


# 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.

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### 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.

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### 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.

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### 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.