

# TO UNITE THE STARS:

## TAU VESSELS



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

Kor'o Tau'n Viel

## THE TAU FLEET

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 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 from being devastated.

"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.

## TAU SPECIAL RULES

### TAU WEAPONS

Tau weapons use the following special rules:

#### 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.

#### 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. See the ordnance section for more details.

#### 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. However, gravitic hooks have no effect in game terms – ships do not start a game attached to their parent ship, and can never be docked during a game. Likewise, the number of gravitic hooks is unimportant when calculating victory points (your opponent does not get VPs for surviving escorts just because there aren't enough gravitic hooks to notionally transport them to safety).

### TAU SYSTEMS

Tau systems 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. Deflectors are NOT shields and do not count as such for the purpose of boarding, blast markers or other effects which apply to 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 ships turrets. In fleet actions Messengers can route this data to nearby Tau vessels. Any Tau vessel within 10cm of a ship with tracking systems may re-roll misses when using turrets, 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.

“We are well beyond their effective range here, sire, any hits from this distance will be negligible.”

Gunnery Master Dopern.

### 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

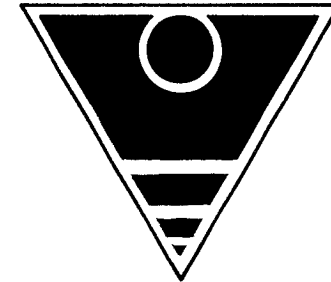
Tau ships roll leadership normally.

#### Teleport Attacks

Tau ships may not conduct teleport hit and run attacks.

#### Boarding Actions

Boarding strength is half normal for the size of ship.



#### A Note on Tau Weapon Configurations

Tau rail gun and lance batteries are extremely sophisticated with advanced targeting systems that allow several individual weapons 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.

"I trust you find our vessel to your tastes, Admiral." The Kor'o gestured broadly with his open hands as the visibly uncomfortable Gue'la Admiral strode alongside him.

"It lacks some of the... history, heritage you might say, of our own vessels, but indeed, I am impressed by your standards here. I cannot imagine such a plain vessel finding a place in His own glorious fleet, but it will serve for our confidence."

"As you wish Admiral." Continued the Kor'O without the slightest hint of offence "if a man chooses to be blind, you cannot always force him to see." The two men, the two races indeed, stared at one another for a moment, the Kor'O cool and confident, the Admiral nervous and agitated, uncertain as to how to respond. His companion allowed him to sweat in his discomfort for a moment longer before gleefully, turning away in a swift, sweeping stride and continuing down the corridor.

"Come," beckoned the Kor'O, "you must meet our leader."

\* \* \* \* \*

The Tau captain pushed open a wide set of oval doors, and ushered Admiral Rada through. Rada stepped in, expecting the Kor'O to follow, but instead heard a dull click as the doors were pushed shut behind him. Instead, a second, wizened Tau emerged from behind a row of curtains at the far end of the room in which Rada now found himself.

"Greetings," said the newcomer, "I am Aun'O Tau Kelith, and I bid you welcome Admiral Rada. I trust you do not object to the presence of my companions, but I am aged and sometimes find their assistance necessary." At this, two Fire Warriors stepped forward from their unseen positions either side of the door. Rada's increasing uncertainty and discomfort remained writ large across his scarred features. The two Fire Warriors nodded calmly at the Admiral before stepping back to stand discreetly beside the door. The Admiral remained silent.

"I understand that a number of your own companions are in our care, Admiral Rada, are they not?" The Tau's previously serene expression suddenly became intensely quizzical, just as his posture suddenly became more stooped.

"A number of my sailors were taken prisoner, Tau, yes." Rada was clearly annoyed at the Tau's turn of phrase, and his tone did little to hide his anger.

"I regret that one of these men was rather badly injured after our struggle and we had not the means to treat him. Perhaps if you would be so kind as to share a little medical information about your race with us, we can avoid such needless losses in future, Admiral." Rada just grunted in disapproval at the Tau's latest suggestion.

"Well, perhaps another time, Admiral." The Tau shuffled away a little, towards the distant curtains at the end of the hall. "I am glad at least you have been able to visit us here to discuss the future of your comrades."

Rada stepped forward confidently, seeing a chance to seize control of the conversation. "And I, Tau, am glad at least that you have finally decided to offer your surrender to His most benevolent self, and to I as His honoured representative." Rada paused for a second, hoping to see the Tau squirm as he himself had squirmed moments before. The alien seemed implacable, however, and Rada simply gave a snort of derision before returning to the matter at hand. "Since an armistice is now in force, I have also been instructed to offer you and your race safe passage away from this world. I require only the release of those prisoners you have taken."

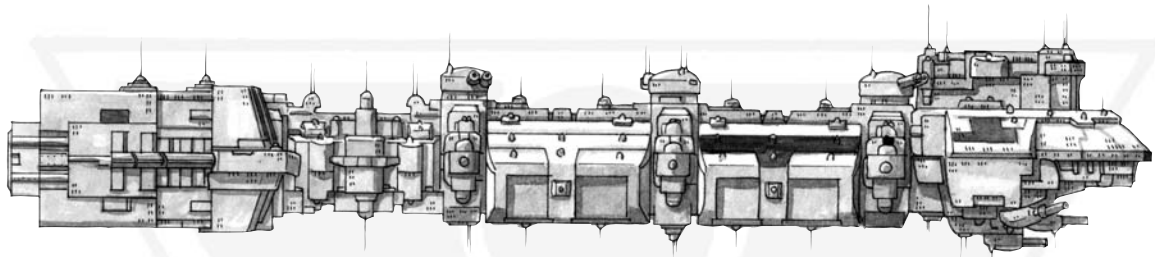
"Oh no, Admiral, you misunderstand. We have invited you here at the behest of your crew. They think very highly of you, Admiral Rada, and they have asked that we extend you that same respect. You see, your crew wish for you to join them here..."

The words barely registered with Rada, though his face had begun to turn to consternation as the aged Tau drew open the curtains around the balcony at the farthest edge of the room. Rada was incredulous, fuming with rage and ready to strike down the Aun'O, but as he approached the alien his pace slowed, his face turned to utter shock and he froze in disbelief. From where he now stood, Rada could see over the balcony and into the atrium beneath. Hundreds of his own men, once loyal men of the Imperial Navy, were gathered, milling about with equal crowds of Tau, shedding their uniforms and taking up robes offered to them by the Tau, exchanging gifts and embracing heartily. Beyond this atrium, through a vast starpane, Rada could see his own vessel now surrounded by a cloud of shuttles and boats, Tau and human alike, ferrying crews between the two vessels. Atop Rada's own bridge, the ancient Aquila's were gone, replaced with row upon row of alien icons, the same icons he could see now pinned upon the breasts of some of his finest officers.

"...within our Empire," concluded the Aun'O.

GAL'LEATH (EXPLORER) CLASS STARSHIP

230 points



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		FIRE ARC
Prow Railgun battery		45cm	6		Front/left/right
Port Launch Bay		Barracudas: 25cm Mantas: 20cm	4 squadrons		-
Starboard Launch Bay		Barracudas: 25cm Mantas: 20cm	4 squadrons		-
Port Gravitic hook		-	Capacity: 1 Orca		-
Starboard Gravitic hook		-	Capacity: 1 Orca		-
Dorsal Gravitic hook		-	Capacity: 1 Orca		-

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.



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 Bor'kan. 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.



## GAL'LEATH EXPERIMENTAL BOR'KAN CONFIGURATION Mk XXIV

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	1	5+/4+ rear	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		45cm	6		Front/left/right
Prow Gravitic Launcher		Speed: 20-40cm	8		-
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		-
Stern 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.

## NAMING TAU SHIPS

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 ship's class name.

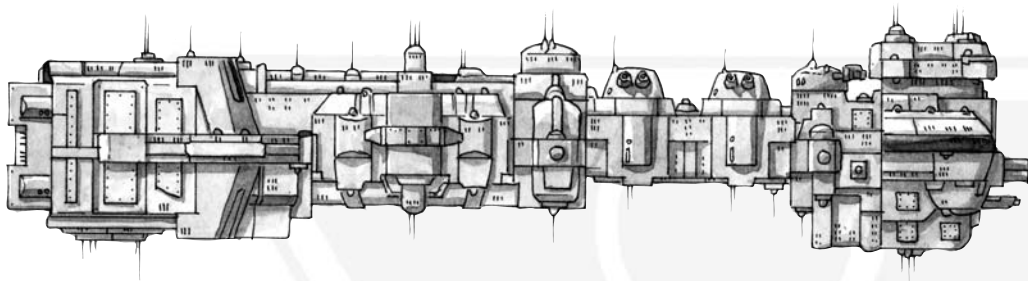
The third element is the personal name of the ship or squadron's first commander. This will always be an air caste member of Kor'ui rank or higher.

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



IL'FANNOR (MERCHANT) CLASS STARSHIP . . . . . 105 pts



IL'FANNOR STANDARD KE'LSHAN CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow railgun battery		45cm	2		Front/left/right
Port Gravitic Hook		-	Capacity: 1 Orca		-
Starboard Gravitic Hook		-	Capacity: 1 Orca		-
Port railgun battery		45cm	2		Front/left
Starboard railgun battery		45cm	2		Front/right

IL'FANNOR DAL'YTH CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow railgun battery		45cm	2		Front/left/right
Port Ion Cannon		30cm	1		Front/left
Starboard Ion Cannon		30cm	1		Front/right
Port railgun battery		45cm	2		Front/left
Starboard railgun battery		45cm	2		Front/right

Later examples of the Il'fannor were produced with a drastically superior hull structure, constructed by methods only recently discovered by the Tau. Il'fannors of either configuration may therefore increase their hits from 4 to 6 at a cost of +15 points.

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.



TAU'N IL'FANNOR  
UR'AKYM DRIMMA

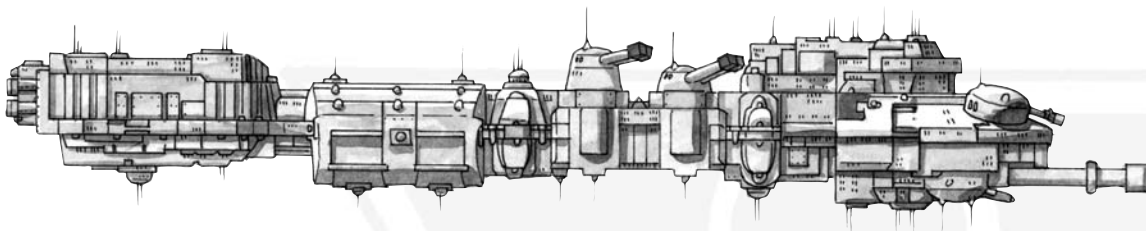
Built in the popular Ke'lshan configuration this Merchant vessel has been trading in Imperial space for almost two centuries under a succession of commanders. Operating a network of rogue trader contacts and deep space meeting points Tau goods are exchanged for Imperial technology and the services of Imperial citizens. On three separate occasions the Tau'n 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.

“Merchantmen, you say? Perhaps you can explain how merchantmen came to destroy fifteen of the Emperor's frigates!”

- Captain Antonder  
at the Conference of Dal'yth



# LAR'SHI (HERO) CLASS STARSHIP . . . . . 180 pts



## 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		Speed: 20-40cm	6		Front
Prow Railgun battery		45cm	4		Front/left/right
Port Launch Bay		Barracudas: 25cm Mantas: 20m	1 Squadron		-
Starboard Launch Bay		Barracudas: 25cm Mantas: 20cm	1 Squadron		-
Port Ion Cannon		30cm	2		Front/left
Starboard Ion Cannon		30cm	2		Front/right

## LAR'SHI TOLKU 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		Speed: 20-40cm	6		Front
Prow Railgun battery		45cm	4		Front/left/right
Port Launch Bay		Barracudas: 25cm Mantas: 20cm	1 Squadron		-
Starboard Launch Bay		Barracudas: 25cm Mantas: 20cm	1 Squadron		-
Port Railgun battery		45cm	4		Front/left
Starboard Railgun battery		45cm	4		Front/right

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.

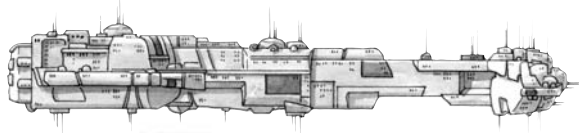
*Notes: All Lar'shi class vessels are fitted with a prow deflector to raise their frontal armour to 6. This is disabled if the ship suffers a Prow critical hit.*



### FAMOUS SHIPS: 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 Mantas 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) CLASS STARSHIP . . . . . 45 pts



TYPE/HITS	SPEED	TURNS	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		Speed: 20-40cm	2		Front

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.

SKETHER'QAN (MESSENGER) CLASS STARSHIP . . . . . 50 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Railgun battery		30cm	1		Front/left/right

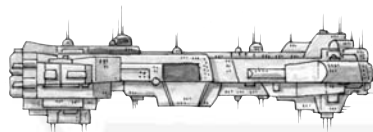
**Special Rules:** *The Messenger is an exception to normal Escort rules as it is not always deployed in squadrons, and can function independently. The Skether'qan is equipped with a Tracking System.*

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.



# 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 class.

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

Orcas are transported to battle on gravitic books. However, this has no effect in game terms – Orcas do not start a game attached to their parent ship, and can never be docked during a game. Likewise, the number of gravitic books is unimportant when calculating victory points (your opponent does not get VPs for surviving orcas just because there aren't enough gravitic books to notionally transport them to safety).

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/left/right
Prow Ion Cannon		30cm	1		Front

# TAU ORDNANCE . . . . . pts: special

ATTACK CRAFT	SPEED
Barracuda Superiority Fighter	25cm
Manta Missile Destroyer	20cm

ORDNANCE	SPEED
Tau Missiles	20-40cm

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

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.

Tau missiles are perhaps the greatest triumph of Tau ordnance, using drone technology to seek out enemy ships and pursue them relentlessly.

**Special Rules: 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 ordnance phase the missiles may change course by 45 degrees at the start of their movement. However, you must roll a dice for each point of missile strength at the start of each ordnance phase, after the first. The salvo is reduced by 1 point for every 6 rolled.

**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.

TAU ORBITALS . . . . . pts: varies

CORE MODULE . . . . . 20 pts					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0cm	0°	1	5+	2

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

**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.

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.

**Including Orbitals**  
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**  
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. Tau Waystations can be used in any scenario where the Tau are defenders, even if planetary defences are not normally permitted. 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 only the circumstance where orbitals can be equipped with Dhows – gravitic hooks on other forms of orbital have the option of Orcas only. Rigs can be used in any scenario where the Tau are defenders, even if planetary defences are not normally permitted. Their points cost is calculated in the same way as Orbitals.

## 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.*

## NICASSAR DHOWS

45 pts

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

### 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, as they are most content when

travelling. Because they can survive for long periods in virtual hibernation, they have travelled far from their home world, albeit slowly.

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. 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. 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.

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.

KROOT WARSPHERE . . . . . 145 pts

"At least in space they cannot eat their enemies."  
- Kor'el Dal'yth Dasthui  
on the usefulness of the Kroot

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/10	10cm	Special	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	12		All round

**Special Rules:** Kroot Warspheres have powerful engines firing in all direction, and this, coupled with the unique, spherical designs of their ships means no command check is needed for All Ahead Full special orders.

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. 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.

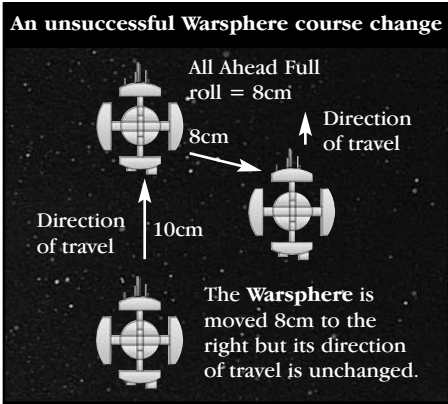
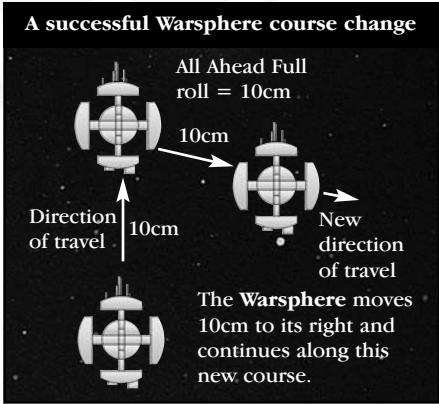
Due to their low speed and considerable momentum, Warspheres which are crippled or moving though Blast markers do not reduce their speed. Warspheres in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

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.





## 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 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.

"They are aliens, granted. But if ever I witness another creature so furiously keen to wipe out the greckskinned 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

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

– Por'O Dal'yth V'Rok greets the Thurm Brotherhood during first contact with the Demiurg

### DEMIURG WEAPONS

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

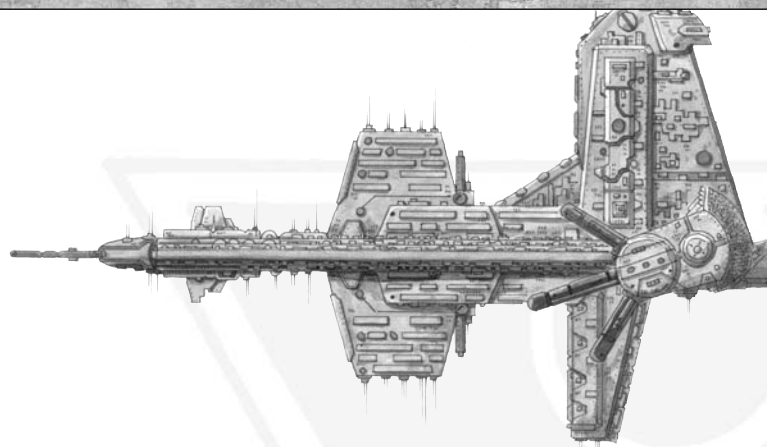
#### Cutting beam

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.

# DEMIURG 'STRONGHOLD' COMMERCE VESSEL . . . . . 350 pts



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 intersystem 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
Battleship/10	15cm	45°	4	5+/6+prow	4
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		30cm		12	
Stb'd weapons battery		30cm		12	
Port lance battery		60cm		3	
Stb'd lance battery		60cm		3	
Prow weapons battery		45cm		14	
Prow cutting beam		15cm		Special (max 8)	
Dorsal Torpedo silos		30cm		6	
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 hits, so starting at 10. Once a Demiurg has been crippled by suffering 5 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 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

# DEMIURG 'BASTION' COMMERCE VESSEL . . . . . 255 pts

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   4		All round

**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

The dorsal launch bays may launch either attack craft or torpedoes if reloaded but may not launch both attack craft and torpedoes in the same turn.



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 fleet 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

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

– The Air Caste Petition  
 ahead of the Tau'n Campaign

## 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 book 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 book capacity of the fleet. A ship may have either Orcas or Dhows, but not both so the gravitic book 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, 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.