



SHAS'UI PATHFINDER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

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

Art of War: 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:

- 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, TAU EMPIRE, LEADER, SHAS'UI

(25)

ASSAULT GRENADIER PATHFINDER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **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, TAU EMPIRE, ASSAULT GRENADIER

(25)

BLOODED PATHFINDER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **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, TAU EMPIRE, BLOODED

(25)

COMMS SPECIALIST PATHFINDER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **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, TAU EMPIRE, COMMS SPECIALIST

(25)



DRONE CONTROLLER PATHFINDER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **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, TAU EMPIRE, DRONE CONTROLLER

(25)

DRONE CONTROLLER PATHFINDER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **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 **▼2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME

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, TAU EMPIRE, MARKSMAN

(25)

MEDICAL TECHNICIAN PATHFINDER



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME

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, TAU EMPIRE, MEDIC, MEDICAL TECHNICIAN

(25)



MEDICAL TECHNICIAN PATHFINDER



APL **▼ 2** MOVE **6"** SAVE **5+** WOUNDS **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 **▼ 2** MOVE **6"** SAVE **5+** WOUNDS **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.

PATHFINDER®, TAU EMPIRE, SHAS'LA

TRANSPETRAL INTERFERENCE PATHFINDER



APL **▼ 2** MOVE **6"** SAVE **5+** WOUNDS **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.

MULTI-DIMENSIONAL VISION 1AP

► Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.

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

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.

PATHFINDER®, TAU EMPIRE, TRANSPETRAL INTERFERENCE

WEAPONS EXPERT PATHFINDER



APL **▼ 2** MOVE **6"** SAVE **5+** WOUNDS **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	-

PATHFINDER®, TAU EMPIRE, WEAPONS EXPERT

(25)

(25)

(25)



MB3 RECON DRONE



APL 3 MOVE 6" SAVE 4+ WOUNDS 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.

MARKEMLIGHT 1AP

See the Markerlights faction rule.

PATHFINDER®, TAU EMPIRE, MB3 RECON, DRONE

(32)

MV1 GUN DRONE



APL 2 MOVE 6" SAVE 4+ WOUNDS 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®, TAU EMPIRE, MV1 GUN, DRONE

(32)

MV4 SHIELD DRONE



APL 2 MOVE 6" SAVE 4+ WOUNDS 7

NAME ATK HIT DMG WR

Ram	3	5+	2/3	-
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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 OCP if this is the specified **DRONE** operative.

PATHFINDER®, TAU EMPIRE, MV4 SHIELD, DRONE

(32)

MV7 MARKER DRONE



APL 2 MOVE 6" SAVE 4+ WOUNDS 7

NAME ATK HIT DMG WR

Ram	3	5+	2/3	-
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High-intensity Markerlight: Whenever this operative performs the **Markerlight** action, the selected enemy operative gains two of your Markerlight tokens (instead of one).

MARKEMLIGHT 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®, TAU EMPIRE, MV7 MARKER, DRONE

(32)



MV31 PULSE ACCELERATOR DRONE



APL **▼2** MOVE **6"** SAVE **4+** WOUNDS **7**

NAME	ATK	HIT	DMG	WR
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Ram	3	5+	2/3	-
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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, TAU EMPIRE, MV31 PULSE ACCELERATOR, DRONE

(32)

MV33 GRAV-INHIBITOR DRONE



APL **▼2** MOVE **6"** SAVE **4+** WOUNDS **7**

NAME	ATK	HIT	DMG	WR
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Ram	3	5+	2/3	-
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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, TAU EMPIRE, MV33 GRAV-INHIBITOR, DRONE

(32)

NOTES:

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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

CONTINUES ON OTHER SIDE ►

- 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.

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 1 AP

- Select one enemy operative visible to this operative. That enemy operative gains one of your Markerlight tokens (to a maximum of four).
- ◆ 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. |

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.

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).



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 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.

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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY 0AP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- ▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

■■■ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

■■■ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE

1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTKYN SALVAGER• FLY, MANDRAKE• SHADOW PASSAGE).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

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

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.

STRATEGY PLOYS, RECON SWEEP

Additional text added to end of paragraph:

'You cannot use this ploy during the first turning point.'

FIREFIGHT PLOYS, 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).'

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+).'

JULY '25

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.'

PREVIOUS ERRATAS

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.'

SHAS'UI OPERATIVE, ART OF WAR RULE

First sentence changed to read:

'Once per battle STRATEGIC GAMBIT if this operative is in the killzone.'

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

2

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 'Bloody'. 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.

MARSMAN PATHFINDER

Marsman 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
 - TRANSPETRAL INTERFERENCE
 - 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

Pulse carbine



ASSAULT GRENADIER

Fusion grenade

Pulse carbine



BLOODED

Suppressed pulse carbine



COMMS SPECIALIST

Pulse carbine

**DRONE CONTROLLER**

Pulse carbine

**MARKSMAN**

Marksman rail rifle

**WEAPONS EXPERT**

Ion rifle



Rail rifle



'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

Pulse carbine

**SHAS'LA**

Pulse carbine

**TRANSPETRAL
INTERFERENCE**

Pulse carbine

