

# PATHFINDERS

## STRATEGY PLOYS

### RECON SWEEP

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). Cannot use this ploy during the first turning point.

### SUPPRESSING FIRE

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.

### BONDED

Whenever a friendly **PATHFINDER** operative (excluding **DRONE**) is shooting or retaliating with a ranged weapon (see Point-Blank Fusillade firefght 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.

### TAKE COVER

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.

## FIREFIGHT PLOYS

### A WORTHY CAUSE

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

### SUPPORTING FIRE

Use this firefght 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.

### SAVIOUR PROTOCOLS

Use this firefght 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.

### POINT-BLANK FUSILLADE

Use this firefght 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).

## OPERATIVES

### ARCHETYPE: INFILTRATION / RECON

1 **PATHFINDER SHAS'UI** with pulse carbine and fists  
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 gun butt and one of the following:
  - Rail rifle or Ion rifle
- **M83 RECON DRONE** (counts as two selections)
- **MV1 GUN DRONE**
- **MV4 SHIELD DRONE**
- **MV7 MARKER DRONE**
- **MV31 PULSE ACCELERATOR DRONE**
- **MV33 GRAV-INHIBITOR 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.

### DRONE

- 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.
- When determining control of an objective marker, treat its APL stat as 1 lower.
- When determining what's visible to this operative, the round disc at the top of the miniature is its head.

## FACTION RULES

### MARKERLIGHTS

Some **PATHFINDER**s can perform the **Markerlight** action (see **SHAS'UI**).

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.

#### MARKERLIGHT TOKENS EFFECTS

- 1 Saturate and Balanced weapon rules
- 2 Improve the Hit stat of that friendly operative's ranged weapons by 1 (max. 3+)
- 3 The target cannot be obscured.
- 4 Seek Light weapon rule.

## FACTION EQUIPMENT

### TARGET ANALYSIS OPTIC

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.

### ORBITAL SURVEY UPLINK

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.

### HIGH-INTENSITY MARKERLIGHT

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

### PHOTON GRENADE

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.

- Cannot perform this action while within control range of an enemy operative.

## OPERATIVES

MV4, MV7, MV31, MV33	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
X Ram	3	5+	2/3	-

### MV4 SHIELD DRONE

#### 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 firefght ploy for 0CP if this is the specified **DRONE** operative.

### MV7 MARKER DRONE

**High-intensity Markerlight:** Whenever this operative performs the **Markerlight** action, the enemy operative See **SHAS'UI**. **MARKERLIGHT** 1AP

### MV31 PULSE ACCELERATOR DRONE

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.

### MV33 GRAV-INHIBITOR DRONE

#### 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.

# PATHFINDERS

SHAS'UI	APL 2	MV 6"	SV 5+	W 8
	A	HT	D	WR
⊕ Pulse carbine	4	3+	4/5	-
X 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.

ASSAULT GRENADIER	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Fusion grenade	4	3+	4/3	Rng 6", Devastating 2, Limited 1, Piercing 2, Saturate
⊕ Pulse carbine	4	4+	4/5	-
X 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.

BLOODED	APL 2	MV 6"	SV 5+	W 8
	A	HT	D	WR
⊕ Suppressed pulse carbine	4	3+	4/5	Silent
X 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).

COMMS SPECIALIST	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Pulse carbine	4	4+	4/5	-
X Gun butt	3	5+	2/3	-

**SIGNAL** 1AP **MARKERLIGHT** 1AP See **SHAS'UI**.

● **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.

DRONE CONTROLLER	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Pulse carbine	4	4+	4/5	-
X 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 **SHAS'UI**.

● 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	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Marksman rail rifle				
- Standard	4	3+	4/4	Devastating 2, Lethal 5+, Piercing 1
- Dart round	4	3+	3/4	Piercing 1, Silent
X Gun butt	3	5+	2/3	-

**Inertial Dampener:** You can ignore any changes to the Hit stat of marksman rail rifle.

MEDICAL TECHNICIAN	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Pulse carbine	4	4+	4/5	-
X 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 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.

**MARKERLIGHT** 1AP See **SHAS'UI**.

**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.

TRANSPETRAL INTERFERENCE	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Pulse carbine	4	4+	4/5	-
X Gun butt	3	5+	2/3	-

**MULTI-DIMENSIONAL VISION** 1AP **SYSTEM JAM** 1AP

- Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.
- Cannot perform this action while within control range of an enemy operative.
- This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

**MARKERLIGHT** 1AP See **SHAS'UI**.

WEAPONS EXPERT	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Ion rifle				
- Standard	5	4+	4/5	Piercing Crits 1
- Overcharge	5	4+	4/5	Hot, Lethal 5+, Piercing 1
⊕ Rail rifle	4	4+	4/4	Devastating 2, Lethal 5+, Piercing 1
X Gun butt	3	5+	2/3	-

SHAS'LA	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Pulse carbine	4	4+	4/5	-
X 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 (taking 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 **SHAS'UI**.

MB3 RECON DRONE	APL 3	MV 6"	SV 4+	W 12
	A	HT	D	WR
⊕ Burst cannon				
- Focused	5	4+	3/4	Ceaseless, Heavy (Reposition only), Punishing
- Sweeping	4	4+	3/4	Ceaseless, Heavy (Reposition only), Punishing, Torrent 1"
X 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 **SHAS'UI**.

MV1 GUN DRONE	APL 2	MV 6"	SV 4+	W 7
	A	HT	D	WR
⊕ Pulse carbine	4	4+	4/5	Ceaseless
X Ram	3	5+	2/3	-