profile is used, but to better represent the variety of vessels encountered in the 41st millennium, each xenos vessel also has one randomly chose Xenotech system, as described later in Rogue Trader refits. This is included with the vessel at no additional cost.

Representing Xenos Vessels

There are any number of alien races spread across the galaxy, some of them virtually unknown to the Imperium, others frequent raiders whose names have come to be cursed by sailors the galaxy across. This incredible variation means that you can represent Xenos vessels in pretty much any way you want. Xenos vessels provide an ideal opportunity to convert or scratchbuild vessels to your own taste. With each new vessel you build, you should make a name for the alien race, and perhaps a little bit of your own background. In casual games, you might even like to agree with your opponent that you can choose which xenotech system the ship possesses to allow you to represent more accurately on the model and write some background explaining why the race in question possess the particular advancements that they do.



Recommissioned Vessel



Xenos Vessel

ARMED CARGO VESSEL 25 pts

Rogue Traders necessarily make use of a wide range of freighters and other cargo ships to transport their wares back to Imperial space. Such is the danger which Rogue Traders face on their journeys into wilderness space, or even beyond the Imperium's borders, that they will commonly upgun their cargo ships where capacity permits. Such alterations are rarely permanent, and Rogue Traders will often abandon some of their escorts weaponry to make space for more lucrative cargos as and when they chance upon it, but where a Rogue Trader's business calls for him to actively engage in combat, armed cargo ships are likely to be a common feature of his personal escort.

An incredible variety of different vessels are likely to form the basis for armed cargo ships, but such is the limited space, power supply and support systems of the vessel that no matter what their original design most are likely to bear the same simple arrangement of weaponry, turrets and shields. In fact, the crew of an armed cargo ship are likely to be the same merchant sailors responsible for its operation even when unarmed, and so the weapons with which the vessel can be equipped are limited to those which the crew can hastily be trained to use.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons Battery		30cm	1		Left/front/right

RECOMMISSIONED VESSEL 30 pts

Rogue Traders being the opportunistic individuals they invariably are, it is not uncommon for them to 'acquire' old Navy vessels which have either been decommissioned or relegated to a segmentum's reserve fleets. Such vessels are typically in rather poor condition, though it is well within most Rogue Traders' means to refit a vessel (sometimes using systems and technology quite unlike the vessel's original components) and restore it to service.

Recommissioned vessels are especially useful to Rogue Traders since they often provide access to torpedo tubes (a weapon system rarely found on other vessels available to a Rogue Trader). An experienced crew is needed to man a true warship such as this, and so to utilise a recommissioned vessel a Rogue Trader will find it necessary to hire mercenaries, retired sailors or even deserters and mutineers.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons Battery		30cm	2		Left/front/right
Prow Torpedoes		30cm	2		Front

AUXILIARY VESSELS pts: varies

Rogue Traders will commonly ask for the use of a fleet's vessels as part payment for their services, and on occasion may even retain the vessel permanently. Most admirals are more than happy to have a ship or two of their own acting in concert with any Rogue Traders in their employ, not least because they are likely to trust their own escort crews rather more than they trust the Rogue Traders.

Notes: Up to half the escorts in the Rogue Trader escort squadron may be vessels picked from the escort section of your own fleet list, at the normal cost. So, if you include a Rogue Trader cruiser in an Gothic Sector Imperial Navy fleet, up to half the Rogue Trader escorts (up to 3, basically) can be chosen from the same Gothic Sector Imperial Navy fleet list, at the normal points cost.

LITESH WAR: THE DAMOCLES GULF CRUSADE

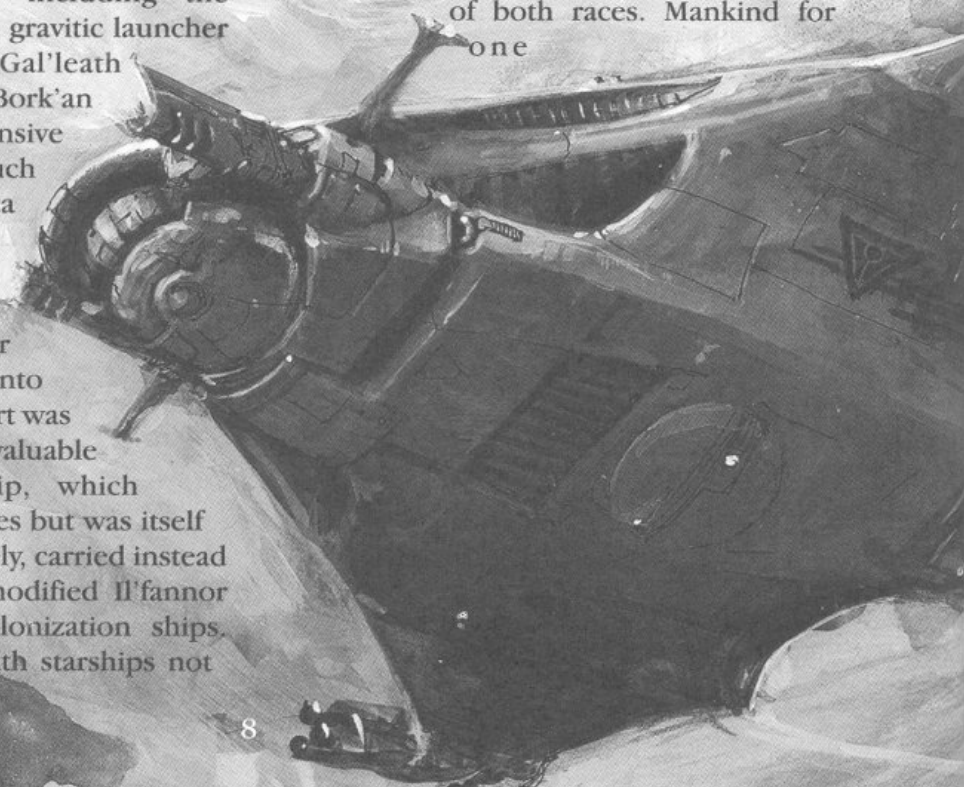
by Nate Montes

With the publication of the official Tau fleet list, and new experimental rules for Rogue Traders in this month, Nate Montes takes a look at the first major conflict between the ancient Imperium of Mankind and the nascent Tau Empire ...

When Warlord Skarmork the Despoiler of Waagh! Scraghurtz was soundly defeated at the hands of the Alaitoc Eldar in M40, the immense pressure they placed on the Tau's early colonies and expansion into the greater galaxy was finally relieved. Though the Orks continued to endlessly harass the Tau, their stranglehold on the systems surrounding the fledgling Tau Empire was broken, and in short order their quest to seek their future among the stars began in earnest. Beginning with their colonized worlds of Tau'n and Vior'la, in less than a thousand years their sphere of influence swelled to eight primary worlds and several dozen additional systems. As time progressed, these major worlds, or Septs as they are known by the Tau, began establishing their own expeditions of colonisation and conquest, all the while strongly adhering to their belief that the Tau had a manifest destiny to expand their empire, actively colonising every system they encountered with a world capable of sustaining life. Experience against the Orks resulted in significant improvements to the Tau fleet or Kor'vattra, including the development of missile and gravitic launcher technology for its Gal'leath colonization ships by the Bork'an Sept, as well as the extensive adaptation of attack craft such as the formidable Manta missile destroyer to counter Ork ordnance. In addition, the smaller but more versatile Il'fannor heavy transport was put into production, and a new escort was created to protect these valuable ships, the Kass'l gunship, which bristled with railgun batteries but was itself too small to deploy separately, carried instead in the gravitic sheath of modified Il'fannor vessels and the larger colonization ships. Soon all of the vast Gal'leath starships not

yet supplanted were modified to support Kass'l gunships.

As their ongoing expansion brought the Tau into contact with other sentient alien races, they made a point of openly welcoming them into the Tau Empire and the Greater Good it espoused. As most of these only existed on one or a very small number of habitable worlds, they were easily incorporated as subject races in the Empire. The Nicassar and Kroot in particular contributed notably to the Greater Good, with the Nicassar outfitting their graceful but resilient Dhows to a weapon configuration similar to the Kass'l gunships and the Kroot lending their formidable Warspheres to the cause. This became especially significant as their continuing spread into the galaxy brought them into inevitable contact with the Imperium of Man. Even though their first contact with mankind as a spacefaring race resulted in the loss of the colonization ship Tau'n Gal'leath Da'loth K'shar on the outskirts of the heavily defended Delvan system, this did much to raise the awareness of both races. Mankind for one



never anticipated that a feral, barbaric race written off as one with nothing to offer but a world ripe for cleansing and Imperial colonization by the Explorer vessel Land's Vision in 789.M35 could in a mere six thousand years advance to a level that dared to challenge the Imperium's supremacy of the galaxy.

The Tau learned that their manifest destiny was not simply an entitlement but would have to be fought for and won at great cost. Despite this, not all contact with Human worlds resulted in conflict, and in the intervening decades contact and trade agreements were established with several Human worlds for the exchange of goods and technology. Such contact quickly informed the Tau of mankind's inherent and irrational xenophobia, leading them to keep secret their relations with some of the races they were allied with. One particularly fruitful alliance was with the SrykTok Brotherhood of the Demiurg. Meticulously cultivated by the Water Caste of the cosmopolitan Dal'yth Sept many decades earlier, they were able to negotiate the procurement of Ion Cannon technology, a significant advance that was quickly applied to Kass'l gunships where it was believed it would serve the Greater Good most effectively. In short order all Kass'l vessels were upgraded with this weapon system in place of a significant portion of their railgun battery strength, though it was decided that this advance would for the time

being be withheld from the Nicassar. An Il'fannor variant equipped with this weapon system was quickly put into production at Dal'yth and later other Septs as well, and the design was quickly adopted by the Kor'vattra throughout the Tau Empire despite the variant's inability to act as a transport in any significant capacity.

With the Tau Empire far to the galactic southeast where the guiding light of the Astronomican was dim and warp travel was treacherous, word of this upstart race's incursions into Imperial territory was slow to reach the Administratum, and it was some time before the threat to Imperial sovereignty was recognized. In fact, it was only through attempts to contain Eldar pirate raids in the Lithesh sector that dissident Imperial worlds, allied with the Tau, were discovered. Deemed a major threat by the Inquisition, (an analysis with which the Eccliarchy readily concurred), Cardinal Esau Gurney called for a crusade to purge the aliens. Such a crusade was quickly mustered, centred around a dozen capital ships including several Space Marine strike cruisers from different Chapters and led by the Retribution class battleship Blade Of Woe. Though nominally referred to as the Lithesh War, it became more widely known as the Damocles Gulf Crusade for the area of space where most of the action took place.

CRUISER CRASH AT HYDRASS

Forces: Both fleets are of equal points, but the Tau fleet is limited to seven capital ships, at least one of which must be a Bork'an-variant of the Explorer class starship. The Tau fleet is limited to Explorer and Merchant class vessels (including their variants) as well as Orca gunships. The Imperial fleet must contain at least two Space Marine strike cruisers which can be squadroned together but not with any Imperial Navy vessels, and at least one squadron of Sword class frigates. Within these restrictions, you can use any means of force selection you wish (use any appropriate fleet list, agree forces with your opponent or anything else you deem appropriate).

Battlezone: The Imperial crusade fleet met and engaged the Tau in a standard Cruiser Clash in the outer reaches of the Hydrass system. Roll for the sunward edge and celestial phenomena normally. However, Hydrass is a small, dim star with little celestial phenomena in the outer reaches. Roll a D3 to determine the maximum number of celestial phenomena that may be placed on the table. Afterward, ignore any result on the Outer Reaches generator that produces a planet.

Set-Up and First Turn: Set up using the Cruiser Clash rules on p.66, but the individual vessel point restrictions are waived for this scenario. The players roll a D6 – whoever gets the highest score may take either the first or second turn.

Special Rules: Senior representatives of the Adeptus Mechanicus and the Inquisition realise the great

importance in attempting to bring to ground this new and hitherto unevaluated adversary, and they direct all active and passive sensor auguries to maintain a near constant lock on the Tau vessels. The Tau ships get a +1 bonus as if the enemy is on special orders even if Imperial fleet takes no special orders in a given turn. However, they suffer a -1 leadership modifier to disengage, though they may freely elect to disengage normally via any table edge.



Game Length: The game lasts until one fleet is destroyed or disengages.

Victory Conditions: Both fleets score victory points as normal. In addition, the Imperial fleet commander gets an additional +1 renown if they can capture at least one Tau capital ship hulk for examination by the Adeptus Mechanicus by holding the field as described on p.66 of the rulebook. Tau vessels that disengage count as 25% destroyed, whether or not they are crippled.

FIRST CONTACT

Fleet Action in the Hydrass System

Quickly taking control of the Imperial colony worlds of Kleist and Garrus, it was several months before the crusaders were able to make contact with the enemy directly, finally doing so when consolidating their fleet in the uninhabited Hydrass system, pursuing leads that a Demiurg vessel would be there supplying the upstart aliens with advanced technology. This first engagement was a telling one, the first time mankind made contact with vessels later codified as

“Explorer,” “Merchant” and “Orca.” Fortunately for the Tau, their Gal’leath starships present were modernised with recently developed gravitic launchers, led by the Bork’an Gal’leath Tai’dar Ku’shan. Using tactics developed from centuries of battling the Orks, they acquitted themselves but were unprepared for the staggering weight of firepower the Imperial fleet was able to bring to bear as they closed the range. Missile salvos from Bork’an Gal’leath starships were effective at breaking up the closing fleet, but the Imperial armada pressed the advance, using waves of Thunderhawk gunships and Fury interceptors to sweep the way forward despite taking horrendous losses from Barracuda fighters and the fearsome, hulking Manta missile destroyers, bombers that were nearly escort-sized in their own right. Optimised for the head-on encounters favoured by the Orks, the Tau found themselves under-gunned for the broadside slugging engagements favoured by Imperial tacticians and soon turned to disengage despite arriving with a nearly equal weight of firepower. Though squadrons of Orca gunships moved to intersperse themselves between the hastily withdrawing fleet and the Imperial formation, they were unable to prevent the loss of one of the capital ships.

As the Imperial fleet moved to recover the blasted hulks of the Tau vessels that remained, an important Astropathic message was delivered to Admiral Jallaque leading the Imperial advance indicating that a Demiurg vessel was sighted in what Imperial cartographers had named the Resvar Six system. Sending his fastest vessels, he directed that all other ships nearest to the system also be sent in an attempt to choke off one possible avenue by which the Tau were being supplied advanced

technology. It was simply inconceivable to the Inquisition and the Adeptus Mechanicus that the Tau could have advanced so spectacularly in merely six millennia. There they would wait unless called upon, ready to strike when the elusive Demiurg again revealed themselves.

EVACUATION OF SY'LKELL

As the Imperial fleet moved to recover the blasted Tau capital ship and escort hulks that remained in the Hydrass system, an important Astropathic message was delivered to Admiral Jallaque. The communication indicated that a Demiurg vessel had been sighted in the area known to Imperial cartographers as the Resvar Six system. Dispatching his fastest vessels, Admiral Jallaque ordered that all other ships within reach of the system also be sent in an attempt to choke off one possible Tau supply chain, thought to be responsible for the advanced technology which they clearly possessed. There they would wait unless called upon, ready to strike when the elusive Demiurg again revealed themselves. The remainder of the fleet then proceeded to what the aliens called the Sy'l'kell system near the Perdur Rift. Interrogation of traitors taken from Kleist and Garrus indicated that the system was home to a fertile agri-world with a sizable alien population, and there was considerable evidence that substantial trade with several Imperial worlds originated from here.

With Captain Rumann of the Iron Hands leading the planetary assault, the fleet punched into the system, quickly approached the principal world and bombarded the extensive orbital facilities. As it turned out, these were only lightly defended, and the crews of two Space Marine strike cruisers quickly boarded the station so that cleansing operations could begin, converting it into a headquarters for the ensuing ground campaign. The Tau fleet in the system disengaged almost immediately and was not seriously damaged, waiting only long enough for several Merchant transport ships to finish receipt of personnel and materials being evacuated from the surface. Their swift withdrawal, however, was not an indication of the Tau's lack resolve to keep the world, and the ensuing planetary assault was met with stiff, organised resistance and extensive low-orbit defences.

Forces: The attacker can use any number of ships desired from his available fleet list

(including fleet replacements and reinforcements), except for up to 750 points of cruisers, light cruisers and escorts that the Imperial player selected to set aside for Scenario #3. The attacker must use his fleet commander's flagship, which for this scenario is the Retribution class battleship *Blade Of Woe* (and any number of ships required to field it, such as a minimum of three cruisers or light cruisers), as well as at least two Space Marine strike cruisers. The attacker may also have two transports for every 500 points of Imperial Navy vessels (NOT Space Marine ships) in the attacking fleet, and for 30 points each may substitute a heavy transport for every two regular transports counted against the attacking fleet's points total.

The defender is limited to the number of vessels that survived the battle in Scenario #1, though all hits and critical damage are repaired. In addition, the defender may purchase one orbital dock for free as per p.144 of the rulebook, but may not have any other high-orbit defenses. However, the defender may purchase D6x10 points worth of standard rulebook low orbit defenses for every 500 points in the attacker's fleet list. Separately, the defender can purchase one Ke'lshan (gravitic hook) variant Merchant WITHOUT accompanying Orca gunships for every 500 points in the attacker's fleet list, to be used as a heavy transport as described below. When determining leadership, these vessels suffer a -1 modifier, as would other transports. If there is more than one, they can be squadroned together if desired but not with other vessels in the Tau fleet.

Battlezone: Sy'l'kell is set in the Primary Biosphere region of the system. Set a medium planet on the table, as it would be for the Planetary Assault scenario on p.76 of the rulebook (roll for a moon if desired). Roll for Primary Biosphere celestial phenomena normally, ignoring any result that produces another planet.

Set-Up: The defender sets up first as described on p.76 of the rulebook, but as the fleet is actively engaged in a desperate attempt to evacuate the planet's surface as opposed to setting active patrols, the defender may elect the placement of all his defending vessels. The orbital dock can be placed anywhere in the deployment area desired. The defender's Merchant vessels set

aside as transports are set atop the planet template as desired by the defending player. The attacking fleet sets up normally for planetary assaults. A separate low-orbit table will be required.

First Turn: The players roll a D6. Whoever gets the highest may take either the first or second turn.

Special Rules: Unless specifically stated otherwise, this scenario follows all rules described on p.76 of the rulebook. The defender's transport Merchants on the planet template start the game on standby, meaning they cannot move or shoot but otherwise have fully functioning shields and turrets, and may take special orders normally. Before the Tau player's movement phase in every turn after the first turn, roll a D6. On a roll of 6, one Merchant transport is fully activated and may leave the planet if

desired and not in a squadron with another Merchant still inactive. The roll required to activate a Merchant vessel reduces by one after every game turn (5+ in Turn 3, 4+ in Turn 4, etc.). The defending fleet cannot freely disengage until transport Merchants have been activated, but once all are activated, all Tau vessels can disengage normally in any method desired.

Game Length: The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more assault points.

Victory Conditions: These are determined normally for planetary assaults as described on p.76 of the rulebook. In addition, the defending player gets 150 victory points for every transport Merchant that successfully disengages (75 if crippled), to account for the value of the vessel itself as well as the valuable cargo and personnel it carries.

DOSSIER: Admiral Orin Jallaque - 200 points

Descended from generations of noble families from the hereditary knight world of Kar Durniash, capital system of the Ultima Segmentum, it was inevitable that Orin Jallaque as a younger son would find himself seeking his fortune as an officer in the Imperial Navy. While noble birth guaranteed entry into these elite corps and would pave the way for rapid advancement through the ranks, young Jallaque would have none of it, studying the many tomes of the *Tactica Imperium* hungrily as he sought nothing less than to have his name etched forever in the Hall of Heroes in the Imperial Palace of holy Terra itself. Slight of build, he rigorously pushed himself to exhaustion, studying various martial techniques until his body was a lithe killing machine, perfect for the horrendous close-quarters fighting that boarding actions consisted of. He was noted in particular whilst still a lieutenant in charge of Plasma Battery 16-Port of the Lunar class cruiser *Schrödinger*. During a fierce action against Tyranids spilling from a rammed kraken ship in 726.M41 he was physically scarred forever and earned an arm of bionics, grafted masterfully by grateful Mechanicus adepts. Following this, afterward his rise to the upper ranks was steady as his resolve. His bravery would establish a permanent bond later on when, as Captain of the Reprise class battlecruiser *Rubicon*, he boarded an Ork kill kroozer grappling with the strike cruiser *Fist Of Boren* of the Iron Hands Space Marines Chapter, saving the latter vessel as the hordes were forced back and the foul parody of a warship was later destroyed.

While such acts can earn an officer an honored place by the Emperor's side when his deeds in this life are done, only the most extraordinary feats earn one a place in the Hall Of Heroes. Mere bravery would not be enough, but bravery was only one of Orin Jallaque's faculties. As a newly-minted Commander leading Cruiser Flotilla Seven-Excimer in a sweep of Eldar corsairs in the Calando sub-sector, his tactical genius came to the fore, and the four cruisers under his command were responsible for the destruction of three Eldar cruisers and nine escorts in a single two-year deployment. As an Admiral his successes mounted when pitted against the advancing threat of Tyranid vanguard fleets probing deeper into Vengeance and the other sectors core-ward of the Eastern Fringe. When Cardinal Esau Gurney proclaimed that a crusade would be launched against a newly encountered race that threatened the Imperium, Admiral Jallaque was the logical choice to lead the expedition.

Admiral Jallaque is embarked aboard the Retribution battleship *Blade Of Woe*, is Leadership 10 and has two re-rolls. His tactical instinct is legendary, and his ability to ascertain the ebb and flow of a battle is renowned throughout the Segmentum. Before the start of a battle including Admiral Jallaque in which the first turn is decided by a D6 roll, the Imperial player benefits from +1 initiative. His flag bridge works hard to anticipate his strenuous demands on himself and his crew; his ship benefits from the Disciplined Crew skill. The Iron Hands Space Marines did not forget his personal honor bond with them; his ship always has a company of Space Marines embarked that impart a +1 modifier during boarding actions.

TO UNITE THE STARS

TAU IN BATTLEFLEET GOTHIC

By Pete Haines

Special thanks to Nate Montes, Bob Henderson and all the online playtesters from the BFG Forum and Yahoo! List

The Tau Empire has only expanded into space during the last thousand years. Despite this they have made remarkable progress in developing both civilian and military starships, and have now reached a level where their ships can be compared to Imperial designs.

The development of the Tau fleet (known as the Kor'vattra in Tau) has been given the highest priority by the Ethereal Caste. Without the Kor'vattra the manifest destiny of the Tau could never be realised and as a species their existence would be at the mercy of celestial phenomena such as meteors or supernova.

Once unified by the Ethereal Caste the Tau made incredible technological progress. By M39 they had spread through the T'au system and ringed their homeworld with orbital research and manufacturing facilities. Further expansion required a drive system capable of spanning interstellar distances however and this proved to be a formidable barrier.

Tau vessels already used a form of gravitic drive. This projected a sheath of gravitic energy ahead of and around the vessel which was continually re-projected further ahead, drawing the ship behind it rather like an archaic sail. For two hundred tau'cyr the Water Caste grappled with the problem only for the breakthrough to be handed to them.

On the innermost of T'au seven's moons a routine geological survey discovered the remains of an alien vessel. The significance of the find did not disrupt Tau society as much as might have been expected. Tau theorists had long reasoned that other life forms existed and the verification helped confirm the belief that there was a greater destiny awaiting them. No Tau commented on the sheer good fortune of finding the technology that they so desperately needed on their doorstep just when they needed it.

The Tau were able to duplicate the warp drive of the alien ship but the initial test flights were disastrous. Achieving transition to the Warp required more than technology, it required psychically attuned minds and the Tau race boasted no psykers. Without them to guide the transition no amount of power could breach the dimensional barriers. The best the Tau could do was make a partial transition, forcing themselves into the void that separated Warp space and real space before they were hurled out again like a ball held under water then released.

Data gathered at great cost during the test flights was studied closely. The Water caste scientists made the observation that the boundary between real space and warp space was not a neat line. It was closer to being a turbulent ocean fomented by the tempestuous

"It appears to me that, lacking the sense of unity that might inform them otherwise, these men 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

'Charge capacitors, time to intercept?'

Kor'uil vash'ya tozhan lowered himself into his blast couch and glanced at the control surface to trigger the emergency restraints. He never locked himself down until the last moment before combat, he was air-caste born and orbital-raised, swimming in zero gravity was far more natural to him than walking. Around his couch the array of holographic displays projected by his bridge drones settled next to him, he took in the details with an experienced eye. His vessel had accelerated to optimum speed and was rapidly closing with his human quarry. Even though his bridge drones had definitely identified the target as a civilian vessel it had impressive speed, almost as fast as Tozhan's Skether'qan class, and his ship was as fast as any in the Kor'vattra.

'Intercept in 72.83 centidec.'

Tozhan confirmed that the intercept point had appeared on his tactical display and a countdown to intercept had started. All his railgun tubes were loaded and the huge energy charge needed to fire them could be released on his command. This was one consignment of supplies that would never reach the fighting on Arthas Moloch.

warp tides below. By carefully angling their descent toward the Warp and extending the field generated by the gravitic drive into a wing shaped to hold the vessel down, a Tau vessel could extend the duration of the dive considerably. The speeds achieved in the ascent back to real space were staggering and this coupled with the effect of the Warp on time and space ensured that the real distance covered by the dive was immense. Early tests lost several drone ships because they inadvertently passed far beyond the sensor range of their recovery vessels.

The details were soon resolved. There was still a major constraint, only the most powerful (and bulky) drives could sustain the gravitic wing throughout the dive and the power drain meant that considerable recharge time was needed between dives. Also by comparison to actually navigating the warp the pace was still very slow. Taking typical Imperial Warp speeds the Tau drive was slower by a factor of five. The speed was consistent though, did not expose the Tau to the perils of the Warp and enabled the Tau to expand beyond their home star for the first time.

The first major class of Starships built were the ponderous Gal'leath (trans. Explorer). These leviathans laid the foundations for the Tau Empire and formed the basis of the Kor'vattra for its first wars with the Orks and the Nicassar. The Nicassar were less advanced than the Tau and after their speedy defeat were one of the first other races absorbed into the Empire. The Orks however posed a major problem. Their ships were faster, better shielded and more heavily armed. Against such a dangerous enemy the Gal'leath class was simply too expensive a resource to risk. Fortunately new, more compact gravitic drives led to the introduction of the smaller Il'fannor (trans. Merchant) class. To counter the

numerous Ork escorts the Tau developed their own Kass'l (trans. Orca) gunships. The Tau were slow to build a gravitic drive with sufficient power for Warp dives small enough to create an independent escort so the Kass'l would travel inside a larger vessels gravitic sheath over long distances, disengaging when back in normal space. This combined with the introduction of super-heavy ion cannons and barracuda fighters helped restore the balance but it was the power and efficiency of the Tau shipyards that prevented the Empire being devastated.

THE TAU'N CAMPAIGN

Tau'n was a choice objective for the expanding Tau and following extensive exploration a colonisation fleet was assembled based around seventeen Gal'leath and twenty-three Il'fannor class vessels. Between them these ships could transport several dozen Kass'l class Gunships. Most important however was the immense transport capacity of the fleet which was used to take components for half a dozen heavily-armed orbitals to Tau'n. Fighting off Ork raiders, the Tau were able to set up their orbitals around Tau'n and control their colonisation of the world from space. The Tau fleet used the orbitals as a secure harbour from which to fight off Ork attacks including a major assault involving nine Ork Kill-kroozers and Terrorships. Tau tactics were still too static however and on numerous occasions the Barracudas and Orcas were lured too far from the rest of the fleet and destroyed. The conflict was ended when Tau ground forces defeated a hastily landed Ork army enabling colonisation to proceed unopposed. The victory cost the Tau fourteen of their capital ships for only one confirmed Ork loss of comparable mass. Important lessons were learned.

Firstly a better method of linking space and ground forces was needed. The result was the

Manta, a machine capable of fighting in space as a very heavy bomber (it is almost large enough to be considered an Escort) and within an atmosphere as a drop ship and heavy fire support. The use of Orbital platforms to augment the fleet's firepower became part of standard Kor'vattra doctrine as did the imaginative stratagem of using small stations (called Waystations) to create harbours and rendezvous points in deep space where they were safe from detection. The problem of communication over interstellar distances had to be resolved as well. Lacking telepathic communication a Tau fleet, once despatched, was immediately on its own, unable to communicate with its superiors or other elements of the fleet. Strings of waystations were established to relay messages but this was only effective over relatively short distances. Accordingly the Skether'qan (trans. Messenger) class starship was built. The Messenger was tiny by comparison to the rest of the fleet and was crewed by a single pilot aided by the most advanced drones. By reducing the crew to a minimum the Messenger was able to be fitted with the smallest gravitic drive capable of performing Warp dives. Its systems were optimised for storage and relay of vast quantities of data. Urgent messages could now be transmitted by relays of Messengers each diving in turn and passing its data to the next vessel in the chain. The method was still clumsy, and coordinating separate fleet formations remains a Kor'vattra weakness necessitating extremely rigorous planning.

Beyond this the Tau made numerous minor advances. The best example of this was the improvements made in drone technology which allowed the deployment of spy pods to extend sensor ranges. In addition, the Fire Caste provided guidance to the Air caste-dominated Kor'vattra devising a series of training programs to hone their combat skills.

THE DAMOCLES GULF CRUSADE

Fundamentally the Tau system remained the same until the Damocles Gulf Crusade brought them into conflict with the Imperium. It is likely that if they had been confronted by an Ork Waaagh! at any time during this period they would have been defeated but the destruction of Waaagh! Scraghurtz by Alaitoc Craftworld in M40 ensured their survival. The limited (by human standards) conflict with the Imperium set new standards for the Kor'vattra though. The expansion of the Empire now meant that the Tau could call upon species such as the Kroot and Nicassar with their own starships. In addition, Imperial Rogue Traders were a valuable source of new technology. Within twenty years of the armistice the Tau launched their first Lar'shi (trans. Hero) class cruiser, inspired by the Imperial Lunar class. A Tau fleet including a high ratio of the new ships subsequently defeated an Ork fleet of almost comparable size assaulting the D'yanoi system.

The Tau are now an established power on the Eastern fringe but it remains to be seen whether the Kor'vattra can rise to the challenge of the Tyranid Hive Fleets and the other perils of a very dangerous universe.



TAU SPECIAL RULES

TAU WEAPONS

Tau vessels employ a number of weapons unknown in other fleets. Despite the differences in technology, many of them function with very similar effect to other weapons, and should be used as follows:

Turrets

Tau turrets are extremely sophisticated combining a range of weapon types with overlapping fire zones. Note the Tracking Systems special rules.

Ion Cannons

Ion cannon shots vaporise the object struck magnifying the energy discharge. Armour is of no value against them. They function as lances in all respects.

Railgun Batteries

Railguns of the size mounted on warships require massive amounts of energy to fire despite Tau superconductors. Because of this, power is routed to a single barrel at a time. The sequence is timed to ensure the first barrel is reloaded before it is charged again. Railguns function as standard weapons batteries.

Spine Guns

Spine guns are massive railguns where mass drivers trigger the initial acceleration before the ship's gravitic field is pulsed to squeeze the missiles toward the enemy at enormous speed. The missiles are drone-controlled and exceptionally dangerous. See the ordnance section for more details.

TAU SYSTEMS

Tau ships often possess systems unique to the Tau, which use the following special rules:

Shields

Tau shields are formed by shaping the gravitic field to repel incoming fire. They function as normal shields in every respect.

Deflector

The deflector is a specialised shield generally mounted on the prow of the latest Tau ships. It turns the gravitic sheath around the vessel into a dense wedge, which is far more effective against incoming fire. If fired at from the front the deflector augments the passive armour which counts as armour 6. Deflectors are always mounted on the prow and will be disabled if the ship suffers a prow weapons damaged critical. The deflector does not count as a shield for the purposes of teleport attacks, blast markers or other rules which affect shields.

Tracking Systems

Tau Messengers boast highly advanced data storage and processing facilities to cope with the vast amounts of information they carry. When linked to ship sensors though this processing power can be used to provide a direct feed to the ship's turrets. In fleet actions Messengers can route this data to nearby Tau vessels. Any Tau vessel using turrets within 10cm of a ship with tracking systems may re-roll misses and ignores the column shift when firing batteries at ranges above 30cm. Tracking systems continue to function even if a ship is braced for impact.

OTHER NOTES

Unless noted otherwise, Tau vessels follow all the normal rules from the Battlefleet Gothic rulebooks. A few salient notes follow to avoid any confusion and outline a few exceptions.

Critical Hits

Tau ships use the standard critical hit table.

Leadership

Tau ships roll leadership normally.

Teleport Attacks

Tau ships may not conduct teleport hit and run attacks.

Boarding Actions

Boarding strength is half normal for the size of ship.

ORDNANCE

Missiles. Tau missiles are drone-guided and are fired in salvos, each point of torpedo strength represents about 10 actual missiles. In game terms this makes no difference. Tau missiles are able to alter both their speed and course throughout flight, so may move at any speed between 20cm and 40cm (i.e. must move at least 20cm, cannot move more than 40cm) each ordnance phase. They are also guided. Each move the missiles may change course by 45 degrees. However, you must roll a dice for each point of missile strength at the start of each ordnance phase (not including the turn in which they are launched). On a roll of 6 the missiles run out of fuel and are removed.

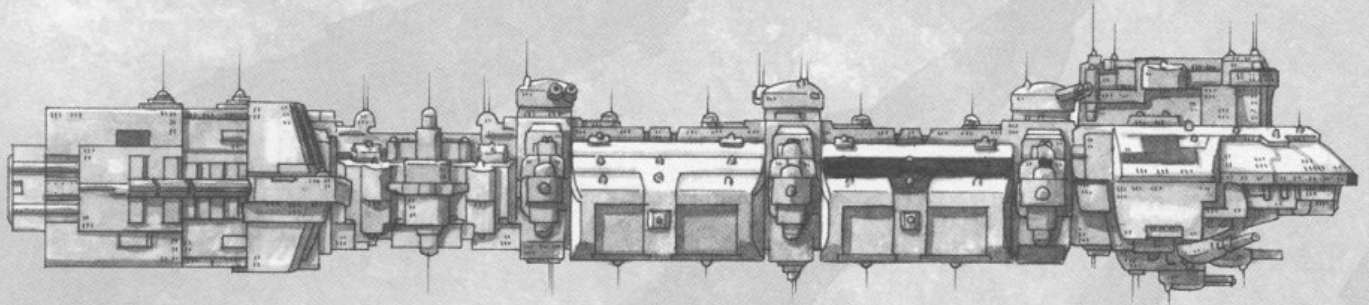
Barracudas. Barracudas are fighters with a speed of 25cm.

Mantas. Mantas are bombers, each marker represents a single vessel. They are well shielded and if intercepted by enemy fighters roll a d6, on a roll of 4+ the Manta is not removed. Mantas move 20cm. Whilst Mantas can carry large numbers of troops they are not used to board enemy vessels as boarding is totally contrary to the Tau's approach to space warfare.

GAL'LEATH (EXPLORER) CLASS STARSHIP 230 pts

The Explorer was the breakthrough for Tau science that made the empire possible. Its massive reactor was capable of sustaining the gravitic drive over lengthy dives. Based on average speeds using full warp travel, not that the average means a great deal, the drive was slower by a factor of five. It was adequate though and the Explorer could also boast massive cargo capacity, extensive research facilities and most importantly the ability to serve as a mobile dock for semi-independent ships. 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 moved from mark I to XXIII benefiting from a succession of improvements and special adaptations. Conflict with the Orks was the class' death knell. It was not a specialist warship and its weaponry was incapable of keeping Terrorships and Killkroozers at a distance. Work on the Merchant class was accelerated. When it was complete production of the Explorer dropped 85%. Refits have proceeded though and the profiles represent the most common variant in service and the most recent upgrade.



GAL'LEATH STANDARD VASH'YA CONFIGURATION MK XXIII

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	1	5+(4+Rear)	5
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Railgun battery		45cm		6	
Port Launch bay		Barracudas 25cm or Mantas 20cm		4 Squadrons	
Starboard Launch bay		Barracudas 25cm or Mantas 20cm		4 Squadrons	
Port Gravitic hook		Capacity 1 Orca			
Starboard Gravitic hook		Capacity 1 Orca			
Dorsal Gravitic hook		Capacity 1 Orca			



FAMOUS SHIPS: DAL'YTH GAL'LEATH KESSAN

This vessel may be the last of the Explorer class starships to be built on Dal'yth. Explorer construction is now being wound down and most work involves converting the older Mk XXIII's to the Mk XXIV design developed by the Water Caste of Bork'an. Kor'O Kessan is a veteran captain of this class of ship and together with the bulk of his crew was assigned his new vessel after surviving an attack by Ork pirates on the edge of the Damocles Gulf. The Dal'yth Gal'leath Kessan has been outfitted with Mantas and is to be the flagship for a major expedition into the Farsight Enclave under the overall direction of Aun'shi himself and including a scientific team lead by the venerated biologist Por'O Jess'L. Much of the Explorer's cavernous hold has been converted to laboratories prior to the mission.

BORK'AN MK XXIV EXPERIMENTAL CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	1	5+(4+Rear)	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gravitic Launcher		Speed 40cm	8		Front
Prow Railgun battery		45cm	6		Left/front/right
Port Launch bay		Barracudas 25cm Mantas 20cm	2 Squadrons		-
Starboard Launch bay		Barracudas 25cm Mantas 20cm	2 Squadrons		-
Port Gravitic hook		Capacity 1 Orca			
Starboard Gravitic hook		Capacity 1 Orca			
Dorsal Gravitic hook		Capacity 1 Orca			

Special note. To equip a Gal'leath class vessel with a Gravitic Launcher requires the replacement of one segment of launch bays with additional stowage for the drone guided missiles, reducing the vessel's launch capacity.

TAU SHIP NAMES

As with many things the Tau adopt a very structured approach to naming their vessels. Each ship or squadron's name is made up of a series of elements.

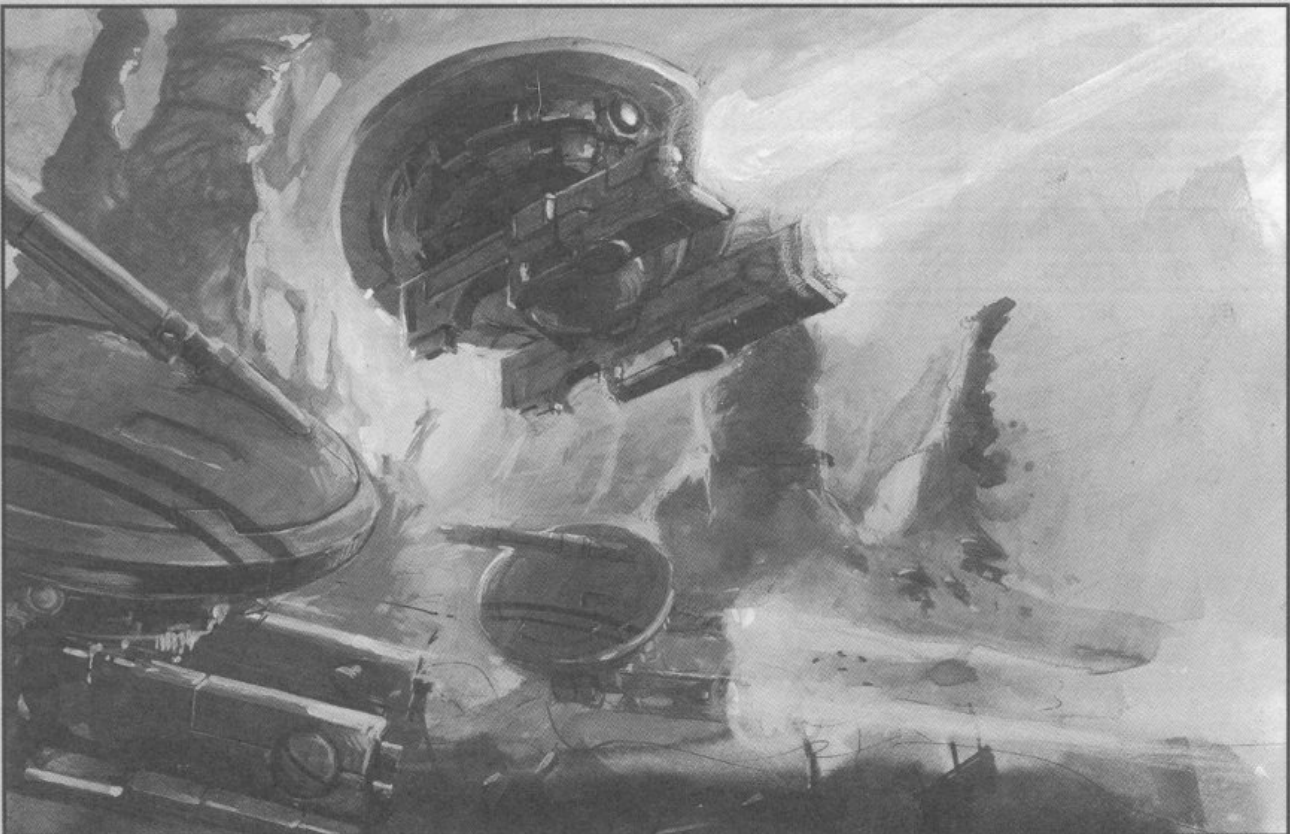
The first element is the Sept responsible for building the ship or squadron.

The second element is the ships class name.

The third element is the personal name of the ship or squadron's first commander. This will always be an air caste member of Kor'ui rank or higher.

The fourth element is the personal name of the ship or squadrons current commander. This is omitted if it is the same as the third element.

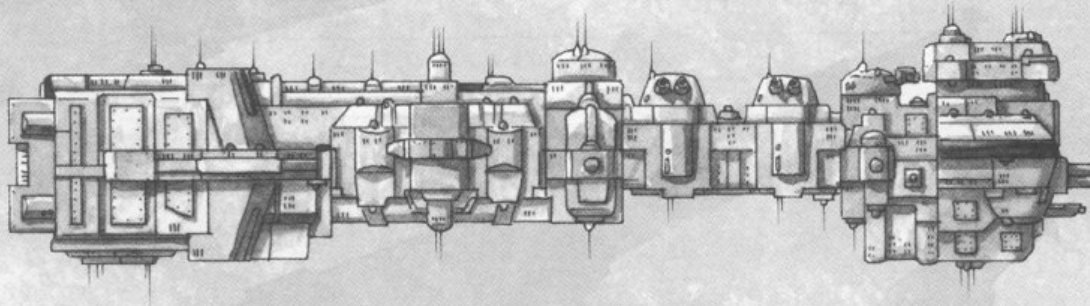
Thus Tau Gal'leath A'proh M'lath is an Explorer class vessel built by on the Tau homeworld, first commanded by Kor'O A'proh and now commanded by Kor'ui M'lath.



IL'FANNOR (MERCHANT) CLASS STARSHIP 105 pts

The 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 predominantly a warship until the Hero class was laid down.



IL'FANNOR STANDARD KE'LSHAN CONFIGURATION

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		45cm	2		Left/front/right
Port Railgun battery		45cm	2		Left/front
Starboard Railgun battery		45cm	2		Right/front
Port Gravitic hook			Capacity 1 Orca		
Starboard Gravitic hook			Capacity 1 Orca		

IL'FANNOR DAL'YTH CONFIGURATION

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		45cm	2		Left/front/right
Port Railgun battery		45cm	2		Left/front
Starboard Railgun battery		45cm	2		Right/front
Port Ion canon		30cm	1		Left/front
Starboard Ion canon		30cm	1		Right/front



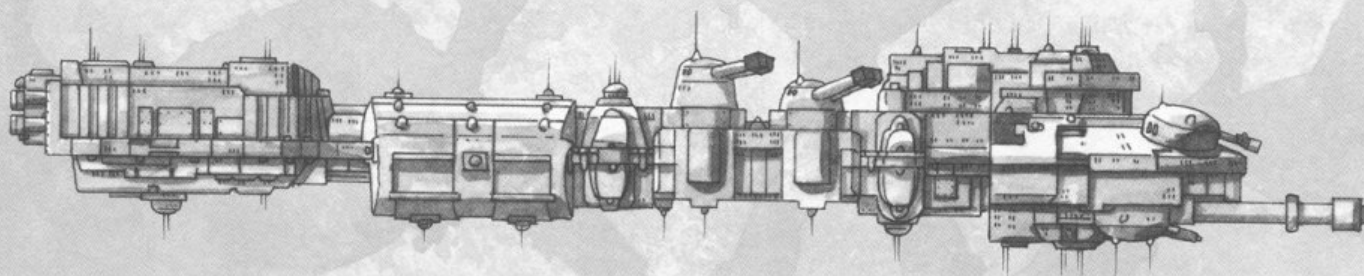
TAU'N IL'FANNOR UR'AKYM DRIMMA

Built in the popular Ke'lshan configuration this Merchant vessel has been trading in Imperial space for almost two centuries under a succession of commanders. Operating a network of rogue trader contacts and deep space meeting points Tau goods are exchanged for Imperial technology and the services of Imperial citizens. On three separate occasions the Vash'ya Il'fannor Ur'akym Drimma has been closely pursued by Imperial frigates and on each occasion it has managed to fight them off although during the last encounter its Orcas were lost luring an Imperial Cobra squadron to fight within an asteroid belt.

LAR'SHI (HERO) CLASS STARSHIP 180 pts

The pinnacle of Tau technology, the Hero class was the product of Tau experience during the Damocles Gulf Crusade. The Tau were determined that they should have a ship that could match the Imperial

Lunar class. As it became evident, they failed but they did succeed in producing a credible ship of the line.



LAR'SHI (STANDARD) VASH'YA CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gravitic launcher		Missiles 20-40cm	6		Front
Prow Railgun battery		45cm	4		Left/front/right
Port Launch bay		Barracudas 25cm or Mantas 20cm	1 Squadron		Left
Starboard Launch bay		Barracudas 25cm or Mantas 20cm	1 Squadron		Right
Port Ion canon		30cm	Lance strength 2		Left/front
Starboard Ion canon		30cm	Lance strength 2		Right/front

LAR'SHI T'OLKU CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gravitic Launcher		Missiles 20-40cm	6		Front
Prow Railgun battery		45cm	4		Left/front/right
Port Launch bay		Barracudas 25cm or Mantas 20cm	1 Squadrons		Left
Starboard Launch bay		Barracudas 25cm or Mantas 20cm	1 Squadrons		Right
Port Railgun battery		45cm	4		Left/front
Starboard Railgun battery		45cm	4		Right/front

Notes. All Lar'shi class vessels are fitted with a prow deflector to raise their frontal armour to 6. This is disabled if the ship suffers a Prow critical hit.



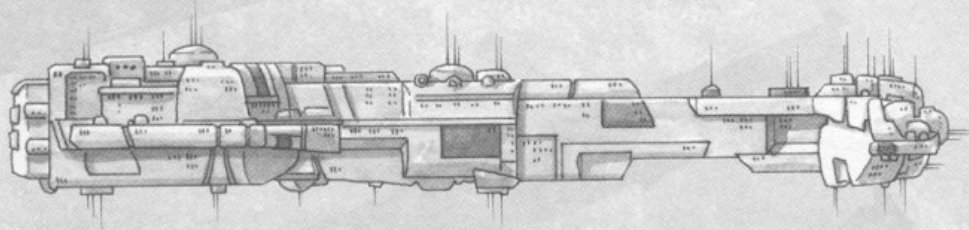
SA'CEA LAR'SHI KHAS'A'TAH

With its weapon systems crewed largely by Fire Caste warriors the Khas'a'tah has quickly developed a formidable reputation in battle. From its baptism of fire when it hunted down and destroyed no less than three Ork Onslaughts with a single salvo of missiles to its most recent encounter with the Dauntless class cruiser Jarrall's Bane when its Barracudas got inside the Imperial vessels shields and set it ablaze the Khas'a'tah has enjoyed unrivalled success. The principal reason for this is Kor'O Khas'a'tah himself, who, though a member of the air caste was raised in an orbital above Sa'cea and is therefore very familiar with the Fire Caste and their ways. His crew is an excellent example of the two castes working together for the greater good.

KIR'QATH (DEFENDER) STARSHIP 40 pts

Just as the Lar'shi is the Tau response to the Imperial Lunar class the Kir'Qath is their answer to the Imperial Sword class. The Kir'Qath 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	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		30cm	3		Front/left/right
Prow Gravitic launcher		Missiles 20-40cm	2		Front

SKETHER'QAN (MESSENGER) CLASS STARSHIP 40 pts

The Messenger is the smallest self-sufficient Tau vessel. It mostly comprises a gravitic drive and a hold but it is occasionally used as a fleet scout as it is quite manoeuvrable and has unmatched data handling and communications facilities. These systems were soon adapted for combat applications.

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	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90°	1	4+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		30cm	3		Front

Special Rules: The Messenger is an exception to normal Escort rules as it is not always deployed in squadrons, and can function independently.

The Skether'qan is equipped with a Tracking System.

A NOTE ON TAU WEAPON CONFIGURATIONS

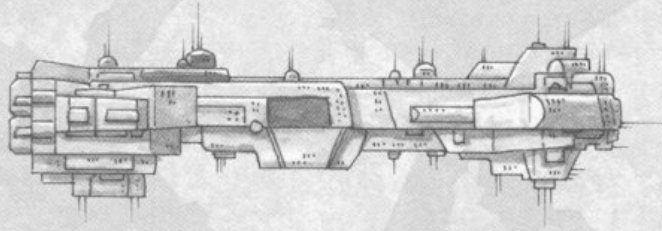
Tau rail gun and lance turrets are extremely sophisticated with advanced targeting systems that allow several turrets to engage each designated target regardless of their relative positions on the Tau ship. Where individual turrets and batteries may be relatively weak, combining firezones in this manner make Tau railguns and ion cannons fearsome prospects, especially in forward firing arc, where turrets from all over the vessel can combine against a single enemy vessel or squadron.

KASS'L (ORCA) GUNSHIP

25 pts

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 escort vessel.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90°	1	5+	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Prow Railgun battery	30cm		2		Front
Prow Ion canon	30cm		1		Left/front/right



The Tau have made extensive use of orbitals 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. Many orbitals exist purely to provide homes for the Air Caste. Others are used for manufacturing and trade.

TAU ORBITALS

Normally individual orbital modules are assembled into arrays of up to five. In any event the first module of any orbital array must be the core module and no more than four other modules can be added to a single core. An Orbital costs points equal to its core module plus the sum of any other modules added. A core module and any attached modules are treated as one model in game terms.

Tau Waystations

Waystations are distributed through the Tau Empire. They mark out the main routes between Tau septs and are used to speed communications between outposts.

A waystation consists of a core module and a single security module. Because of their immense data handling facilities they count as having tracking systems. Their points cost is calculated in the same way as Orbitals.

Nicassar Caravans

Trading caravans are the large networks of conjoined Dhows which the Nicassar employ when travelling over long distances at their

natural leisurely pace. Occasionally caravans will accompany Tau fleets to war, and if attacked the Dhows may detach to fight in defence of their community (since the caravans themselves are so slow as to be practically immobile on the field of battle).

Nicassar rigs consist of a single core module and up to four security modules with grav-hooks. No other type of module may be used. The grav-hooks have a capacity of up to 1 Dhow, which may be purchased at an additional cost of +45 pts per Dhow. This is the only circumstance where orbitals can be equipped with Dhows – gravitic hooks on other forms of orbital have the option of Orcas only. Their points cost is calculated in the same way as Orbitals. Caravans cannot move during a game.

Using Orbitals, Waystations & Caravans

Orbitals can be used when planetary defences are allowed. The Tau may spend their points allocation for planetary defences on orbitals. The Tau may not use any other form of planetary defence.

Tau Waystations and Nicassar Caravans may be used in any scenario that takes place in Deep Space or the Outer Reaches and does not include any planet or moon. The model is deployed at the start of the scenario subject to all other deployment rules and conditions.

CORE MODULE **.20 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0cm	0°	1	5+	2

SECURITY MODULE **pts: varies**

Each security module adds 1 turret to the Core module. Also each security module includes one of the following defence systems, at the points cost shown:

Launch Bay **+10 pts**

May launch 1 squadron of Barracudas or Mantas.

Gravitic hook **+5 pts**

Capacity: up to 1 Orca (purchased at a cost of +25 pts).

Railgun battery **.15 pts**

Strength 3 battery, range 45cm, fire arcs all round.

Ion Cannon Turret **+15 pts**

Strength 1 lance, range 30cm, fire arcs all round.

MANUFACTURING & RESEARCH

MODULE **+10 pts**

Each manufacturing module provides habitats for its workforce and greatly expanded energy reserves. Each module added raises the array's shield value by 1 (to a maximum of 3). In addition the processing capacity of the module's drone intelligences acts as a tracking system.

HABITAT MODULE **+5 pts**

Habitat modules are used to allow more Tau to dwell on the array. These modules do not expand an arrays capabilities but they do make them larger. The module adds 1 to the damage points the array can absorb.

ALLIES, SUBJECTS & MERCENARIES

As the Tau Empire expands out from its homeworld, the Tau inevitably encounter new races previously unknown to them, and to each of these an offer of allegiance is made. There are many aggressive, arrogant and selfish races in the galaxy, however, and even the Tau often find first contact results in nothing more than yet another bloody war. There are other races however, who readily accept the message of the greater good and take up their place in the Tau Empire. Some of these races are small, perhaps located on just a single world, or else primitive with little useful resource to offer the Tau, in which case their accession to the Empire is simply a formality, with the benevolent Tau offering protection to these lesser races while they can expect little other than appreciation and friendship in return.

Other additions to the Empire are advanced in themselves, and the union of two such cultures provides valuable new knowledge, technology and understanding for both parties. Such races, where able, fulfil their debt to the Tau Empire by a series of tithes which suit their own particular abilities. Able craftsmen, for instance, may be called upon to provide manufacturing capacity, while aggressive or warlike races will be obligated to provide troops to the armies of the Tau. There are other races still who do not wish to fully submit to the Empire, but who likewise have no wish for war with the Tau and will instead strike up armistices or treaties of neutrality, opening up lucrative new markets or providing new allegiances for mutual protection. Such races are also likely to hire

themselves out as mercenaries to the Tau Empire when the opportunity arises.

Tau fleets inevitably reflect this varied mix of peoples and resources, and many Tau fleets will be composed in part of vessels manufactured, designed or even crewed by other subject races of the Tau Empire. Some of these appear in Tau fleets by way of tribute, fulfilling their obligation to the Empire. Others are simple mercenaries, lending their particular talents to the young Tau in exchange for rather more tangible reward, while others may simply be allies by choice, choosing to fight alongside the Tau in the name of mutual safety. Principally, there are three races commonly observed as part of Tau fleets – the Kroot, the Nicassar and the Demiurg.

Tau fleets may include allies, subjects and mercenaries, chosen from those described here and selected from the fleet list as normal.



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

USING DHOWS

Tau fleets may bring Dhows to battle on gravitic hooks instead of Orcas. Any ship equipped with Dhows can only be equipped with Dhows and may not have Orcas. These then form a squadron but for battle purposes can deploy separately and perform different orders. Their Leadership is the same as their parent ship +1 as the Nicassar are natural spacefarers.

The Nicassar were the first addition to the Tau Empire and continue to provide ships for the Empire as they are ill-suited for ground combat. Nicassar have powerful minds though and rely on their telekinetic talents in particular to make up for their own limited mobility.

Their extended families are semi-nomadic and are driven by insatiable curiosity. This led to their exploration of their home system, however they are happiest when travelling and, as they can survive for long periods in virtual hibernation, have travelled far from their home world, albeit slowly. When a family travels numerous dhows travel docked together forming a larger community in which some members will be hibernating while others remain on watch. First contact with the Tau came when a Tau Explorer class vessel was setting up a waystation in Interstellar space

and sighted a Nicassar flotilla that had been in space for centuries.

Nicassar dhows are small but elegant yachts that are propelled by their captains' psychic powers. These are very manoeuvrable 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 Tau levels.

As subjects of the Empire the Nicassar must serve the greater good and do so by providing fleets to scout and explore systems on the fringes of the Tau Empire. They are transported to their station by Tau vessels and commence a leisurely circuit reporting anything they find. The Tau have carefully kept the Nicassar from the Imperium as they realise the Nicassar's psychic powers would fuel the worst excesses of human xenophobia.



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Defence/10	10cm	Special	2	5+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Kroot grand battery		30cm		10	
			FIRE ARC		
			All round		

* Kroot grand batteries function as weapons batteries.

Unlike the Tau, the Kroot are capable of true warp travel but the exact method has been kept secret from their employers. To the Kroot, warp travel is almost migratory and they seem incapable of navigating anywhere other than systems with habitable worlds. It appears they are drawn to functioning eco-systems

The famous Kroot Warspheres are self-contained towns wherein is kept the retained knowledge of 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 to allow the Warsphere to land and take-off from a planet although the process is not elegant. When dirtside the manoeuvring thrusters will normally be used to bury the Warsphere.

KROOT WARSPHERE SPECIAL RULES

BOARDING & PLANETARY ASSAULTS

The Warsphere has a boarding strength of 20.

In a planetary assault mission a warsphere will contribute 3 points for each turn it is actually landed on the target planet. It contributes nothing for being within 30cm.

MOVEMENT

Because of their unique construction, Kroot Warspheres don't move in the same way as normal ships. In their movement phase Warspheres travel 10cm forward in a straight line, no more, no less. Warspheres may not turn or use Burn Retros or Come To New Heading orders.

On All Ahead Full orders Warspheres move an extra 2D6cm in any direction at the end of their move. Warspheres automatically pass the leadership test to go onto *All Ahead Full* special order. If this causes them to move 10cm or more in a different direction to the one they are travelling 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 (450) and/or place themselves in a stationary or low orbit.

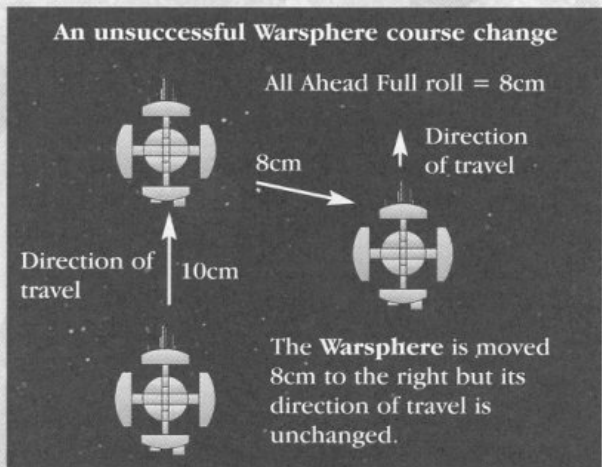
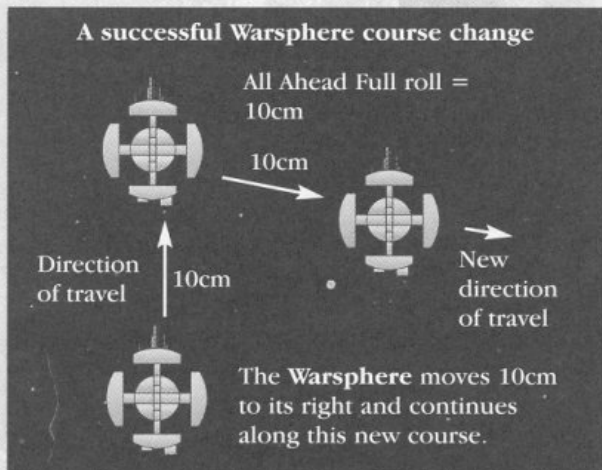
CRITICAL HITS

Warspheres lack the complex systems of true space craft, so critical hits are not rolled on the

Critical table. Instead each critical hit inflicts +1 point of damage.

CATASTROPHIC DAMAGE

When a Warsphere is reduced to 0 damage it breaks up. Don't roll for Catastrophic damage, instead the Warsphere is replaced by 4 blast markers.



THE DEMIURG

Once a supremely rare sight, the gigantic stately commerce vessels of the Demiurg have been seen with increasing regularity in the Ultima Segmentum over recent centuries. Although known in legend among many indigenous races through the region, Demiurg vessels avoid Imperium-claimed space scrupulously unless specifically invited in. Unfortunately, less than scrupulous planetary governors have been known to employ Demiurg forces to bolster their own positions, inviting Inquisitorial censure for their truck with aliens.

Fleet strategists have postulated a link between the ships and the expansion of the Tau Empire on the Eastern Fringe, citing three confirmed sightings of Tau/Demiurg or Kroot/Demiurg fleets in the region of the Damocles Gulf. Others have suggested that the nomadic movement of the mysterious Demiurg demonstrates only an opportunistic desire to capitalise on the disruption caused by the Tyranid hivefleets.

DEMIURG SPECIAL RULES

Demiurg Stronghold and Bastion class vessels use the following the special rules:

Blast Markers

The curious shielding arrangement of Demiurg vessels dissipates the effects of ionised gases and repels larger obstacles in its path. As a result, any Blast marker which a Stronghold moves over is removed immediately – this includes any in base contact with the stronghold at the beginning of its turn. Blast markers have no effect on the movement of the Demiurg ship. Keep markers 'hoovered up' like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can't choose to remove some markers and leave others in place

Celestial phenomena

Demiurg ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind.

Deployment and Scenarios

Aside from the Tau, who appear to have the strongest known connection with the Demiurg,

a number of races have on occasion been reported as having made contact with these aliens. Any fleet except Orks, Tyranids and Necrons can use Demiurg vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. Tau fleets (and other races whose fleet list specifically include the Demiurg) ignore these restrictions and should instead select Demiurg vessels using the entries given in their fleet list.

Mercenaries

Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

DEMIURG WEAPONS

Demiurg Stronghold and Bastion class vessels use the following the special rules:

Cutting beam

The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Bastion in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8). Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

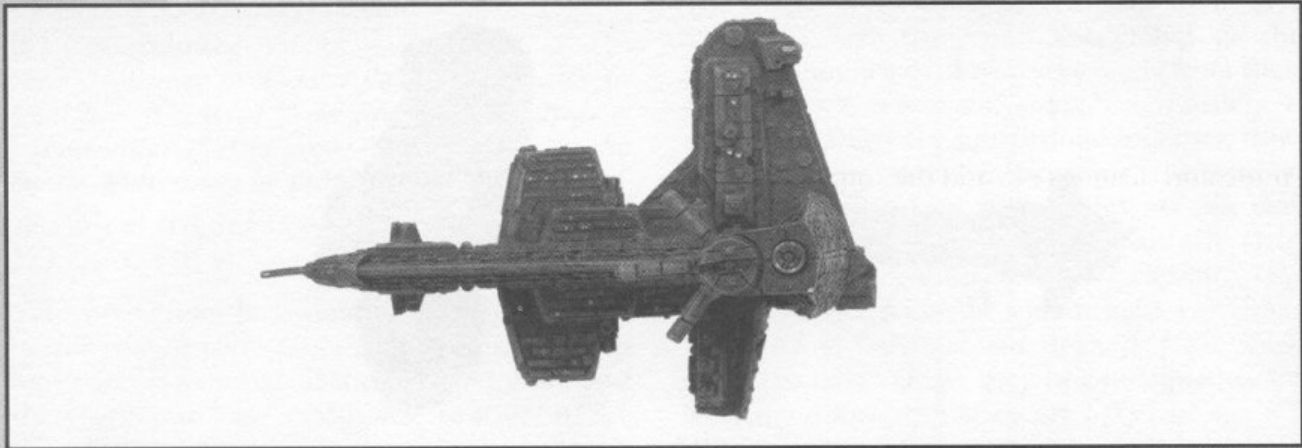
Launch bays

Demiurg ordnance is reconfigured from its automated mining machines within the cavernous dorsal launch bays. Some Demiurg ships are equipped with launch bays which are also permitted to fire torpedoes. If this is the case this will be noted in the 'Range/Speed' column of the launch bays profile. Such launch bays can be used to release either attack craft or torpedoes, but not both in the same turn. Note that Demiurg torpedoes and attack craft are not always interchangeable, so Demiurg torpedo tubes cannot be used to launch attack craft, and launch bays may only fire torpedoes if noted in the ship profile.

"They are aliens, granted. But if ever I witness another creature so furiously keen to wipe out the greenskinned scum, it could be a ship's plasma-rat and I wouldn't think twice about having them fight by my side."

— Rogue Trader Ennumerius Skurien

DEMIURG 'STRONGHOLD' COMMERCE VESSEL 350 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	15cm	45°	4	5+/6+prow	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30cm	12	Left	
Stb'd weapons battery		30cm	12	Right	
Port lance battery		60cm	3	Left	
Stb'd lance battery		60cm	3	Right	
Prow weapons battery		45cm	14	Front	
Prow cutting beam		15cm	Special (max 8)	Front	
Dorsal Torpedo silos		30cm	6	All round	
Dorsal Launch bays		Fighters 30cm Bombers 20cm Assault Boats 30cm	3 squadrons	All round	

Special Rules: Demiurg Stronghold class ships are heavily automated and count their Ld value as being equal to their remaining number of bits, so starting at 10. Once a Demiurg has been crippled by suffering 5 bits its Ld value will not drop any further than 5. Bridge smashed critical bits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.

A Stronghold class vessel is worth 350 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 400 Victory points instead to reflect its extra determination.

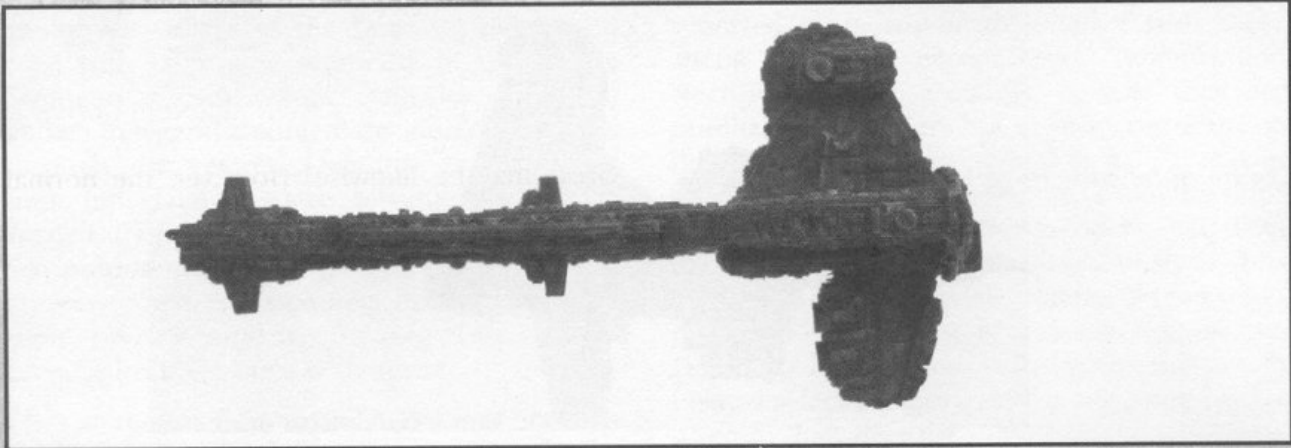
Demiurg 'Stronghold' class vessels cannot employ Come to New Heading orders

The type classified as 'Stronghold' class is fairly typical of Demiurg vessels, being very large, technologically advanced and extremely well powered. Strongholds appear to act as factory/processor vessels and bases for a fleet of inter-sytem asteroid mining pods, haulage flyers and prospector probes (it is theorized that many of these are automated). Typically, lone strongholds have been encountered in the flare or mercurial zones of uninhabited star systems, hanging 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 withdraw their craft and disengage if challenged but in some instances have inexplicably turned on their attackers with surprising ferocity. It is worthy of note that every known encounter between Demiurg and Ork vessels has resulted in

combat, and that renegade elements have often hired Demiurg vessels to fight as mercenaries in interplanetary and intersystem power struggles. 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 employment of an array of electromagnetic fields around its prow to scoop up interstellar hydrogen. This is accelerated to the rear of the ship to provide motive power in a ram-jet effect but the complex shielding it requires evidently produces numerous other benefits. This process is little understood by the Adeptus Mechancius and they would dearly like to secure an intact Stronghold for investigation but thus far the opportunity has eluded them.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+/6+prow	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery	30cm	6	Left		
Stb'd weapons battery	30cm	6	Right		
Port lance battery	60cm	2	Left		
Stb'd lance battery	60cm	2	Right		
Prow weapons battery	45cm	8	Front		
Prow cutting beam	15cm	Special (max 8)	Front		
Dorsal Launch bays	Fighters 30cm Bombers 20cm Assault Boats 30cm Torpedoes 30cm	2 squadrons	All round		
		4			

Special Rules: Demiurg Bastion class ships are heavily automated and count their Ld value as 9 at the start of the battle. The Bastion's Ld will drop by -1 for each point of damage the Bastion suffers. Once a Bastion has been crippled by suffering 4 hits, its Ld value will not drop any further than 5. Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.

A Bastion class vessel is worth 255 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 300 Victory points instead to reflect its extra determination.

Demiurg 'Bastion' class vessels cannot employ Come to New Heading orders

More common than the larger Stronghold class, Demiurg Bastions are nonetheless only occasionally sighted in the giant vastness of wilderness space along the eastern rim of the galaxy.

Bastion class vessels appear to be more heavily configured for asteroid mining than the stately Stronghold, which is known to function as a factory/processor. Presumably resources and finished goods are exchanged between these vessels but there are no eye witness reports of such. Scattered reports by Rogue Traders indicate that a Bastion class vessel is crewed by a 'brotherhood' and that Strongholds are homes to typically two or three brotherhoods, it is possible that Strongholds and Bastions form some extended affiliation but if this the case each group must be widely scattered in

different systems light years apart. The one exception to this is when the Demiurg muster for war, when two or three Bastions gather to protect each Stronghold.

As warships, Bastions compare to cruisers in most respects, though impressive lance turrets and battery firepower at close ranges make them a thorny prospect. As with the Stronghold class, Bastions have the capacity for launching mining craft and probes reconfigured as attack craft and torpedoes.

Also, like the Stronghold, the Bastion uses 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 specialised cutting beam it employs for cracking asteroids or enemy ships.

TAU KOR'VATTRA FLEET LIST

FLEET COMMANDER

0-1 Commander

Your fleet may include a fleet commander to lead it if you wish. Your fleet must include a commander if it is greater than 750 pts. the commander may be either a Kor'O or Kor'el.

Tau Kor'el (Ld 8) 50 pts

Tau Kor'O (Ld 9) 80 pts

The commander has one re-roll included in his points cost. If you wish, the commander's ship may carry a member of the Ethereal caste and therefore purchase additional re-rolls at the cost shown.

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

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

CAPITAL SHIPS

Battleships

Your fleet may include any number of battleships. If your fleets is worth more than 750 pts it must include at least one Explorer.

Explorer class starship 230 points each

CRUISERS

Your fleet may include any number of Merchant class starships. It may also include up to one Hero class starship for every Merchant or Explorer in the fleet.

Merchant class starship 105 points each

Hero class starship 180 points each

ESCORTS

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

Messenger class starship 50 pts

Your fleet may include any number of Defender class starships.

Defender class starship 45 pts

You may not have more Orcas than the gravitic hook capacity of the fleet. Each Orca costs 25 points as much of their cost is included in the value of the parent ship.

Orca 25 pts

ORDNANCE

Any ship with launch bays may launch any mix of Barracudas or Mantas. Ships with Gravitic Launchers are armed with Tau missiles.

SQUADRONS

Defenders are fielded in squadrons of 2-6 ships. They may be combined in squadrons with Messengers if you wish. They may not be combined with Orcas. Messengers operate as single ships, or in squadrons.

The Orcas from each parent ship fight as a squadron with the same Leadership as the parent. They are deployed separately from their parent however and activate different orders. If the parent ships are squadroned together, their Orcas may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Orca squadron associated with a capital ship squadron. Orcas may be squadroned with other Orcas from vessels squadroned with their parent vessels. Orcas may not be squadroned with any other form of escort

ALLIES, SUBJECTS & MERCENARIES

Tau fleets make frequent use of mercenaries. These include subject races, commerce partners, allies and other, less scrupulous individuals. Your fleet may include mercenaries chosen from the following, subject to the relevant restrictions.

Kroot Vessels

A Tau fleet can include up to one Warsphere if the fleet is worth 1500 points, or up to two Warspheres in games larger than that.

Kroot Warsphere 145 pts

Demiurg Vessels

A Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet.

Stronghold Commerce Vessel 350 pts

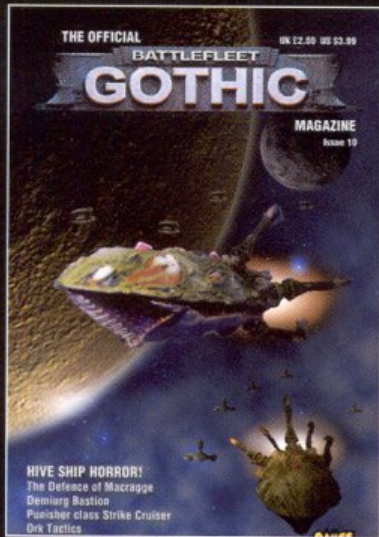
Bastion Commerce Vessel 255 pts

Nicassar Vessels

Your fleet may include Nicassar Dhows in place of some or all of its Orcas. You may not have more Dhows (or Orcas) than the gravitic hook capacity of the fleet. A ship may have either Orcas or Dhows, but not both so the gravitic hook capacity of the fleet is divided between Orcas and Dhows.

Nicassar Dhow 45 pts

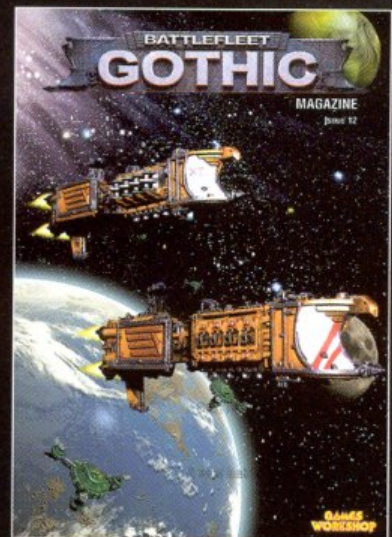
The Dhows from each parent ship fight as a squadron with the same Leadership as the parent (+1 as noted in their special rules), but may be squadroned with other Dhows from vessels squadroned with their own parent vessel. If the parent ships are squadroned together, their Dhows may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Dhow squadron associated with a capital ship squadron. Dhow squadrons are deployed separately from their parent however and activate different orders. Dhows may not be squadroned with any other form of escort.



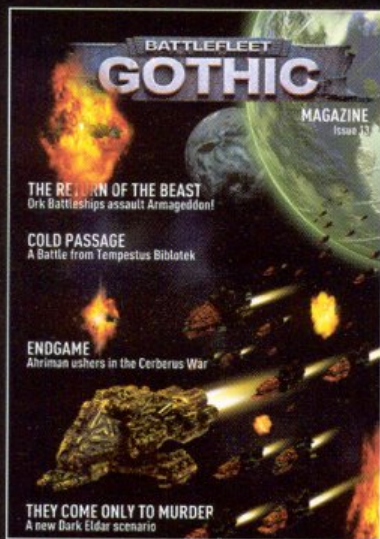
Issue 10



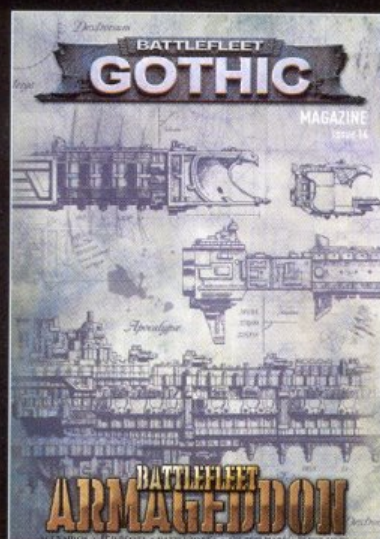
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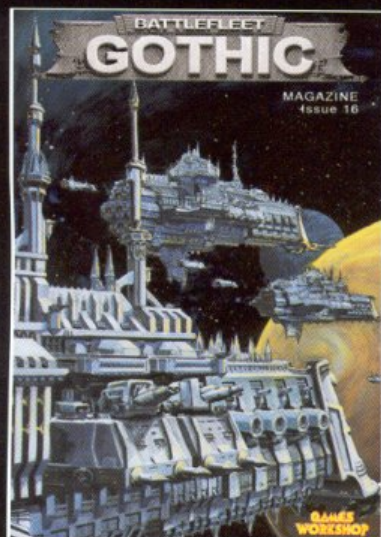
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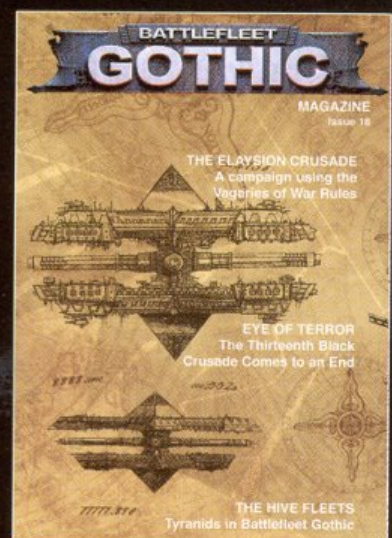
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Issue 16



Issue 17



Issue 18

ROGUE TRADER VESSELS

**Experimental Rules for Rogue Trader vessels
in Battlefleet Gothic**

By Matt Keefe



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