

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.

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HIGH-INTENSITY MARKERLIGHT

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

Once 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).

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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

1 AP

- ▶ Select a valid target for 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.
- ◆ An operative cannot perform this action while within control range of an enemy operative.

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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.