



KOR'OR'VESH FLEET LIST

"bubble bubble"

Tau

Forces

The Kor'or'vesh Fleet List uses the datasheets from the Tau Kor'or'vesh Forces section and the Tau Kor'or'vesh Allied Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Tau fleets use *Tau special rules* and are equipped with *Tau systems* and *Tau ordnance*

SPECIAL RULE *Tau Special Rules*

Boarding Actions: All Tau Kor'vattra ships (*Explorers, Heroes, and Merchants*) halve their boarding value when fighting in assaults.

Teleport Attacks: Tau may not conduct teleport attacks.

Escort Squadrons: Defenders are fielded in squadrons of 2-6, and may be combined with Messengers. Messengers operate as individual ships or as part of a squadron of Defenders.

The Orcas from each parent ship use the same Leadership as the parent and must act as a squadron, but act independently: they are deployed separately from their parent and activate different orders. If the parent ships are squadroned together, their Orcas may be squadroned together also: declare this after rolling for capital ship leadership and forming capital ship squadrons. 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. When Orcas from multiple squadroned parent ships form a combined squadron (or squadrons), all use the highest leadership from among the parents. Orcas may not be squadroned with any other form of escort. Wardens may only squadron with other Wardens or Castellans. A single capital ship may carry only Orcas **or** Wardens on its gravitic hooks.

SPECIAL RULE

Tau Systems

Railguns: Railguns of the size mounted on warships require massive amounts of energy to fire despite Tau superconductors. Tau railguns count as standard weapon batteries in all respects.

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.

Gravitic Launcher: Gravitic launchers are massive railguns where mass drivers trigger the initial acceleration before the ships gravitic field is pulsed to squeeze the missiles toward the enemy at enormous speed. The missiles are drone-controlled and exceptionally dangerous. Ships with gravitic launchers are armed with Tau missiles.

Gravitic hooks: Gravitic Hooks are large, suspensory arms which create a gravitic sheath in which a small vessel can be transported by a larger one. You may not have more Orcas, Wardens, or Nicassar Dhows than the gravitic hook capacity of the fleet - much of the cost of these vessels is included in that of the parent ship. A single ship may only carry a single type of escort (e.g. Orcas or Wardens, but not a mix of Orcas and Wardens).

Tracking Systems: Some Tau starships and orbital platforms 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 ships turrets. Any Tau vessel within 10 cm of a ship with tracking systems may re-roll misses when using turrets and ignores the column shift when firing batteries at ranges above 30 cm. Tracking systems are fully functional under any special order on any ship or defence equipped with them, including *Brace For Impact*.

SPECIAL RULE

Tau Ordnance

Attack Craft: As with their starships, Tau attack craft is operated by the Air Caste, who provide pilots for the Barracuda fighters and Manta bombers. Both of these forms of attack craft also form an important part of Tau forces planetside, with the Mantas transporting whole Hunter cadres consisting of dozens of Fire Warriors while Barracudas provide air support.

<i>Attack Craft</i>	<i>Speed</i>	<i>Notes</i>
Barracuda	25 cm	Fighter
Manta	20 cm	Bomber, <i>Resilient</i> : may roll a 4+ to save against removal by a single fighter attack per ordnance phase.

Tau Missiles: Tau missiles are able to alter both their speed and course throughout flight, so may move at any speed between 20 cm and 40 cm (i.e. must move at least 20 cm, cannot move more than 40 cm) each ordnance phase. They are also guided. Each ordnance phase the missiles may change course by 45 degrees at the start of their movement.

The sophistication of Tau missiles comes at the cost of decreased endurance. Each turn *after* the turn it was launched, roll 1D6 for each point of strength in each missile salvo and reduce the strength of the salvo by 1 for every 6 rolled.

KOR'OR'VESH FLEET LIST

The Tau Commerce Protection Fleet has an attack rating of 2.

FLEET COMMANDER		
<i>You may include 0-1 Commander in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a Commander must be included to lead it.</i>		
Type	Cost	Notes
Tau Kor'el (Ld 8)	50	
Tau Kor'o (Ld 9)	80	
<i>The commander has one re-roll included in their points cost. Additional re-rolls may be purchased as below.</i>		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	

CAPITAL SHIPS		
<i>You may include any number of Explorer battleships in your fleet. Up to one Custodian may be present per full 750 pts of Tau vessels in the fleet (allied vessels don't count towards this total).</i>		
Type	Cost	Options
Custodian-class battleship	330 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration
Explorer-class battleship	230 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration
<i>You may include any number of Merchant, Emissary, or Protector-class starships. You may include up to one Hero-class starship for each other capital ship in the fleet.</i>		
Type	Cost	Options
Protector-class starship	185 pts	May be taken in T'olku or in Vior'la configuration, but the number of T'olku vessels must be greater than the number of Vior'la vessels.
Hero-class starship	180 pts	May be either Vash'ya or Tolku configuration
Emissary-class starship	110 pts	May add a Deflector Shield for +10 pts. May be taken in Dal'yth, Bork'an or Sa'cea configuration.
Merchant-class starship	95 pts	May be taken in either Kel'shan or Dal'yth configuration May upgrade from 4 to 6 hitpoints for +15 pts

ESCORTS		
<i>You may include up to one Messenger-class starship per 500 pts. You may include any number of Defender and/or Castellan-class starships. You may not include more Orca and/or Defender-class gunships than the total gravitic hook capacity of the fleet.</i>		
Class	Cost	Options
Castellan-class starship	50 pts	
Messenger-class starship	50 pts	0-1 per 500 pts
Defender-class starship	45 pts	
Warden-class gunship	30 pts	Requires one gravitic hook.
Orca-class gunship	25 pts	Requires one gravitic hook.

ALLIES, SUBJECTS, AND MERCENARIES		
KROOT VESSELS		
<i>Kroot Vessels: a Tau fleet may include up to one Warsphere if the fleet is worth up to 1500 points, or up to two in games larger than that. Warspheres do not count against cruiser limits in Kor'vattra fleets.</i>		
Class	Cost	Options
Kroot Warsphere	145 pts	+20pts: Gain 2HP and 2 firepower (up to three times) -20pts: Subtract 2HP and 2 firepower (up to three times) +10pts: Gain 1 shield (must have at least 10HP) +10pts: Gain 1 turret (must have at least 10HP) +25pts: Improve range by 15cm (must have at least 10HP)
<i>Demiurg Vessels: a Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet. There cannot be more Stronghold than Bastion vessels in the fleet.</i>		
Class	Cost	Options
Stronghold commerce vessel	350 pts	
Bastion commerce vessel	255 pts	

Tau - Kor'or'vesh Commerce Protection Fleet - 2023-12-04

Citadel commerce vessel 185 pts

Nicassar Vessels: a Tau 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 capital ship may have either Orcas or Dhows but not both. Gravitic hooks on a Custodian battleship or Emissary starship cannot count toward this total.

Class	Cost	Options
Nicassar Caravan	200	
Nicassar Rig	50	
Nicassar Dhow	45	

Rogue Trader Vessels: a Tau fleet may include up to one Rogue Trader cruiser and its attendant escorts may accompany the fleet for every 750 points of Tau ships in the fleet. Additionally, a single squadron of up to six Xenos escorts can be taken as per the Rogue Trader rules and fleet list.

Rogue Trader Cruiser	185	
Dauntless Light Cruiser	125	
Endeavour Light Cruiser	110	
Xenos Vessel	50	
Recommissioned Escort	30	
Iconoclast Destroyer	30	
Cargo Vessel	20	

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Barracuda interceptors and Manta bombers. Ships with gravitic launchers carry Tau missiles.

TAU KOR'OR'VESH FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Orca	Escort/1	20cm	90°	1	5+	1	Prow railguns	30cm	2	L/F/R
							Prow ion cannon	30cm	1	Front

NOTES

You may not have more Orcas than the gravitic hook capacity of the fleet. Orcas use the leadership of their parent capital ship for all leadership tests, and may only squadron with other Orcas carried by parent capital ships that are themselves squadroned together.

Warden	Escort/1	25cm	90°	1	5+	1	Prow railguns	30cm	2	Front
							Prow ion cannon	30cm	1	L/F/R

Any Tau fleet may bring Wardens on gravitic hooks instead of Orcas, but a single capital ship may only carry Wardens or Orcas. Wardens may only squadron Wardens or Castellans.

Defender	Escort/1	20cm	45°	1	5+	2	Prow railguns	30cm	3	L/F/R
							Prow grav. launcher	(20-40cm)	2	Front
Castellan	Escort/1	25cm	90°	1	5+	2	Prow railguns	45cm	2	L/F/R
							Prow grav. launcher	(20-40cm)	2	Front

Messenger	Escort/1	25cm	90°	1	5+	2	Prow railguns	30cm	1	L/F/R
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Tracking Systems. May operate alone or may join a squadron of Defenders.

Merchant (Kel'shan)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	<i>May upgrade from 4 to 6 hits for +15 pts</i>
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port grav. hook	Capacity	1		
							Stbd grav. hook	Capacity	1		

Merchant (Dal'yth)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	<i>May upgrade from 4 to 6 hits for +15 pts.</i>
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	

Protector (T'olku)	Cruiser/6	20cm	90°	2	(F6+)5+	3	Prow grav. launcher	(20-40cm)	5	Front
							Port railguns	45cm	2	F/L
							Stbd railguns	45cm	2	F/R
							Prow railguns	45cm	6	Front
							Port ion cannons	30cm	1	F/L
							Stbd ion cannons	30cm	1	F/R
							Prow launch bays	Barracudas	1	
								(25cm)		
	or Mantas									
	(20cm)									

Deflector Shield. A fleet must contain more Protectors in T'olku configuration than in Vior'la configuration.

Protector (Vior'la)	Cruiser/6	20cm	90°	2	(F6+)5+	3	Prow grav. launcher	(20-40cm)	5	Front
							Port railguns	45cm	2	F/L
							Stbd railguns	45cm	2	F/R
							Prow railguns	45cm	4	Front
							Port ion cannons	45cm	1	Front
							Stbd ion cannons	45cm	1	Front
							Prow launch bays	Barracudas	1	
								(25cm)		
							or	Mantas		
								(20cm)		

Deflector Shield. A fleet must contain more Protectors in T'olku configuration than in Vior'la configuration.

Emissary (Dal'yth)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L
							Stbd railguns	45cm	4	F/R
							Port grav. hook	Capacity	1	
							Stbd grav. hook	Capacity	1	
							Prow launch bays	Barracudas	2	
								(25cm)		

May be equipped with a deflector field for +10 pts. Gravitic hooks may only transport Warden-class gunships.

Emissary (Bork'an)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L
							Stbd railguns	45cm	4	F/R
							Port grav. hook	Capacity	1	
							Stbd grav. hook	Capacity	1	
							Prow grav. launcher	(20-40cm)	3	Front

May be equipped with a deflector field for +10 pts. Gravitic hooks may only transport Warden-class gunships.

Emissary (Sa'cea)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L	<i>May be equipped with a deflector field for +10 pts.</i>
							Stbd railguns	45cm	4	F/R	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	
							Prow grav. launcher	(20-40cm)	3	Front	

Hero (Vash'ya)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	<i>Deflector Shield.</i>
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port ion cannons	30cm	2	F/L	
							Stbd ion cannons	30cm	2	F/R	

Hero (Tolku)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	<i>Deflector Shield.</i>
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port railguns	45cm	4	F/L	
							Stbd railguns	45cm	4	F/R	
Explorer (Vash'ya)	Battleship/ 12	15cm	45°	1	5+/R4+	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Port launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity	1		
							Stbd grav. hook	Capacity	1		
							Dorsal grav. hook	Capacity	1		
Explorer (Bork'an)	Battleship/ 12	15cm	45°	1	5+/4+ R	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Prow grav. launcher	(20-40cm)	8	Front	
							Port launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity	1		
							Stbd grav. hook	Capacity	1		
							Dorsal grav. hook	Capacity	1		

Custodian	Battleship/ 10	20cm	45°	3	(F6+)5+	4	Prow grav. launcher	(20-40cm)	8	Front
							Port railguns	45cm	6	F/L
							Stbd railguns	45cm	6	F/R
							Port ion cannons	45cm	1	F/L
							Stbd ion cannons	45cm	1	F/R
							Port launch bays	Barracudas	3	
								(25cm)		
							or	Mantas		
								(20cm)		
							Stbd launch bays	Barracudas	3	
								(25cm)		
							or	Mantas		
								(20cm)		
							Stern grav. hook	Capacity 3		

Deflector Shield. May not Come To New Heading. Gravitic hooks may only be used to carry Warden-class gunships. Integrated improved Tracking System with 20cm range.

SPECIAL RULE
Deflector Shield

Some Tau 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.

TAU KOR'OR'VESH ALLIED FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Kroot Warsphere	Defence/ 10	10cm	Special	2	5+	3	Weapons battery	30cm	12	All round

NOTES

Kroot Warsphere. May go on All Ahead Full without passing a command test.

Stronghold	Battleship/ 10	15cm	45°	4	5+/F6+	4	Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Port lance battery	60cm	3	Left
							Stbd lance battery	60cm	3	Right
							Prow battery	45cm	14	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters (25cm)	3	
								or Bombers (20cm)		
								or Assault Boats (30cm)		
							Dorsal torpedo silos	Torpedoes (30cm)	6	All round

Demiurg Technology, Cutting Beam. Initially Ld 10, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 400 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.

Bastion	Cruiser/8	20cm	45°	2	5+/F6+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Port lance battery	60cm	2	Left
							Stbd lance battery	60cm	2	Right
							Prow battery	45cm	8	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters (25cm)	3	
								or Bombers (20cm)		
								or Assault Boats (30cm)		
								or Torpedoes (30cm)	4	All round

Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 300 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading. Launch bays may launch assault craft or torpedoes each turn - not both.

Citadel Cruiser/6	20cm	45°	2	5+/F6+	3	Port wpns battery	30cm	6	Left
						Stbd wpns battery	30cm	6	Right
						Prow battery	45cm	8	Front
						Prow cutting beam	15cm	Special	Front
						Dorsal torpedo silos	Torpedoes	4	All round
							(30cm)		

Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 200 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.

Nicassar Caravan	Defence/8	10cm	Special	4	5+	6	Railgun battery	30cm	10	All round
							Grav. hook	Capacity		
								4 Dhows		

+1 Ld (max 10). Cannot take Burn Retros, Come To New Heading or All Ahead Full special orders. A Nicassar Caravan moves 10 cm in any direction during the movement phase, no more, no less. It is not slowed down by blast markers, celestial phenomena or being crippled. Does not take normal critical effects: critical hits simply cause +1 hit.

Nicassar Rig	Defence/4	0cm	0°	1	5+	6	Grav. hook	Capacity		
								4 Dhows		

For every Nicassar Rig in the fleet, four Dhows must be purchased. Their gravitic hooks count toward the number of Dhows in the fleet and cannot be used on any other escort type.

Nicassar Dhow	Escort/1	20cm	180°	2	5+	1	Port railguns	30cm	3	L
							Stbd railguns	30cm	3	R

Tau ships with gravitic hooks may bring Dhows instead of Orcas (but may not bring a mix of both). Dhows use the leadership of their parent capital ship +1 (representing their natural spacefaring ability) for all leadership tests. Dhows may only squadron with other Dhows carried by parent capital ships that are themselves in the same squadron.

Rogue Trader Cruiser	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Port wpns battery	45cm	6	Left
							Stbd wpns battery	45cm	6	Right
							Prow torpedoes	(30cm)	4	Front

Dauntless Cruiser/6	25cm	90°	1	5+	1	Port wpns battery	30cm	4	Left
						Stbd wpns battery	30cm	4	Right
						Prow lance battery	30cm	3	Front

Improved thrusters: +D6cm on All Ahead Full orders. May exchange prow lance battery for S6 prow torpedoes at no cost.

Endeavour Cruiser/6	20cm	90°	1	5+	2	Port wpns battery	30cm	6	Left
						Stbd wpns battery	30cm	6	Right
						Prow wpns battery	30cm	2	L/F/R
						Prow torpedoes	(30cm)	2	Front

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Xenos Vessel	Escort/1	25cm	90°	1	5+	2	Weapons battery	45cm	2	L/F/R
							Prow lance battery	30cm	1	Front

Xenotech Systems. May choose one Xenotech System at no additional cost.

Recomissioned Escort	Escort/1	30cm	90°	1	5+	1	Prow torpedoes	(30cm)	1	Front
							Prow wpns battery	30cm	2	L/F/R

Iconoclast	Escort/1	30cm	90°	1	4+	1	Weapons battery	45cm	3	L/F/R
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Cargo Vessel Escort/1 25cm 45° 1 5+ 1 Prow wpns battery 30cm 1 L/F/R

Moves +4D6 when under All Ahead Full special orders as warships do. Worth one assault point in planetary assault scenarios when within 30 cm of the planet edge and count as a half-transport (rounding DOWN) in scenarios that require transports. When included in a Rogue Trader escort squadron and not being used as a transport, offers +1 Ld to Reload Ordnance for the squadron (regardless of the number of Cargo Vessels present).

SPECIAL RULE ***Kroot Warsphere***

Kroot Warspheres use the following the special rules:

Movement: Because of their unique construction, Kroot Warspheres don't move in the same way as normal ships. In their movement phase Warspheres travel 10 cm 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 2D6 cm in any direction at the end of their move. If this causes them to move 10 cm or more, the direction of this additional move becomes their new direction of travel. Due to their low speed and considerable momentum, Warspheres which are crippled or moving through Blast markers do not reduce their speed. Warspheres in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

Critical Hits: 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.

Boarding and Planetary Assaults: The Warsphere has a boarding strength equal to double its remaining hit points. During planetary assaults, Kroot Warspheres cannot return to flight during a battle once they have landed. However, they are not destroyed and only count as disengaged for purposes of victory points.

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 30 cm.

SPECIAL RULE
Demiurg Technology

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

Blast Markers: Any Blast marker which a Demiurg vessel moves over is removed immediately - this includes any in base contact with the vessel at the beginning of its turn. When this happens, ships in base contact with the Demiurg vessel and sharing blast markers with them lose these (along with their effects) as well.

Blast markers have no effect on the movement of the Demiurg ship, nor do they face any other negative effects of moving through blast markers, though any leadership checks they were required to make before the movement phase are still affected normally by blast markers.

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 Bastion class 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.

SPECIAL RULE

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 Demiurg vessel in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8).

The cutting beam always starts with an effective strength of one before adding for blast markers, and it will never have less than this as long as it is operational.

Any Demiurg vessel may extend the range of its cutting beam to 30 cm by halving its effective strength, rounding down. For example, a Demiurg Bastion that gathers up four blast markers in the course of its immediately previous movement may in the shooting phase fire a Str-5, range 15 cm cutting beam or a Str-2, range 30 cm cutting beam. Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

SPECIAL RULE

Xenotech Systems

Rogue Trader capital ships and escorts commonly bear refits of uncertain origin. To represent this each Rogue Trader cruiser and escort squadron may roll one random crew skill for +10% point value. In addition, each Rogue Trader vessel may roll randomly against the Xenotech System table below for +15 points per cruiser or +5 points per escort. For an additional +5 points per ship, the player can select the desired technology instead of rolling randomly for it. Auxiliary vessels in a Rogue Trader escort squadron can only use these refits if they are in a squadron that includes at least three Rogue Trader escorts.

D6 Xenotech System

- 1 **Long Range Sensors:** The vessel adds +1 to its base leadership (max. of Ld 10).
- 2 **Targeting Matrix:** The vessel counts all targets as closing when using the gunnery table within 30cm and ignores right-shift modifiers for shooting greater than 30 cm.
- 3 **Advanced Shielding:** The vessel increases the strength of its shields by +1.
- 4 **Ship Defense Grid:** The vessel increases the strength of its turrets by +1.
- 5 **Advanced Drive Technology:** The vessel adds +5 cm to its speed as well as +1D6 when undergoing All Ahead Full special orders.
- 6 **Gravitic Thrusters:** The vessel can double the maximum rate of its normal turn.