SHAS'UI PATHFINDER

APL	MOV
▼2	



	NAME	ATK	HIT	DMG	WR	The second
	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

See the Markerlights faction rule.



1AP

ASSAULT GRENADIER PATHFINDER



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

See the Markerlights faction rule.

APL

MOVE

SAVE

WOUNDS

1AP

25

BLOODED PATHFINDER

JUDED PAIHFINDER							~ 6"	1 5+	₿	
	NAME	ATK	HIT	DMG	WR			See .	24	
	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

See the Markerlights faction rule.

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WOUNDS

1AP

COMMS SPECIALIST PATHFINDER

	NAME	ATK	HIT	DMG	WR	and with	A Really	12.24
	Pulse carbine	4	4+	4/5	-			
+	Fists	3	5+	2/3	-			

MARKERLIGHT

1AP

See the Markerlights faction rule.

SIGNAL

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.

APL

MOVE

SAVE

WOUNDS

7

1AP



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

PATHFINDER®, T'AU EMPIRE, COMMS SPECIALIST



DRONE CONTROLLER PATHFINDER

	NAME	ATK	HIT	DMG	WR	S. Williams
	Pulse carbine	4	4+	4/5	-	and the second second
\Rightarrow	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 OCP.

MARKERLIGHT

See the Markerlights faction rule.

APL

MOVE

76"

SAVE

WOUNDS

17

1AP

25)

RULES CONTINUE ON OTHER SIDE ►

DRONE CONTROLLER PATHFINDER

REMOTE PILOT

1AP

SAVE

WOUNDS

APL

MOVE

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





	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	- A MARKEN AND A MARKEN

Inertial Dampener: You can ignore any changes to the Hit stat of this operative's marksman rail rifle.



MEDICAL TECHNICIAN PATHFINDER

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

Medicl: 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.

APL

MOVE

SAVE

WOUNDS



MEDICAL TECHNICIAN PATHFINDER

MARKERLIGHT

See the Markerlights faction rule.

1AP

MEDIKIT

• 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.

MOVE

~6"

SAVE

WOUNDS

1AP

APL

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

SHAS'LA PATHFINDER



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.

APL

MOVE

SAVE

WOUNDS

MAR	***		

1AP

See the Markerlights faction rule.



TRANSPECTRAL INTERFERENCE PATHFINDER



	NAME	ATK	HIT	DMG	WR	1	
	Pulse carbine	4	4+	4/5	-		
+	Gun butt	3	5+	2/3	-		

MARKERLIGHT 1AP

See the Markerlights faction rule

MULTI-DIMENSIONAL VISION

- 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.

WOUNDS

1AP

25

This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

WEAPONS EXPERT PATHFINDER





1	NAME	ATK	HIT	DMG	WR
	lon 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





	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	- Contraction of the second se

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.



APL MOVE SAVE WOUNDS MV1 GUN DR<u>one</u> NAME ATK WR DMG Twin pulse carbine 4 4/5 Ceaseless 3 5+ 2/3 Ram

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

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.

APL

MOVE

SAVE

WOUNDS

- 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 0CP if this is the specified **DRONE** operative.



MV7 MARKER DRONE



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.

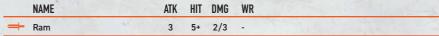
Drone:

- 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





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

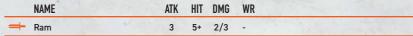
Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever another friendly PATHFINDER€ operative is shooting with a pulse weapon within 3" of this operative, that weapon has the Lethal 5+ and Severe weapon rules.



1AP

MV33 GRAV-INHIBITOR DRONE





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.

