


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.

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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.

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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.

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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).