

# NEW ROSTER



## SHAS'UI PATHFINDER LEADER

Weapon	Attacks	Hit	Damage	Rules	Critical
× Bonding knife	3	4+	3 / 4	Balanced	-
⊕ Pulse carbine (Shas'ui Pathfinder)	4	3+	4 / 5	-	-

### ABILITIES

#### Art of War:

Once per battle, when it is your turn to use a Strategic Ploy, if this operative is in the killzone, it can use this ability. If it does, select one Art of War to be in effect until the end of the Turning Point.

#### Holographic Readout:

Once per battle, when a friendly PATHFINDER operative (excluding a DRONE operative) is activated within ■ of and is Visible to this operative, this operative can use this ability. If it does, until the end of the friendly PATHFINDER operative's activation, it can perform one mission action for one less AP (to a minimum of OAP).

### MARKERLIGHT (1AP)

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.



PATHFINDER

T'AU

SHAS'UI PATHFINDER

## ASSAULT GRENADEIER PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
⊕ Pulse carbine	4	4+	4 / 5	-	-
× Fists	3	5+	2 / 3	-	-
EMP grenade	4	3+	2 / 3	Rng , Blast , Indirect, EMP*, Limited	-
Fusion grenade	4	3+	4 / 3	Rng , Indirect, AP2, Limited	MW3



## ABILITIES

### Grenadier:

This operative is equipped with EMP, fusion and photon grenades and they do not cost any equipment points. Those grenades that have the Limited special rule can be selected for this operative's use twice, instead of once.

### Nanocrystalline Headgear:


You can ignore any or all modifiers to this operative's APL and to the Weapon Skill and Ballistic Skill characteristics of its melee and ranged weapons respectively.


## MARKERLIGHT (1AP)

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

## PHOTON GRENADE (1AP)

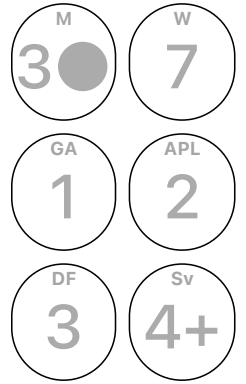
Select one enemy operative Visible to this operative. Roll one D6, subtracting 1 from the result as follows:

- If that enemy operative is not in this operative's Line of Sight.
- If that enemy operative is more than  from this operative.

On a 2+, that enemy operative gains a Photon token. While an operative has any Photon tokens, subtract  from its Movement characteristic and it cannot perform Dash actions. At the end of an operative's activation, remove all Photon tokens it has. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

# BLOODED PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
× Bionic arm	3	4+	3 / 4	-	-
⊕ Suppressed pulse carbine	4	3+	4 / 5	Silent	-



## MARKERLIGHT (1AP)

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

## COMMUNICATIONS SPECIALIST PATHFINDER


Weapon	Attacks	Hit	Damage	Rules	Critical
⊕ Pulse carbine	4	4+	4 / 5	-	-
× Fists	3	5+	2 / 3	-	-



### MARKERLIGHT (1AP)

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

### SIGNAL (1AP)

Select one friendly PATHFINDER operative within  of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

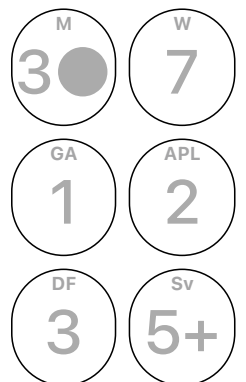
PATHFINDER 

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COMMUNICATIONS SPECIALIST PATHFINDER




## DRONE CONTROLLER PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
⊕ Pulse carbine	4	4+	4 / 5	-	-
× Fists	3	5+	2 / 3	-	-



## ABILITIES

### Drone Scout:

During deployment, if this operative was selected for deployment, you can set up one friendly PATHFINDER DRONE operative with a Conceal order anywhere in the killzone that is wholly within  of your dropzone, more than  from enemy operatives and more than  from the enemy dropzone.

## CONTROL DRONE (1AP)

Select one friendly PATHFINDER DRONE operative, then select one of the following:

- If that DRONE operative is Ready, after this activation ends, you can activate that DRONE operative and until the end of the Turning Point, it is not considered to have the first three bullet points of its Artificial Intelligence ability.
- If that DRONE operative has been activated during this Turning Point, perform a free Dash or Shoot action with it. If you perform a Shoot action, for that action's shooting attack, worsen the Ballistic Skill characteristic of its ranged weapons by 1.

This operative cannot perform this action if it is within Engagement Range of an enemy operative.

## MARKERLIGHT (1AP)

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

## MB3 RECON DRONE

Weapon	Attacks	Hit	Damage	Rules	Critical
Burst cannon	6	4+	3 / 4	Heavy, Ceaseless, Fusillade	-
× Ram (MB3 Recon Drone)	3	5+	3 / 4	-	-

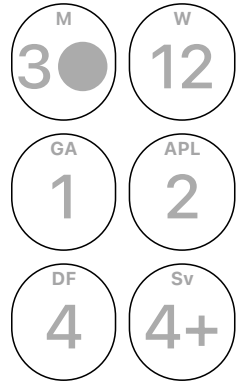
### ABILITIES

#### Recon Suite:

During the mission sequence, if this friendly operative was selected for deployment, after resolving your selected option in the Scouting step, you can select and resolve a Recon option in addition to any other options. Initiative is still determined by your original selection.

### ANALYSE (IAP)

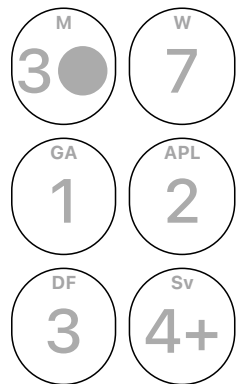
Select one enemy operative Visible to this operative, then select one other ready friendly PATHFINDER operative that is not within Engagement Range of an enemy operative. After this operative's activation ends, you can activate that other friendly operative, and during its activation, each time it makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice. This operative cannot perform this action if it is within Engagement Range of enemy operatives.



PATHFINDER DRONE FLY MB3 RECON DRONE

## MV1 GUN DRONE

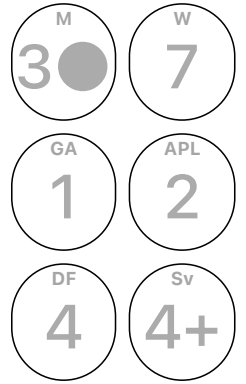
Weapon	Attacks	Hit	Damage	Rules	Critical
Twin pulse carbine	4	4+	4 / 5	Relentless	-
× Ram (MV1 Gun Drone)	3	5+	3 / 4	-	-



PATHFINDER DRONE FLY MV1 GUN DRONE

## MV31 PULSE ACCELERATOR DRONE

Weapon	Attacks	Hit	Damage	Rules	Critical
× Ram	3	5+	2 / 3	-	-



### ABILITIES

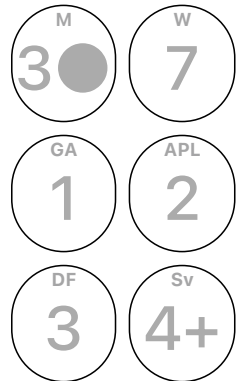
#### Pulse Accelerator:

While a friendly PATHFINDER operative is within ■ of this operative, pulse weapons that friendly operative is equipped with are accelerated. While a pulse weapon is accelerated, each time a shooting attack is made with it, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

PATHFINDER DRONE FLY MV31 PULSE ACCELERATOR DRONE

## MV33 GRAV-INHIBITOR DRONE

Weapon	Attacks	Hit	Damage	Rules	Critical
× Ram	3	5+	2 / 3	-	-



### ABILITIES

#### Grav-inhibitor:

Each time an enemy operative performs a Charge action, if it would move within ◆ of this operative, only add ▲ to the additional distance it can move, instead of ●. Each time an enemy operative performs a Dash action, if it would move within ◆ of this operative, it can only move up to ●, instead of up to ■.







#### GRAV WAVE (1AP)

Place a Grav Wave token within ◆ of and Visible to this operative. While a friendly PATHFINDER operative is within ● of the centre of that token, it can perform Fall Back actions for one less AP (to a minimum of 0AP). At the start of this operative's next action, remove its Grav Wave token.

PATHFINDER DRONE FLY MV33 GRAV-INHIBITOR DRONE

## MV4 SHIELD DRONE

Weapon	Attacks	Hit	Damage	Rules	Critical
× Ram	3	5+	2 / 3	-	-

### ABILITIES







#### Shield Generator:

This operative has a 4+ invulnerable save. Each time this operative would lose a wound that is not as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

PATHFINDER  DRONE FLY MV4 SHIELD DRONE

## MV7 MARKER DRONE

Weapon	Attacks	Hit	Damage	Rules	Critical
× Ram	3	5+	2 / 3	-	-

### ABILITIES

#### High-intensity Markerlight:

Each time this operative performs the Markerlight action, the selected enemy gains 2 Markerlight tokens instead of 1.

#### MARKERLIGHT (1AP)

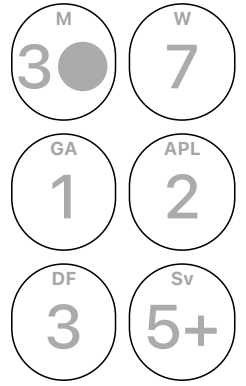
Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

PATHFINDER  DRONE FLY MV7 MARKER DRONE



# MARKSMAN PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
⊕ Marksman rail rifle - Standard	4	3+	4 / 4	AP1, Lethal 5+	MW2
⊕ Marksman rail rifle - Dart round	4	3+	3 / 3	AP1, Silent	MW2
× Fists	3	5+	2 / 3	-	-



## ABILITIES

### Inertial Dampener:

Each time this operative performs an Overwatch action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of its marksman rail rifle as a result of performing an Overwatch action.

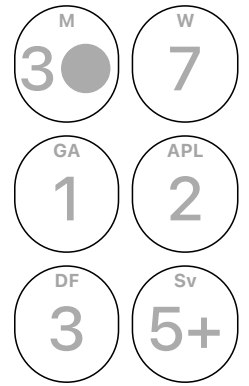
PATHFINDER 

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MARKSMAN PATHFINDER

# MEDICAL TECHNICIAN PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
⊕ Pulse carbine	4	4+	4 / 5	-	-
× Fists	3	5+	2 / 3	-	-



## ABILITIES

### Medic!

Once per Turning Point, the first time a friendly PATHFINDER operative (excluding a Drone operative) would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 1 wound remaining and if it would have been incapacitated as a result of a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free Dash action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

## MARKERLIGHT (1AP)

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

## MEDIKIT (1AP)

Select one friendly PATHFINDER operative (excluding a DRONE operative) within ▲ of and Visible to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this ability if it was revived using the Medic! ability during the same Turning Point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

# SHAS'LA PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
⊕ Pulse carbine	4	4+	4 / 5	-	-
× Fists	3	5+	2 / 3	-	-





## MARKERLIGHT (1AP)

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

# TRANSPECTRAL INTERFERENCE PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
⊕ Pulse carbine	4	4+	4 / 5	-	-
× Fists	3	5+	2 / 3	-	-

## ABILITIES

### Multi-spectral Sensor:

Each time this operative makes a shooting attack, when selecting a valid target for that shooting attack, enemy operatives are not Obscured.

## MARKERLIGHT (1AP)

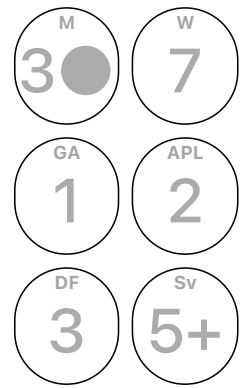
Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a Shoot action in the same activation, only the target of that Shoot action's shooting attack can be selected for this action.

## SYSTEM JAM (1AP)

Select one enemy operative Visible to this operative. Subtract 1 from its APL. This operative cannot perform this action if it has a Conceal order or if it is within Engagement Range of an enemy operative.

## WEAPONS EXPERT PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
× Fists	3	5+	2 / 3	-	-
⊕ Ion rifle - Standard	5	4+	4 / 5	-	P1
⊕ Ion rifle - Overcharge	5	4+	5 / 6	AP1, Hot	-



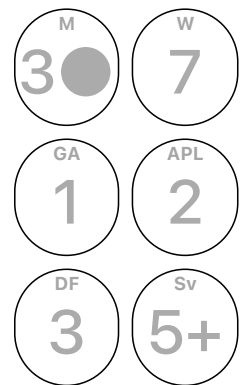
PATHFINDER

T'AU

WEAPONS EXPERT PATHFINDER

## WEAPONS EXPERT PATHFINDER

Weapon	Attacks	Hit	Damage	Rules	Critical
× Fists	3	5+	2 / 3	-	-
⊕ Rail rifle	4	4+	4 / 4	AP1, Lethal 5+	MW2



PATHFINDER

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WEAPONS EXPERT PATHFINDER

## RULES

<b>*EMP</b>	Each time a friendly operative makes a shooting attack with this weapon, this weapon has the Lethal X special rule for that shooting attack. X is the target's unmodified Save characteristic.
<b>APx</b>	Each time a friendly operative makes a shooting attack with this weapon, subtract x from the Defence of the target for that shooting attack. x is the number after the weapon's AP, e.g. AP1. If two different APx special rules would be in effect for a shooting attack, they are not cumulative - the attacker selects which one to use.
<b>Artificial Intelligence</b>	- This operative cannot perform missions actions or the Pick Up action. - For the purposes of determining control of objective markers, treat this operative's APL as 1 lower. - Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if it has an Engage order, defence dice cannot be automatically retained as a result of Cover. - When drawing a visibility line from a DRONE operative, draw it from any part of the round disc at the top of the miniature. - Unless otherwise specified, this operative cannot be equipped with equipment.

<b>Balanced</b>	Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.
<b>Blast x</b>	Each time a friendly operative performs a Shoot action and selects this weapon (or, in the case of profiles, this weapon's profile), after making the shooting attack against the target, make a shooting attack with this weapon (using the same profile) against each other operative within x of the original target. When determining if each other operative is a valid target or in Cover, treat the original target as the active operative. An operative cannot make a shooting attack with this weapon by performing an Overwatch action.
<b>Ceaseless</b>	Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of 1.
<b>Fusillade</b>	Each time a friendly operative performs a Shoot action and selects this weapon, after selecting a valid target, you can select any number of other valid targets within ● of the original target. Distribute your attack dice between the targets you have selected. Make a shooting attack with this weapon (using the same profile) against each of the targets you have selected using the attack dice you have distributed to each of them.
<b>Heavy</b>	An Operative cannot perform a Charge, Fall Back or Normal Move action in the same activation in which it performs a Shoot action with this ranged weapon.
<b>Hot</b>	Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, for each attack dice result of 1 that is discarded, that operative suffers 3 mortal wounds.
<b>Indirect</b>	Each time a friendly operative makes a shooting attack with this weapon, in the select valid target step of that shooting attack, enemy operatives are not in Cover.
<b>Lethal x</b>	Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, your attack dice results of equal to or greater than x that are successful hits are critical hits. x is the number after the weapon's Lethal, e.g. Lethal 5+.
<b>Limited</b>	This weapon can only be selected for use once per battle. If the weapon has a special rule that would allow it to make more than one shooting attack for an action (e.g. Blast), make each of those attacks as normal.
<b>MWx</b>	Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, for each critical hit retained, inflict x mortal wounds on the target. x is the number after the weapon's MW, e.g. MW3.
<b>Px</b>	Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, the weapon gains the APx rule for that shooting attack. x is the number after the weapon's P, e.g. P1.
<b>Relentless</b>	Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.
<b>Rng x</b>	Each time a friendly operative makes a shooting attack with this weapon, only operatives within x are a valid target. x is the distance after the weapon's Rng, e.g. Rng ◆. All other rules for selecting a valid target still apply.

<p><b>Saviour Protocols</b></p>	<p>Each time a friendly PATHFINDER operative (excluding DRONE operatives) is selected as the target of a shooting attack, if there is a friendly DRONE operative with this ability Visible to and within ● of it and not within Engagement Range of an enemy operative, if that friendly DRONE operative is not protecting any other operatives, it can protect that friendly PATHFINDER operative until the end of the Turning Point. If it does so, until the end of the Turning Point, each time a shooting attack is made against that friendly PATHFINDER operative, make that shooting attack against that friendly DRONE operative instead, even if it would not be a valid target. In the Roll Defence Dice step of that shooting attack, defence dice cannot be automatically retained as a result of Cover.</p>
<p><b>Silent</b></p>	<p>While an operative has a Conceal order, it can perform Shoot actions if this is the ranged weapon (or weapon profile) that is selected for the shooting attack(s).</p>

## STRATEGIC PLOYS

### RECON SWEEP

1CP

Friendly PATHFINDER 🦴 operatives that are wholly within 🔴 of any killzone edge can immediately perform a free **Dash** action, but only if they can finish that move wholly within 🔴 of a killzone edge that is not your own killzone edge.

### TAKE COVER

1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly PATHFINDER 🦴 operative (excluding a **DRONE** operative), if it is in Cover, improve its Save characteristic by 1 for that shooting attack.

### BONDED

1CP

Until the end of the Turning Point, each time a friendly PATHFINDER 🦴 operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if it is within 🟦 of another friendly PATHFINDER 🦴 operative (excluding a **DRONE** operative), you can re-roll one of your attack dice.

## TACTICAL PLOYS

### A WORTHY CAUSE

1CP

Use this tactical Ploy at the start of the Firefight phase. Select one friendly PATHFINDER 🦴 operative (excluding a **DRONE** operative) that is within 🟦 of any enemy or within ● of the centre of an objective marker and activate it. Once that operative has completed its activation, the player who has the Initiative activates an operative as normal.




### SUPPORTING FIRE

1CP

Use this Tactical Ploy in the Firefight phase, when a **Shoot** action is declared for a friendly PATHFINDER 🦴 operative. In the Select Valid Target step of that shooting attack, you must select an enemy operative that is within Engagement Range of a friendly operative and within 🔴 of the active operative, and that enemy operative cannot be in Cover as a result of friendly operatives' bases. Note, however, that in the Roll Defence Dice step of that shooting attack, the enemy operative can be in Cover as a result of friendly operatives' bases.


## DETERMINED TACTICIAN

2CP

If a friendly **SHAS'UI** operative is in the killzone and it used its Art of War ability in the previous Turning Point, you can use this Strategic Ploy. Until the end of the Turning Point, while a friendly **PATHFINDER**  operative is within  of and Visible to a friendly **SHAS'UI** operative, it treats the same Art of War that was in effect for your kill team in the previous Turning Point as being in effect for this Turning Point. Note that means for Mont'ka, it can only perform that free **Dash** action if it is within  of and Visible to a friendly **SHAS'UI** operative when that action is declared. You can only use this Strategic Ploy once.

## REPOSITION

1CP

Use this Tactical Ploy in the Firefight phase, when a friendly **PATHFINDER**  operative is activated. Until the end of its activation, that operative can perform **Dash** actions if it is within Engagement Range of an enemy operative and when performing that action, it can move within Engagement Range of enemy operatives, but cannot finish that move within Engagement Range of enemy operatives (if that is not possible, it cannot perform the action).



# TAC OPS

## ARCHETYPES -

### TAC OP MARK ENEMY 1 MOVEMENTS

You can reveal this Tac Op in the Target Reveal Step of any Turning Point.

- At the end of any Turning Point, if at least half of the enemy operatives in the killzone (rounding down and a minimum of 3 enemy operatives) have one or more markerlight tokens, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

### TAC OP 2 PATIENT HUNTER

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if you scored more victory points than your opponent for the mission objective during that Turning Point, and more than half of your operatives (rounding down) have a Conceal order, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

### TAC OP 3 KILLING BLOW

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if the total Wounds characteristic of enemy operatives that were incapacitated during that Turning Point is greater than the total Wounds characteristic of friendly operatives that were incapacitated during that Turning Point, and more than half of your operatives (rounding down) have an Engage order, you score 1VP
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

# MARKERLIGHTS

[Full Rules](#)

## ABILITIES

### Markerlight (1AP):

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a **Shoot** action in the same activation, only the target of that **Shoot** action's shooting attack can be selected for this action.

Markerlight Tokens	Benefit
1+	In the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
2+	For that shooting attack, the active operative's ranged weapons gain the No Cover special rule.
3+	For that shooting attack, improve the Ballistic Skill characteristic of ranged weapons the active operative is equipped with by 1.
4+	In the Select Valid Target step of that shooting attack, the enemy operative is not Obscured.
5+	In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order.

# ART OF WAR

[Full Rules](#)

## MONT'KA

Each time a friendly PATHFINDER operative is activated, if it has an Engage order for that activation, it can perform a free Dash action during that activation.

## KAUYON

Each time a shooting is made against a friendly PATHFINDER operative before rolling your defence dice, if it is in Cover additional dice can be retained as a successful normal save as a result of Cover.