

Corvettes follow all rules for escorts with the following exceptions.

Corvettes being much smaller and faster than escorts may make one move during each players ordnance phase, in the same manner as attack craft.

Corvettes have no minimum movement but if they have not moved during the ordnance phase prior to their opponent's shooting phase they count as defences like all ships.

Corvettes are treated as an abeam escort for all shooting using the gunnery chart except as noted above.

Corvettes do not have their own ftl drives and must be carried to the battle aboard a carrier.

The number of corvettes available at the beginning of the game may never exceed the number of launch bays in the fleet.

Purchasing corvettes does not affect the launch bay strength in any way after the game has started nor are they affected by the launch bay strength.

Imperial / Chaos

Light Corvette					5 pts/ strength
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	Special	Special	1	4+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		30cm	1		
Left/Front/Right					

The imperial navy has used light corvettes as a cheap easily deployable screen for their carriers for thousands of years. Used in mass they have proven only slightly less than effective than individual frigates and destroyers. Tho light corvettes are a common sight in the Imperium and traitor fleets their use in combat situations is typically limited due to their weak armament even en mass.

Heavy Corvette					10 pts/ strength
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	Special	Special	1	4+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		30cm	2		

Left/Front/Right

Very similar in layout to the light corvette, heavy corvettes have additional weapon batteries and see much more front line duty protecting carriers from enemy escorts and corvettes.

Multigun Corvette

10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	Special	Special	1	4+	2
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

A variant of the heavy corvette that utilizes advanced tracking systems mated to fast tracking turrets. This allows them to target and engage multiple enemy ships at once.

Due to these features these ships may add their ENTIRE turret value to any friendly ship within 15cm for massing turrets. The current limit of +3 turrets does apply to multigun corvettes so if there are two within 15cm of a friendly ship that ship only receives the maximum +3 not +4. This bonus applies to all friendly ships within 15cm not just one per turn.

Missile Corvette

5 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	Special	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Torpedoes	30cm	1		Front	

A variant of the heavy corvette that removes all guns and replaces them with missile launchers.

Minelayer Corvette

15 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	Special	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Mines	-	1		-	

A variant of the heavy corvette that removes all guns and replaces them with mine laying equipment.

Space Marines

Heavy Assault Corvette

15pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	Special	Special	1	4+	2
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

Heavy assault corvettes are a generic term used to describe any of a variety of craft utilized by the various marine chapters. These vessels are used to ferry strike teams large enough to overwhelm an enemy ship.

When the corvette moves into base contact with an enemy ship, it makes a hit and run attack. Roll a D6 as normal. On a score of 1 the attack fails. On a 2-6 the corvette causes a critical hit. However, unlike assault boats, roll 2D6 (+1 for being space marines) and look up the score on the critical hits table. After the attack remove the Heavy Assault corvette from play, it counts as disengaged for vp purposes.

Ork

Lite Korvet

5 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	Special	Special	1	4+prow/3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Gunz	30cm	d3		Front	

An ork light corvette.

Eavy Korvet

10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	15	Special	1	4+prow/3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Heavy gunz	15cm	d6		Front	

An ork heavy corvette

Dakka Korvet 10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	15	Special	1	4+prow/3+	2
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

An ork multigun corvette

Ork Plazure Boat 10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	15	Special	1	4+prow/3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Special	n/a	n/a		n/a	

Orks will often capture cruise ships or luxury liners that in true ork fashion are converted to their uses. Typically refitted with large plate doors on the front that serve to protect the ship and at the same time allows easy entry and egress for large mobs of boyz these vessels make excellent boarding craft.

These vessels operate as heavy assault corvettes.

Eldar / Craftworld Eldar

Light Attack Ship 5 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	25	Special	1/holofield	3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow weapon battery	30		1		Front

An Eldar light corvette.

Attack Ship 10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1/holofield	3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow weapon battery	30		2		Front

An Eldar heavy corvette.

Defender Attack Ship 10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1/holofield	3+	2
ARM-ANENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a			n/a

An Eldar multigun corvette.

Lance Attack Ship 15 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1/holofield	3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow Lance	30		1		Front

An advanced version of the Eldar attack ship that has been upgraded to carry a powerful lance. Note that this is a standard

lance not a pulsar lance as that technology is too bulky for even the Eldar to incorporate into a corvette sized ship.

Dark Eldar

Light Attack Ship

5 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	25	Special	1/shadowfield	3+	1

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Prow weapon battery	30	1	Front

Attack Ship

10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1/shadowfield	3+	1

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Prow weapon battery	30	2	Front

A Dark Eldar heavy corvette.

Defender Attack Ship

10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1/shadowfield	3+	2

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
n/a	n/a	n/a	n/a

Mimic

20 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	25	Special	1/shadowfield	3+	1

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
n/a	n/a	n/a	n/a

The Mimic carries the Dark Eldar Mimic Engine which along with advanced holo systems allows these ships to move into close contact

with enemy ships. Once in close vicinity the mimic discharges a massive emp device disabling the enemy ships.

The Mimic may not be deployed within 30cm of any other Dark Eldar or enemy ships. The Mimic may be "detonated" at any point in its movement phase inflecting D3 Thrusters Damaged critical hits (disregard the damage point) ON EACH SHIP WITHIN 3D6 CM (enemy or friendly!) as with any escort suffering a critical hit, escorts caught within the blast will be destroyed, as are any ordnance markers. The mimic is removed from play after it is "detonated" and counts as disengaged. At the begining of each enemy movement phase they may make a leadership test on 3D6 against their commanders leadership (or highest ships leadership if no commander is present). If the check is successful the Mimic is revealed and may be targeted as normal.

Tau

Light Gunship

5 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	25	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow Railgun Battery	30cm		1		
Left/Front/Right					

A Tau light corvette

Heavy Gunship

10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow Railgun Battery	30cm		2		
Left/Front/Right					

A Tau heavy corvette

Multigun Gunship

10 pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
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Corvette/1	20	Special	1	4+	2
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

A tau multigun corvette

Missile Gunship **15 pts/ strength**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow Gravitic Launcher 20-40cm			1	Front	

A Tau Missile Corvette

Command Gunship **15 pts/ strength**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

A variant of the Tau Heavy Gunship that has been converted to carry additional data storage and processing facilities, similar to the Tau Messengers.

The Command Gunship is equipped with a Tracking System.

Drone Gunship **20 pts/ strength**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	40	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Prow Railgun Battery 30cm			1	Front	

The Tau have adapted their knowledge of drone technology to create the Drone Gunship. Being nothing more than a railgun strapped to powerful engines and the computers required to operate the AI combine to make one of the fastest ships available to any fleet.

Tyranids

Drone Larvae

varies/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1 UP TO ONE WEAPON	15	Special	-	4+	(Spores 1)
ARMAMENT	RANGE	FIREPOWER/STRENGTH			FIRE ARC
Pyro-acid battery	30cm	2			Front
Feeder tentacles	Contact	Special			Front
Bio-plasma discharge	15cm	1			Front

The still immature larvae of escort drones these are often seen accompanying hive ships.

Chose one weapon system Pyro-acid battery 15pts/ strength, Feeder tentacles 5pts/ strength, Bio-plasma discharge 5 pts/strength. Drone Larvae swarm around their hives, as such you may field double the normal amount allowed per launch bay

Non combat ships

All races also have access to vessels with no combat abilities but with abilities that enable them to garner more vp or help other ships.

Imperial / Chaos

Repair Corvette

15pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH			FIRE ARC
n/a	n/a		n/a		n/a

The repair corvette is equipped with the materials and tools required to repair ships outside of dry dock. Typically crewed by veteran engineers these ships are able to quickly diagnose a problem and remedy it.

Any repair corvettes in base contact with a friendly ship that has suffered critical damage may add 1D6 to the ships roll to repair. This is added after any negative modifiers to their dice for blast

markers etc. The controlling player may opt to attempt to repair one point of damage using only the dice from any repair corvettes in contact. The controlling player must determine if they will do this before rolling to repair critical damage.

Admech and Space Marine vessels taking repair corvettes must spend 20pts/ strength. The Tech Priests and Tech Marines assigned to ships from these fleets allow much faster diagnoses and repair of damages allowing the roll for their repair corvettes to repair critical damage on a 4+. Note any attempt to repair hull damage still requires a 6+ to succeed.

Salvage Corvette

15pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

Salvage corvettes are large armored tug boats used to retrieve hulks and damaged vessels from the battle field. Many commanders have been known to sneak these into close proximity to an enemy ship during the battle and use them to pull disabled or heavily damaged enemy ships out of the fight in an attempt to keep them from escaping and to deprive the enemy of their use.

Salvage corvettes may attempt to "capture" enemy ships during the game by moving into base contact with an enemy ship. To be able to capture a capitol ship it must be crippled. In the case of an escort squadron it must have 3 or less ships remaining. Escort size ships require only one salvage corvette per ship to be captured. Capitol ships require one per 2 hit points so 2-3 for a light cruiser, 4 for a cruiser/ battle cruiser/ heavy cruiser, and 5-6 for a grand cruiser/ battle ship. Planetary defences cannot be captured. Salvage corvettes may attach themselves to vessels even if there are not enough to "capture" it, waiting for other salvage corvettes to arrive. Any salvage corvettes thus attached slow the speed of the enemy ship by 5cm per corvette for ships of 8 or less hit points or 5cm per 2 corvettes on ships of 9 or more hit points. Once the required number of corvettes have attached themselves the corvettes controlling player must attempt to disengage only. If the attempt to disengage fails they must move the enemy ship, regardless of facing directly toward the nearest table edge at a speed of 20cm per turn. Note the facing of the enemy ship does not matter as the corvettes are the ones moving the ship. This movement takes place during the controlling players ordnance phase only as the bulk of the ship slows the corvettes significantly. Corvettes attached may be targeted by

other enemy ships but due to their close proximity to the ship they are attached to, any corvettes destroyed also inflict one point of damage on the ship. Enemy ships captured in this manner count as being destroyed plus as a hulk even if the player that captured the ship does not control the battlefield at the end of the game. In a campaign you also gain +1 renown for each capitol ship or escort squadron captured.

Orks

Mek Tubz					15pts/ strength
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+/3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

Mek Tubz are the orks attempt to create repair corvettes. In this they have succeeded well unfortunately due to the nature of ork repairs they tend to have unusual results.

Mek Tubz work as repair corvettes with the following exception. Anytime an attempt to repair critical damage is made apply the following result.

D6 roll Result

1 ID-10-T Error

Not only do the mekz fail they fail horribly roll 1D6 on the critical hit table and apply the result immediately.

2-3 wut hapnd?

Nothing happens the mekz just wasted time playing around with the tools.

4-5 Uh oh boss.

The Mekz repair the damage! unfortunately they break something else while fixing it Roll 1D6 on the critical hit table and apply the result immediately.

6 We fix it gud!

The Mekz repair the damage and something else that might not even have been broken!

Roll a D6 and apply the result immediately (1) +5 cm speed (2) +1 shield (3) +1 turret (4) -5cm to the distance required to turn (5) the shield now receive a 6+ save roll against each hit, if successful the hit is ignored and no blast marker is placed (6) +15 cm range on one weapon (players choice) These bonuses are removed after the game

if playing in a campaign and no more than one may be received during the same game. Any further results to repair from mek tubz just repair one critical hit.

Da Big Grabba

15pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+/3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

Orks being experts at salvage have developed a ship large enough to pull an incredible amount of weight.

Da Big Grabba functions as a salvage corvette in all regards except that they only require half as many ships as normal. Da Big Grabba can hold 2 Escort size ships by moving into base contact with one and then another in their next ordnance phase. Capitol ships require one per 4 hit points so 1-2 for a light cruiser, 2 for a cruiser/ battle cruiser/ heavy cruiser, and 3 for a grand cruiser/ battle ship.

Eldar/ Craftworld Eldar/ Dark Eldar

Repair ship

20pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1/holofields 3+ or shadowfields	3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

The repair ship functions the same as an Admech or space marine Repair corvette.

Salvage Ship

15pts/ strength

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1holofields 3+ or shadowfields	3+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

The salvage ship functions the same as a salvage corvette.

Tau

Repair ship

20pts/ strength

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

The repair ship functions the same as an Admech or Space Marine repair corvette.

Salvage Ship

15pts/ strength

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

The salvage ship functions the same as a salvage corvette.

Tyranids

Platelet

15pts/ strength

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Corvette/1	20	Special	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
n/a	n/a	n/a		n/a	

The platelet functions the same as a repair corvette.