



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

JULY '25

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.'

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

FIREFIGHT PLOY, 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+).'

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

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 'Blooded'. 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.

MARKSMAN PATHFINDER

Marksman 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

4

PATHFINDERS » KILL TEAM SELECTION



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 GRENAДИER
 - 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
 - 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.

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

SHAS'UI

Pulse carbine



ASSAULT GRENAДИER

Fusion grenade

Pulse carbine



BLOODED

Suppressed pulse carbine



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



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



TRANSPECTRAL INTERFERENCE

Pulse carbine

