SHAS'UI PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Pulse carbine	4	3+	4/5	-
Gun butt	3	4+	2/3	-

Art of War: STRATEGIC GAMBIT if this operative is in the killzone. Select one of the following and apply its rules until the end of the turning point. You cannot select each option more than once per battle:

- **Mont'ka:** Add 1" to the Move stat of friendly PATHFINDER operatives.
- **Kauyon:** Friendly PATHFINDER operatives can perform a free **Markerlight** action during their activation if they have a Conceal order.

MARKERLIGHT 1AP

See the Markerlights faction rule.

PATHFINDER, T'AU EMPIRE, LEADER, SHAS'UI 25

ASSAULT GRENADIER PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Fusion grenade	4	3+	4/3	Range 6", Devastating 2, Limited 1, Piercing 2, Saturate
Pulse carbine	4	4+	4/5	-
Gun butt	3	5+	2/3	-

Grenadier Specialist: This operative can use frag and krak grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it's doing so, improve the Hit stat of that weapon by 1.

MARKERLIGHT 1AP

See the Markerlights faction rule.

PATHFINDER, T'AU EMPIRE, ASSAULT GRENADIER 25

BLOODED PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Suppressed pulse carbine	4	3+	4/5	Silent
Bionic arm	3	4+	3/4	-

Veteran: During a turning point in which you have used a friendly **SHAS'UI** operative's Art of War **STRATEGIC GAMBIT** and you selected Mont'ka, this operative can use Kauyon instead during its activation (and vice versa).

MARKERLIGHT 1AP

See the Markerlights faction rule.

PATHFINDER, T'AU EMPIRE, BLOODED 25

COMMS SPECIALIST PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Pulse carbine	4	4+	4/5	-
Fists	3	5+	2/3	-

MARKERLIGHT 1AP

See the Markerlights faction rule.

SIGNAL 1AP

SUPPORT. Select one other friendly PATHFINDER operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

This operative cannot perform this action while within control range of an enemy operative.

PATHFINDER, T'AU EMPIRE, COMMS SPECIALIST 25

DRONE CONTROLLER PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Pulse carbine	4	4+	4/5	-
Gun butt	3	5+	2/3	-

Drone Controller: Whenever this operative is in the killzone:

- Add 2" to the Move stat of friendly PATHFINDER **DRONE** operatives.
- The Saviour Protocols firefight ploy costs you 0CP.

MARKERLIGHT 1AP

See the Markerlights faction rule.

RULES CONTINUE ON OTHER SIDE ▶

PATHFINDER, T'AU EMPIRE, DRONE CONTROLLER 25

DRONE CONTROLLER PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

REMOTE PILOT 1AP

- One friendly PATHFINDER **DRONE** operative can immediately perform one free action, but it cannot move more than 2" during that action. That action can be one that's normally restricted by its Drone rule (this takes precedence over that rule).

- This operative cannot perform this action while within control range of an enemy operative. This operative can perform this action more than once during its activation, but if it does, the same **DRONE** operative cannot perform the same free action more than once per activation.

MARKSMAN PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Marksman rail rifle (standard)	4	3+	4/4	Devastating 2, Lethal 5+, Piercing 1
Marksman rail rifle (dart round)	4	3+	3/4	Piercing 1, Silent
Gun butt	3	5+	2/3	-

Inertial Dampener: You can ignore any changes to the Hit stat of this operative's marksman rail rifle.

PATHFINDER, T'AU EMPIRE, MARKSMAN 25

MEDICAL TECHNICIAN PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Pulse carbine	4	4+	4/5	-
Gun butt	3	5+	2/3	-

Medic!: The first time during each turning point that another friendly PATHFINDER operative (excluding **DRONE**) would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ▶

PATHFINDER, T'AU EMPIRE, MEDIC, MEDICAL TECHNICIAN 25

MEDICAL TECHNICIAN PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

MARKERLIGHT 1AP

See the Markerlights faction rule.

MEDIKIT 1AP

- Select one friendly **PATHFINDER** operative (excluding **DRONE**) within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.
- This operative cannot perform this action while within control range of an enemy operative.

SHAS'LA PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Pulse carbine	4	4+	4/5	-
	Gun butt	3	5+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **PATHFINDER SHAS'LA** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

Fearless on the Frontline: This operative can perform the **Markerlight** action while within control range of an enemy operative (this takes precedence over the **Markerlight** action's normal conditions). In addition, this operative can perform the **Fall Back** action for 1 less AP.

MARKERLIGHT 1AP

See the Markerlights faction rule.

TRANSPECTRAL INTERFERENCE PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Pulse carbine	4	4+	4/5	-
	Gun butt	3	5+	2/3	-

MARKERLIGHT 1AP

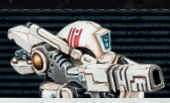
See the Markerlights faction rule.

SYSTEM JAM 1AP

- Select one enemy operative visible to this operative. Until the end of that operative's next activation, subtract 1 from its APL stat.
- This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

Multi-Dimensional Vision: Whenever this operative is shooting, enemy operatives cannot be obscured.

WEAPONS EXPERT PATHFINDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Ion rifle (standard)	5	4+	4/5	Piercing Crits 1
	Ion rifle (overcharge)	5	4+	4/5	Hot, Lethal 5+, Piercing 1
	Rail rifle	4	4+	4/4	Devastating 2, Lethal 5+, Piercing 1
	Gun butt	3	5+	2/3	-

MB3 RECON DRONE



APL	MOVE	SAVE	WOUNDS
3	6"	4+	12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless, Heavy (Reposition only), Punishing
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Heavy (Reposition only), Punishing, Torrent 1"
Ram	3	5+	2/3	-

Analyse: Whenever this operative performs the **Markerlight** action, each other enemy operative that's both visible to this operative and within 3" of the enemy operative you selected for that action also gains one of your Markerlight tokens.

MARKERLIGHT 1AP

See the Markerlights faction rule.

Drone:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Markerlight**, **Reposition** and **Shoot**. It cannot use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

PATHFINDER, T'AU EMPIRE, MB3 RECON, DRONE 32

MV1 GUN DRONE



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

NAME	ATK	HIT	DMG	WR
Twin pulse carbine	4	4+	4/5	Ceaseless
Ram	3	5+	2/3	-

Drone:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Reposition** and **Shoot**. It cannot use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

PATHFINDER, T'AU EMPIRE, MV1 GUN, DRONE 32

MV4 SHIELD DRONE



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

NAME	ATK	HIT	DMG	WR
Ram	3	5+	2/3	-

Drone:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight** and **Reposition**. It cannot use any weapons that aren't on its datacard.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.

Shield Generator:

- This operative ignores the Piercing weapon rule.
- Once per turning point, when an attack dice inflicts Normal Dmg on this operative, you can ignore that inflicted damage.
- You can use the Saviour Protocols firefight ploy for 0CP if this is the specified **DRONE** operative.

PATHFINDER, T'AU EMPIRE, MV4 SHIELD, DRONE 32

MV7 MARKER DRONE



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

NAME	ATK	HIT	DMG	WR
Ram	3	5+	2/3	-

High-intensity Markerlight: Whenever this operative performs the **Markerlight** action, the selected enemy operative gains two of your Markerlight tokens (instead of one).

MARKERLIGHT 1AP

See the Markerlights faction rule.

Drone:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Markerlight** and **Reposition**. It cannot use any weapons that aren't on its datacard.
- When determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- When determining what's visible to this operative, the round disc at the top of the miniature is its head.

PATHFINDER, T'AU EMPIRE, MV7 MARKER, DRONE 32

MV31 PULSE ACCELERATOR DRONE



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

NAME	ATK	HIT	DMG	WR
Ram	3	5+	2/3	-

Drone:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Pulse Accelerator** and **Reposition**. It cannot use any weapons that aren't on its datacard.
- When determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- When determining what's visible to this operative, the round disc at the top of the miniature is its head.

PULSE ACCELERATOR 1AP

Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever another friendly PATHFINDER operative is shooting with a pulse weapon within 3" of this operative, that weapon has the Lethal 5+ and Severe weapon rules.

PATHFINDER, T'AU EMPIRE, MV31 PULSE ACCELERATOR, DRONE 32

MV33 GRAV-INHIBITOR DRONE



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

NAME	ATK	HIT	DMG	WR
Ram	3	5+	2/3	-

Drone:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight** and **Reposition**. It cannot use any weapons that aren't on its datacard.
- When determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- When determining what's visible to this operative, the round disc at the top of the miniature is its head.

Grav-inhibitor:

- Whenever an enemy operative performs an action in which it moves (excluding **Dash**), if it would move visible to and within 6" of this operative, treat the distance as an additional 2" and ignore the additional distances from the Obstructing and Accessible terrain rules.
- Whenever an enemy operative is fighting or retaliating while visible to and within 6" of this operative, worsen the Hit stat of that enemy operative's melee weapons by 1. This is cumulative with being injured.

PATHFINDER, T'AU EMPIRE, MV33 GRAV-INHIBITOR, DRONE 32

NOTES:

NOTES:

PATHFINDERS KILL TEAM

ARCHETYPES: INFILTRATION, RECON

OPERATIVES

↘ 1 PATHFINDER **SHAS'UI** operative

↘ 11 PATHFINDER operatives selected from the following list:

- **ASSAULT GRENADIER**
- **BLOODED**
- **COMMS SPECIALIST**
- **DRONE CONTROLLER**
- **MARKSMAN**
- **MEDICAL TECHNICIAN**
- **SHAS'LA**
- **TRANSPECTRAL INTERFERENCE**
- **WEAPONS EXPERT** with one of the following options:
  - Ion rifle; gun butt
  - Rail rifle; gun butt
- **MB3 RECON DRONE** (counts as two selections)
- **MV31 PULSE ACCELERATOR DRONE**
- **MV33 GRAV-INHIBITOR DRONE**
- **MV1 GUN DRONE**
- **MV4 SHIELD DRONE**
- **MV7 MARKER DRONE**

Other than **SHAS'LA** and **WEAPONS EXPERT** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **WEAPONS EXPERT** operatives.

Some PATHFINDER rules refer to a 'pulse weapon'. The following weapons are pulse weapons: burst cannon, pulse carbine, suppressed pulse carbine, twin pulse carbine.

CONTINUES ON OTHER SIDE ▶

PATHFINDER FACTION RULE

MARKERLIGHTS

Markerlights are laser targeting systems that feed information to the weapon-mounted scopes and helmet targeting systems of nearby T'au units.

Some PATHFINDER operatives (indicated on their datacard) can perform the **Markerlight** unique action:

MARKERLIGHT 1AP

▶ Select one enemy operative visible to this operative. That enemy operative gains one of your Markerlight tokens (to a maximum of five).

◆ An operative cannot perform this action while within control range of an enemy operative. If an operative (excluding **MB3 RECON**) would perform the **Shoot** action (excluding **Guard**) and this action during the same activation, only the target of that **Shoot** action can be selected for this action (and vice versa).

CONTINUES ON OTHER SIDE ▶

Once during each of their activations, whenever an enemy operative that has any of your Markerlight tokens performs the **Dash**, **Charge**, **Fall Back** or **Reposition** action, remove one of those tokens.

While only some PATHFINDER operatives can perform the **Markerlight** action, all PATHFINDER operatives can benefit from its effects. Whenever a friendly PATHFINDER operative is shooting with a weapon from its datacard (excluding **ASSAULT GRENADIER**'s fusion grenade), it has additional rules determined by the number of your Markerlight tokens the target has. These are cumulative, so if an enemy operative has two of your Markerlight tokens, the friendly operative shooting it has the rules for 1 and 2 tokens during that sequence.

CONTINUES ON OTHER SIDE ▶

MARKERLIGHT TOKENS	ADDITIONAL RULES
1	Saturate and Balanced weapon rules.
2	Improve the Hit stat of that friendly operative's ranged weapons by 1 (to a maximum of 3+).
3	The target cannot be obscured.
4	Seek Light weapon rule.
5	Seek weapon rule.

PATHFINDER MARKER/TOKEN GUIDE



PATHFINDER STRATEGY PLOY

RECON SWEEP

Pathfinders are tasked with reconnaissance roles and are skilled at crossing difficult terrain to outflank unsuspecting targets.

Select one killzone edge (excluding your own). Each friendly PATHFINDER operative that's wholly within 6" of that edge can immediately perform a free **Dash** action in an order of your choice, but each that does so must end that move wholly within 6" of a killzone edge (excluding your own). You cannot use this ploy during the first turning point.

PATHFINDER STRATEGY PLOY

SUPPRESSING FIRE

T'au Pathfinders lay down a punishing blizzard of fire, forcing their enemies to take cover and fire back in scattered, desperate bursts.

Whenever an enemy operative is performing the **Shoot** action, if the target (the primary target if the weapon has the Blast or Torrent weapon rules) isn't the closest valid target, your opponent cannot re-roll their attack dice. Ignore friendly PATHFINDER operatives that have a Conceal order or are obscured when determining this.

PATHFINDER
STRATEGY PLOY

BONDED

Often trained together from youth and bonded by blood ritual, Fire Warrior teams possess an uncanny degree of coordination.

Whenever a friendly **PATHFINDER** operative (excluding **DRONE**) is shooting or retaliating with a ranged weapon (see Point-Blank Fusillade firefight ploy), if it's within 3" of another friendly **PATHFINDER** operative (excluding **DRONE**), that first friendly operative's ranged weapons have the Accurate 1 weapon rule.

PATHFINDER
STRATEGY PLOY

TAKE COVER

Pathfinders are lightly armoured and equipped for mobility. They must use surrounding terrain to their advantage in order to survive.

Whenever an operative is shooting a friendly **PATHFINDER** operative, if you can retain any cover saves, improve that friendly operative's Save stat by 1.

PATHFINDER
FIREFIGHT PLOY

A WORTHY CAUSE

Any action that furthers the Greater Good must be undertaken swiftly and without question, no matter how dangerous.

Use this firefight ploy at the start of the Firefight phase. One friendly **PATHFINDER** operative (excluding **DRONE**) can immediately perform a free mission action.

PATHFINDER
FIREFIGHT PLOY

SUPPORTING FIRE

T'au Pathfinders are expert sharpshooters and can grant covering fire even to allies engaged in close combat.

Use this firefight ploy when a friendly **PATHFINDER** operative is performing the **Shoot** action and you're selecting a valid target within 6" of it. Having other friendly **PATHFINDER** operatives within an enemy operative's control range doesn't prevent that enemy operative from being selected.

PATHFINDER
FIREFIGHT PLOY

SAVIOUR PROTOCOLS

T'au drones are hard-coded to prioritise the safety of their operators, and will automatically interpose themselves between a T'au warrior and an incoming attack.

Use this firefight ploy when a friendly PATHFINDER operative (excluding **DRONE**) is selected as the valid target of a **Shoot** action. Select one friendly PATHFINDER **DRONE** operative visible to and within 3" of that first friendly operative to become the valid target instead (even if it wouldn't normally be valid for this). That friendly **DRONE** operative is only in cover or obscured if the original target was. This ploy has no effect if the ranged weapon has the Blast or Torrent weapon rule.

PATHFINDER
FIREFIGHT PLOY

POINT-BLANK FUSILLADE

Wielding their ranged weapons with practised skill, Pathfinders are capable of utilising them even at close quarters.

Use this firefight ploy when a friendly PATHFINDER operative (excluding **DRONE**) is retaliating, if it wasn't within control range of enemy operatives at the start of that activation/counteraction. You can use one of its ranged weapons as a melee weapon (excluding a weapon that has the word 'grenade' in its name) during that sequence. If you do, you cannot block during that sequence, and the following weapon rules have no effect on its weapons until the end of that sequence: Devastating, Piercing, Torrent. If that friendly operative is ready, has an Engage order and is retaliating with a pulse weapon, you resolve the first attack dice (i.e. defender instead of attacker).

PATHFINDER
FACTION EQUIPMENT

TARGET ANALYSIS OPTIC

Advanced optics enhance the effectiveness of markerlights, ensuring the bearer's shots find their mark with unerring accuracy.

Once per turning point, when a friendly PATHFINDER operative (excluding **DRONE**) is performing the **Shoot** action and you're selecting a valid target, you can use this rule. If you do, until the end of that action, if the target has at least one of your Markerlight tokens, it's treated as having one more. If the ranged weapon has the Blast or Torrent weapon rule, only the primary target is affected.

PATHFINDER
FACTION EQUIPMENT

HIGH-INTENSITY MARKERLIGHT

This markerlight is exceptionally effective, its beam traceable even through obscuring smoke, debris and soft cover.

Up to twice per turning point, when a friendly PATHFINDER operative (excluding **MV7 MARKER DRONE**) performs the **Markerlight** action, you can use this rule. If you do, the enemy operative you select gains two of your Markerlight tokens (instead of one).

PATHFINDER
FACTION EQUIPMENT

PHOTON GRENADE

Upon reaching their destination, photon grenades release bright pulses of multispectrum light that blind and shock those caught in the blast.

Once per turning point, a friendly **PATHFINDER** operative that has the **Markerlight** action on their datacard (excluding **DRONE**) can perform the following unique action:

PHOTON GRENADE 1AP

- Select one enemy operative visible to this operative and roll one D6: on a 3+, until the end of that operative's next activation, subtract 2" from its Move stat.
- An operative cannot perform this action while within control range of an enemy operative.

NOTES:

PATHFINDER
FACTION EQUIPMENT

ORBITAL SURVEY UPLINK

So effective are the scanning matrices of T'au voidships that they can detect and illuminate a single infantry target, even from orbit.

Once per turning point, when a friendly **PATHFINDER** operative performs the **Markerlight** action, you can use this rule. If you do, you can select one enemy operative in the killzone to gain one of your Markerlight tokens instead (it doesn't need to be visible). This isn't cumulative with the High-intensity Markerlight or Analyse rules.

NOTES:

PATHFINDERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA — OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

FACTION RULES, MARKERLIGHTS, MARKERLIGHT ACTION

Second sentence of effect changed to read:
'That enemy operative gains one of your Markerlight tokens (to a maximum of five).'

FIREFIGHT PLOY, SAVIOUR PROTOCOLS

Additional text added between second and third sentence:
'That friendly **DRONE** operative is only in cover or obscured if the original target was.'

FIREFIGHT PLOYS, POINT-BLANK FUSILLADE

Additional text added to end of paragraph:
'If that friendly operative is ready, has an Engage order and is retaliating with a pulse weapon, you resolve the first attack dice (i.e. defender instead of attacker).'

STRATEGY PLOYS, RECON SWEEP

Additional text added to end of paragraph:
'You cannot use this ploy during the first turning point.'

FACTION RULES, MARKERLIGHTS

Additional rule for 1 on Markerlight tokens table changed to read:
'Saturate and Balanced weapon rules.'

Additional rule for 2 on Markerlight tokens table changed to read:
'Improve the Hit stat of that friendly operative's ranged weapons by 1 (to a maximum of 3+).'

Additional row added to end of table:

Markerlight Tokens	Additional Rules
5	Seek weapon rule.

FACTION EQUIPMENT, PHOTON GRENADE

Effect of action changed to read:
'Select one enemy operative visible to this operative and roll one D6: on a 3+, until the end of that operative's next activation, subtract 2" from its Move stat ~~and it cannot perform the **Dash** action~~.'

FACTION EQUIPMENT, HIGH-INTENSITY MARKERLIGHT

Relevant part of first sentence changed to read:
'Up to twice per turning point, when [...]'

SHAS'UI OPERATIVE, ART OF WAR RULE

First sentence changed to read:
'~~Once per battle~~ **STRATEGIC GAMBIT** if this operative is in the killzone. Select one of the following and apply its rules until the end of the turning point. You cannot select each option more than once per battle:'

TRANSPECTRAL INTERFERENCE OPERATIVE

'Multi-dimensional Vision' action deleted and
'Multi-dimensional Vision' additional rule added.

MEDICAL TECHNICIAN OPERATIVE, MEDIC! RULE

Changed to read:
'The first time during each turning point that another friendly **PATHFINDER** operative (excluding **DRONE**) would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can ~~then~~ immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.'

MV33 GRAV-INHIBITOR DRONE OPERATIVE, GRAV-INHIBITOR RULE

First bullet point changed to read:
'Whenever an enemy operative performs an action in which it moves (excluding **Dash**), if it would move visible to and within 6" of this operative, treat the distance as an additional 2" and ignore the additional distances from the Obstructing and Accessible terrain rules.'

PATHFINDER OPERATIVES

Specialist reconnaissance infantry, T'au Pathfinders range far ahead of their allies. Pathfinder kill teams are capable of operating independently of the main T'au force, and are equipped for almost any situation. Their advanced wargear and potent weaponry enable them to disrupt communications, perform acts of sabotage and destroy targets.

SHAS'UI PATHFINDER

Shas'ui Pathfinders are veteran warriors who have fought in many campaigns. They have passed dangerous trials of fire to reach the rank, and are dynamic and accomplished tacticians more than capable of leading their team to victory.

SHAS'LA PATHFINDER

Even the rank-and-file of Pathfinder teams are selfless adherents to the Greater Good, eagerly volunteering themselves for the most dangerous missions. They operate close to the enemy to learn all they can of them, as well as engaging them when necessary.

BLOODED PATHFINDER

Many experienced and respected Pathfinders earn the personal name of Mont'yr, which translates as 'Blooded'. Many bear highly advanced bionics in place of lost limbs, and are entrusted with specialist technology such as suppressed weapons.

DRONE CONTROLLER PATHFINDER

Drone Controller Pathfinders receive additional training in remote piloting the drones that frequently accompany their teams. With careful work and patience they can manipulate a drone to carry out complex tasks that the drones cannot complete using solely their programming.

TRANSPECTRAL INTERFERENCE PATHFINDER

Transpectral Interference Pathfinders are tasked with jamming enemy communications through the use of complex signal scramblers that can shut down electrical systems.

ASSAULT GRENADIER PATHFINDER

The most hot-blooded Pathfinders are trained to carry out extremely dangerous attacks against enemy positions, using their grenades to stun enemy troops and destroy bunkers. They are also outfitted with advanced helmets that render them immune to enemy efforts to stun them in turn.

COMMUNICATIONS SPECIALIST PATHFINDER

Communications Specialists are found in most Pathfinder kill teams, providing a connection with the team's Commanders, other kill teams and vital support assets.

MEDICAL TECHNICIAN PATHFINDER

In a Pathfinder kill team, the lives of the T'au are often in the hands of a Medical Technician. These selfless healers brave storms of enemy fire to reach the wounded.

WEAPONS EXPERT PATHFINDER

Weapons Experts Pathfinders wield their kill team's heavy weapons. Their task is a relatively simple one – to kill or destroy what their Shas'ui orders them to or what they deem to be an important target.

MARKSMAN PATHFINDER

Marksman Pathfinders carry customised rail rifles with advanced optics and sophisticated inertial dampeners to ensure incredible accuracy. These Pathfinders are also issued with experimental dart ammunition that is all but inaudible to the foe when fired.

MB3 RECON DRONE

These large drones are capable of collecting swathes of vital battlefield data that can make the difference between victory and defeat. Being larger, they can also be mounted with heavier weaponry – their burst cannon can effectively suppress or cut down enemy infantry.

MV1 GUN DRONE

Using anti-gravitic motors and jet-thrusters, Gun Drones hover over the landscape, moving quickly to engage the enemy and record battlefield data. On kill team missions they can distract enemies while the Pathfinders carry out their tasks as well as partake in attacks alongside the T'au warriors they serve.



MV4 SHIELD DRONE

Shield Drones are fitted with shield generators rather than weaponry. It is their task to protect the Pathfinders they accompany. Their saviour protocols ensure that should a T'au come under direct threat, the Shield Drone will move with remarkable speed to protect them from harm.

MV7 MARKER DRONE

The high-intensity markerlights used by Marker Drones are vital for the synergy of T'au forces. They indicate priority targets both for the Pathfinders they are alongside as well as other powerful T'au assets. Whatever they pick out will soon be obliterated by overwhelming firepower.

MV31 PULSE ACCELERATOR DRONE

Pulse Accelerator Drones boost the pulse weapons carried by Pathfinders, making the technology much more powerful and giving them a vital edge against the enemy.

MV33 GRAV-INHIBITOR DRONE

Grav-inhibitor Drones are capable of manipulating gravity around and significantly slow the progress of oncoming enemy troops. On countless occasions have Pathfinder kill teams escaped almost certain death thanks to the technology carried by these drones.

'THE QUESTION OF THE TIMING OF THE COMMENCEMENT OF HOSTILITIES IS ONE UPON WHICH YOU MUST MEDITATE MOST DEEPLY. ONCE YOUR DECISION IS ARRIVED AT, IT MUST BE PURSUED WITH THE UTMOST ENERGY.'

- Commander Puretide

PATHFINDERS KILL TEAM

Below you will find a list of the operatives that make up a **PATHFINDER** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **PATHFINDER** **SHAS'UI** operative

- 11 **PATHFINDER** operatives selected from the following list:
  - **ASSAULT GRENADIER**
  - **BLOODED**
  - **COMMS SPECIALIST**
  - **DRONE CONTROLLER**
  - **MARKSMAN**
  - **MEDICAL TECHNICIAN**
  - **SHAS'LA**
  - **TRANSPECTRAL INTERFERENCE**
  - **MB3 RECON DRONE** (counts as two selections)
  - **MV31 PULSE ACCELERATOR DRONE**
  - **MV33 GRAV-INHIBITOR DRONE**
  - **MV1 GUN DRONE**
  - **MV4 SHIELD DRONE**
  - **MV7 MARKER DRONE**
  - **WEAPONS EXPERT** with one of the following options:
    - Ion rifle; gun butt
    - Rail rifle; gun butt

Other than **SHAS'LA** and **WEAPONS EXPERT** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **WEAPONS EXPERT** operatives.

Some **PATHFINDER** rules refer to a 'pulse weapon'. The following weapons are pulse weapons: burst cannon, pulse carbine, suppressed pulse carbine, twin pulse carbine.

ARCHETYPES

INFILTRATION

RECON

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

SHAS'UI



ASSAULT GRENADIER



BLOODED



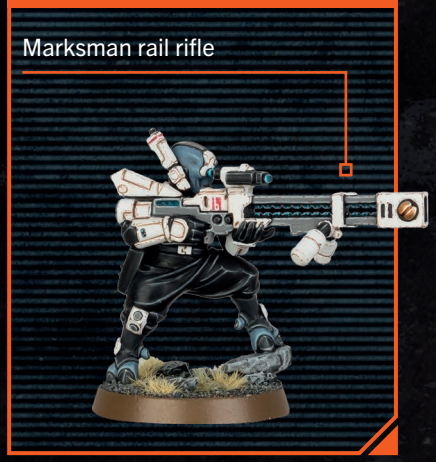
COMMS SPECIALIST



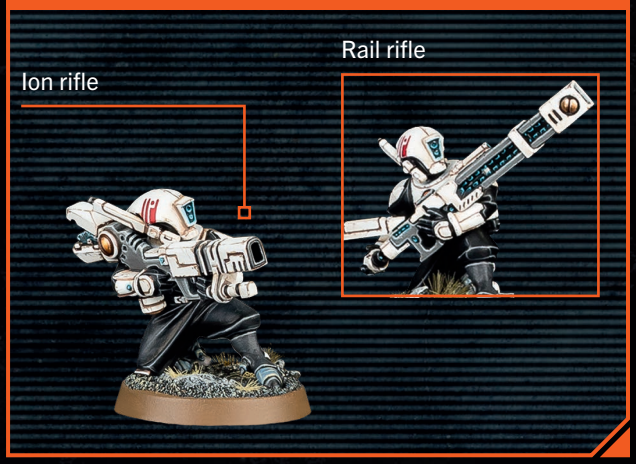
DRONE CONTROLLER



MARKSMAN



WEAPONS EXPERT



'WE ARE THE FIRST TO SIGHT THE ENEMY, THE FIRST TO ENGAGE, AND THE LAST TO LEAVE THE BATTLEFIELD. TO FIGHT IN THE PATHFINDER TEAMS IS TO ACCEPT THE INEVITABILITY OF ONE'S DEATH IN SERVICE OF THE GREATER GOOD. FOR US, THERE IS NO SHAME NOR FEAR IN THAT HONEST TRUTH. A BRIGHT FUTURE CAN ONLY BE EARNED THROUGH SACRIFICE.'

- Pathfinder Shas'ui Mor'kami

MEDICAL TECHNICIAN



SHAS'LA



TRANSPECTRAL INTERFERENCE

