

# 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**. 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.

# 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.

# 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.

# 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.

# 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 ►

# 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	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.

# MEDICAL TECHNICIAN 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	-

**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 ►



# 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 (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 the Markerlights faction rule.

# TRANSPECTRAL 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.

# 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	-

# 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.

## MARKERLIGHT

1AP

See the Markerlights faction rule.

## Drone:

- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Fight**, **Markerlight**, **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.

# 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.

# MV4 SHIELD DRONE



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 7

NAME	ATK	HIT	DMG	WR
➡ Ram	3	5+	2/3	-

## 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 play for OCP if this is the specified **DRONE** operative.

# MV7 MARKER DRONE



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔪 7

NAME	ATK	HIT	DMG	WR
➡ Ram	3	5+	2/3	-

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

## MARKERLIGHT

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.



# MV31 PULSE ACCELERATOR DRONE



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 7

NAME	ATK	HIT	DMG	WR
☞ Ram	3	5+	2/3	-

## 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.

# MV33 GRAV-INHIBITOR DRONE



APL  
▼ 2

MOVE  
➡ 6"

SAVE  
🛡️ 4+

WOUNDS  
🔥 7

NAME	ATK	HIT	DMG	WR
➡ Ram	3	5+	2/3	-

## 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, if it would move visible to and within 6" of this operative, subtract 2" from the total distance it can move during that action (to a minimum of 2"). Note this isn't a change to the Move stat.
- 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.