WARHAMMER 40,000

KILL TEAM



PATHFINDER

ARCHETYPE: RECON

PATHFINDER KILL TEAM

Below you will find a list of the operatives that make up a PATHFINDER kill team, including, where relevant, any wargear those models must be equipped with.

OPERATIVES

- 1 **SHAS'UI PATHFINDER** operative
- 11 **PATHFINDER** operatives selected from the following list:
  - **SHAS'LA PATHFINDER**
  - **BLOODED PATHFINDER**
  - **DRONE CONTROLLER PATHFINDER**
  - **ASSAULT GRENADIER PATHFINDER**
  - **MEDICAL TECHNICIAN PATHFINDER**
  - **TRANSPECTRAL INTERFERENCE PATHFINDER**
  - **COMMUNICATIONS SPECIALIST PATHFINDER**
  - **WEAPONS EXPERT PATHFINDER** equipped with fists and one of the following:
    - Rail rifle
    - Ion rifle
  - **MARKSMAN PATHFINDER**
  - **MB3 RECON DRONE**
  - **MV31 PULSE ACCELERATOR DRONE**
  - **MV33 GRAV-INHIBITOR DRONE**
  - **MV1 GUN DRONE**
  - **MV4 SHIELD DRONE**
  - **MV7 MARKER DRONE**

SHAS'LA PATHFINDER operatives can be selected up to twelve times, **WEAPONS EXPERT PATHFINDER** operatives can be selected up to two times, and each other operative above can be selected once. ~~If you select an **MB3 RECON DRONE**, you can only select 9 other **PATHFINDER** operatives.~~

'THE GUE'LA CLAIM THAT THIS STAR IS THEIRS. THEIR DEFIANCE IS BUT THE LAST, DESPERATE ATTACK OF A WOUNDED ANIMAL THAT KNOWS IT IS DYING. AS WE WOULD WITH THE WOUNDED CREATURE, WE MUST PUT THEM OUT OF THEIR MISERY.'

- Commander Brightflame



TAC OPS

PATHFINDERS

If your faction is **PATHFINDER**, you can use the Pathfinder Tac Ops listed below, as specified in the mission sequence.

MARK ENEMY MOVEMENTS

Pathfinder – Faction Tac Op 1

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 rule, you score 1VP. emy operatives) have one or more markerlight tokens, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

PATIENT HUNTER

Pathfinder – Faction Tac Op 2

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.

KILLING BLOW

Pathfinder – Faction Tac Op 3

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

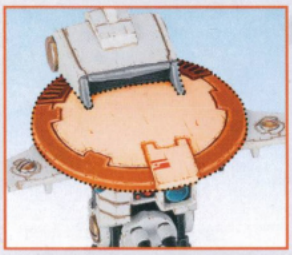
- At the end of any Turning Point, if the total Wounds characteristic of enemy operatives that were incapacitated during that Turning Point is greater than the total Wounds characteristic of friendly operatives that were incapacitated during that Turning Point, and more than half of your operatives (rounding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

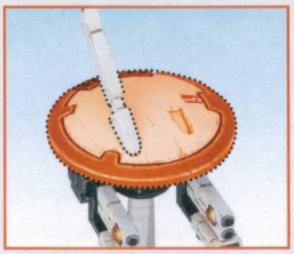
ACTIONS AND ABILITIES

Below you will find common actions and abilities referenced on the datacards of certain **PATHFINDER** operatives.

ARTIFICIAL INTELLIGENCE

- This operative cannot perform mission 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.





PULSE WEAPONS

A pulse weapon is any weapon whose profile includes the word 'pulse' in its name (pulse carbine, suppressed pulse carbine, etc.).

CLOSE QUARTERS:

Each friendly **PATHFINDER** operative can perform the Guard action while it has a Conceal order. If it does, interrupt as normal, but instead of making a guard attack it can only perform the Markerlight action (if able).

SAVIOUR PROTOCOLS

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 or until they are no longer within ○ of each other (whichever comes first), 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.
Friendly **PATHFINDER** operatives cannot be protected by Saviour Protocols from shooting attacks made against each operative within range of a specified point (e.g. remote mine, see Kill Team: Octarius). Note that this also means they cannot be protected from the subsequent shooting attacks made as a result of the Blast or Torrent special rules.'

'IT IS SICKENING, THEIR FANATICISM. WHAT LENGTHS WILL THE GUE'LA GO TO TO REMAIN IN THE DARKNESS AND DESPAIR THEY CHOOSE TO MAKE OF THEIR LIVES? WHY WILL THEY NOT SEE THAT BUT SIMPLE ACQUIESCENCE WILL SEE LIGHT AND PROGRESS REACH EVEN THE BOWELS OF THEIR WORLD?'

- Por'vre T'aun Shel'var



MARKERLIGHTS

A markerlight is a device that projects a beam onto a target. Once an enemy has been 'painted' by such a beam, a torrent of targeting data is fed into the cadre tactical network, relaying ranges, triangulating optimum firing trajectories and superimposing aiming vectors to other T'au warriors, allowing them to engage the target with unerring accuracy.

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.

Operatives gain Markerlight tokens as specified by the **Markerlight** action above. In the Ready Operatives step of each Initiative phase, remove one Markerlight token that each operatives has.

Each time a friendly **PATHFINDER** operative makes a shooting attack, it gains a number of cumulative benefits for that shooting attack depending on how many Markerlight tokens the target operative has. Operatives gain no markerlight benefits for shooting attacks made with EMP and fusion grenades.

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 theSelect Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless it's in Cover provided by Heavy terrain.

ART OF WAR

Pathfinder Shas'uis are accomplished leaders. They have spent years studying the philosophies of T'au warfare, and have years of experience in implementing them.

When a **SHAS'UI** operative uses its Art of War ability, select one Art of War below to be in effect until the end of the Turning Point.

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 attack is made against a friendly **PATHFINDER** operative, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.
In addition, once in each of their activations, friendly **PATHFINDER** operatives can perform a mission action or the Pick Up action for one less action point (to a minimum of 0AP).



STRATEGIC PLOYS

If your faction is **PATHFINDER**, you can use the following Strategic Ploys during a game.

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.
You cannot use this ploy during the first turning point.

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.

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.

TACTICAL PLOYS

If your faction is **PATHFINDER**, you can use the following Tactical Ploys during a game.

A WORTHY CAUSE 2CP

Use this Tactical Ploy at the start of the Firefight phase. Select one ready friendly **PATHFINDER** operative (excluding a **DRONE** operative) that is within ■ of any enemy operatives 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.
You can only use it once per battle, and only if you don't have the initiative.

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.

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).

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	3+	4/5	-	-
Bonding knife	3	4+	3/4	Balanced	-

ABILITIES

Art of War: Once per battle, when it is in 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 (page 56) 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 0AP).

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, LEADER, SHAS'UI PATHFINDER

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, SHAS'LA PATHFINDER

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Suppressed pulse carbine	4	3+	4/5	Silent	-
⚔ Bionic arm	3	4+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, BLOODED PATHFINDER

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.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ 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 drop zone, more than ⬟ from enemy operatives and more than ■ from the enemy drop zone.

Focused EMP Override: If this operative is in the killzone, friendly DRONE operatives can perform the Operate Hatch action (ignore the first bullet point of Artificial Intelligence to do so).

THE BALANCE DATASLATE:
In a battle that uses ***Hazardous Areas*** rules, the DRONE operative must be set up wholly within 2 ○ of your drop zone.

In a battle that uses ***Close Quarters*** rules, you cannot set up the DRONE operative as specified. Instead, at the end of the Scouting step, if that DRONE operative is wholly within your drop zone and has a Conceal order, it can perform a free Normal Move and/or Operate Hatch action and its order cannot be changed in the first Turning Point.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

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 charactoristic of its ranged weapons by 1.

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

PATHFINDER, T'AU, <SEPT>, DRONE CONTROLLER PATHFINDER

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
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.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

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.

PATHFINDER, T'AU, <SEPT>, TRANSPECTRAL INTERFERENCE PATHFINDER

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

Grenadier: This operative is equipped with EMP, fusion and photon grenades (see page 66) and they do not cost any equipment points.

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.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, ASSAULT GRENADIER PATHFINDER

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

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, T'AU, <SEPT>, COMMUNICATIONS SPECIALIST PATHFINDER

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.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

Medic!: Once per Turning Point, the first time another 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.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

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.

PATHFINDER, T'AU, <SEPT>, MEDIC, MEDICAL TECHNICIAN PATHFINDER

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.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Ion rifle *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	5	4+	4/5	-	P1
- Overcharge	5	4+	5/6	AP1, Hot	-
Rail rifle	4	4+	4/4	AP1, Lethal 5+	MW2
Fists	3	5+	2/3	-	-

ABILITIES

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UNIQUE ACTIONS

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PATHFINDER, T'AU, <SEPT>, WEAPONS EXPERT PATHFINDER

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.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Marksman rail rifle *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	3+	4/4	AP1, Lethal 5+	MW2
- 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.

UNIQUE ACTIONS

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PATHFINDER, T'AU, <SEPT>, MARKSMAN PATHFINDER

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.



M	APL	GA
3	2	1

DF	SV	W
3	4+	12

NAME	A	BS/WS	D	SR	!
Burst cannon	6	4+	3/4	Heavy, Ceaseless, Fusillade	-
Ram	3	5+	3/4	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

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.

UNIQUE ACTIONS

Analyse (1AP): 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 next 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 ONE of your attack dice. This operative cannot perform this action if it is within Engagement Range of enemy operatives.

PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MB3 RECON DRONE

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.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Twin pulse carbine	4	4+	4/5	Relentless	-
Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

UNIQUE ACTIONS

-

PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MV1 GUN DRONE

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.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

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.

UNIQUE ACTIONS

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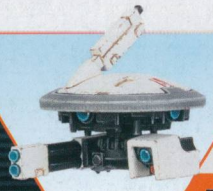
PATHFINDER, **T'AU**, **<SEPT>**, **DRONE**, **FLY**, **MV4 SHIELD DRONE**

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.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

High-intensity Markerlight: Each time this operative performs the **Markerlight** action, the selected enemy operative gains 2 Markerlight tokens instead of 1.

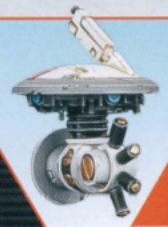
UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, **T'AU**, **<SEPT>**, **DRONE**, **FLY**, **MV7 MARKER DRONE**

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.



M	APL	GA
3○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

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.

UNIQUE ACTIONS

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PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MV31 PULSE ACCELERATOR DRONE

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.



M	APL	GA
3○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

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 ■.

UNIQUE ACTIONS

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 activation, remove its Grav Wave token.

PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MV33 GRAV-INHIBITOR DRONE

EQUIPMENT

PATHFINDER operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

TARGET ANALYSIS OPTIC [2EP]

The operative gains the following ability for the battle:

Target Analysis: Each time this operative makes a shooting attack, enemy operatives with at least one Markerlight token are considered to have one additional Markerlight token for that shooting attack.

HIGH-INTENSITY MARKERLIGHT [2EP]

The operative gains the following ability for the battle:

High-intensity Markerlight: Each time this operative performs the **Markerlight** action, the selected enemy operative gains 2 markerlight tokens instead of 1.

ORBITAL SURVEY UPLINK* [3EP]

The operative can perform the following action during the battle:

ORBITAL SCAN — 2AP

Select one enemy operative. That operative, and each enemy operative within △ of it, gains 1 Markerlight token if they are visible to an orbital scan (determine each operative separately). An operative is not visible to an orbital scan if any part of its base is hidden by a terrain feature from directly above.

DRONE REPAIR KIT [2EP]

The operative can perform the following action during the battle:

REPAIR DRONE — 1AP

Select one friendly **PATHFINDER DRONE** operative Visible to and within △ of this operative. It regains D3 lost wounds. If the operative performing this action is a Drone Controller Pathfinder operative, the selected operative regains 3 lost wounds instead. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

EMP GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
EMP grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ●, Indirect, EMP*, Limited			

***EMP:** 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.

FUSION GRENADE [4EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action.

Name	A	BS	D
Fusion grenade	4	3+	4/3
Special Rules			
Rng ⬟, Indirect, AP2, Limited			MW3

PHOTON GRENADE [2EP]

The operative can perform the following action during the battle:

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.

CLIMBING EQUIPMENT [1EP]

The operative gains the following ability:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 ● it travels are counted as ● for that climb.
- This operative does not need to be within △ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

PATHFINDER SPEC OPS RULES

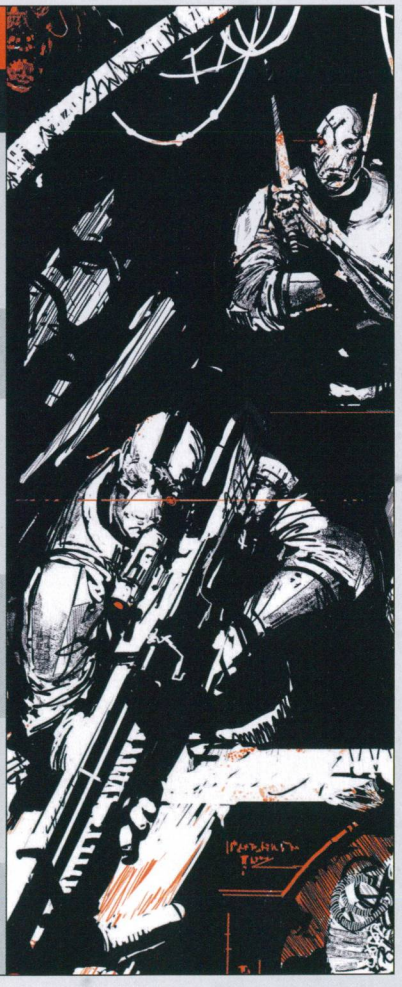
Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **PATHFINDER** as your faction keyword.

BATTLE HONOURS

Each time a **PATHFINDER** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Pathfinder Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

PATHFINDER SPECIALIST

D6	Specialism
1	**For The Greater Good:** This operative can perform the **Markerlight** action twice during its activation. In addition, when this operative is incapacitated, it can perform a free **Markerlight** action, even if it is within Engagement Range of an enemy operative. If this operative cannot perform the **Markerlight** action, determine a different Battle Honour for it.
2	**Reliant Support:** Each time you would use the Supporting Fire Tactical Ploy and select this operative, that Tactical Ploy costs 0CP for that use.
3	**Cunning Hunter:** Each time this operative makes a shooting attack, before rolling your attack dice, if it has not performed a **Normal Move**, **Fall Back**, **Dash** or **Charge** action during that activation, you can retain one as a successful normal hit without rolling it. You cannot use this ability and the Merciless Hunter ability during the same shooting attack.
4	**Merciless Hunter:** Each time this operative makes a shooting attack, before rolling your attack dice, if the target is within ⬟ of it, you can retain one as a successful normal hit without rolling it. You cannot use this ability and the Cunning Hunter ability during the same shooting attack.
5	**Martial Philosopher:** When a friendly **SHAS'UI** operative uses its Art of War ability, you can select which Art of War this operative benefits from (it can be a different Art of War to what other friendly operatives benefit from).
6	**Capable Under Fire:** If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **PATHFINDER**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. EXPERIMENTAL PULSE AMMUNITION [2EP]

Select a pulse weapon the operative is equipped with. It gains the following improvements for the battle:

- It gains the P1 special rule.
- Add 1 to its Attacks characteristic.

2. HONOUR BLADE [1EP]

SHAS'UI PATHFINDER operative only. The bonding knife the operative is equipped with gains the following improvements for the battle:

- Improve its Weapon Skill characteristic by 1.
- Add 1 to both of its Damage characteristics.

3. ADVANCED COGITATION CHIP [1EP]

DRONE operative only. The operative gains the following abilities for the battle:

- It is not considered to have the first three bullet points of its Artificial Intelligence ability.

4. SHIELD GENERATOR [2EP]

The operative gains the following ability for the battle:

- This operative has a 4+ invulnerable save.

5. MARKERLIGHT GRENADE [2EP]

The operative can perform the following action once during the battle:

MARKERLIGHT GRENADE 1AP

Select one point in the killzone Visible to this operative. Roll one D6 for each enemy operative within ■ of that point, subtracting 1 from the result as follows:

- If that enemy operative is not Visible to this operative.
- If that enemy operative is more than ⬟ from this operative.

On a 2+, that enemy operative gains 1 Markerlight token.

6. PROJECTION FIELD [2EP]

The operative can perform the following action once during the battle:

PROJECTION FIELD 1AP

Change this operative's order.

'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

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **PATHFINDER**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

REMOTE SENSOR TOWER

A remote sensor tower collects data on enemy movements and relays it to the kill team.

- In the Scouting step, if your opponent resolves any Recon or Infiltrate options, you gain 1CP.
- Once per battle, after rolling off to determine initiative, you can add 1 to your result.

AERIAL SURVEILLANCE DRONE

Aerial surveillance drones are equipped with advanced stealth fields and long-range markerlights. All but impossible for foes to identify and shoot down, they lay down markerlights in support of Pathfinders on the ground.

Once in each Firefight phase, when you would activate a Ready friendly operative, you can use this asset instead. Each time you do, select one enemy operative in the killzone. It gains 1 Markerlight token.

TIDEWALL BARRICADE

Tidewall Barricades utilise the same refractive field technology of Tidewall Shieldlines condensed into a warrior-portable unit.

Each time a shooting attack is made against a friendly **PATHFINDER** operative, in the Roll Defence Dice step of that shooting attack, if it is in Cover provided by one of your barricades, it has a 4+ invulnerable save for that shooting attack.



REQUISITIONS

In a Spec Ops campaign, if your faction is **PATHFINDER**, you can use the following Requisitions in addition to those presented in the Kill Team Core Book.

REPAIR DAMAGED DRONES 1RP

T'au drones are easily repaired. If a complete rebuild is required, new systems and armaments can be added, but it requires a complete reboot of its cogitation network.

Purchase this Requisition in the Update Dataslates step of the mission sequence.

- For each friendly **DRONE** operative that was slain as a result of a casualty test, you can use the Operative Assigned Requisition without spending any Requisition points. Each operative you add to your roster as a result must be a **DRONE** operative.
- Each time you take a Recovery test for friendly **DRONE** operatives in that step, roll an additional D6 and select which D6 to use.

EXEMPLAR OF THE GREATER GOOD 1RP

The Pathfinders are admired by all T'au. Their role demands they operate close to the enemy, placing them at incredible risk. Thus they are considered to be exemplars of the Greater Good and many Fire Warriors seek to join their teams.

Purchase this Requisition when a friendly **PATHFINDER** operative (excluding a **DRONE** operative) gains a Battle Scar and has one or more other Battle Scars. That operative gains 3XP. You can use this Requisition on each friendly **PATHFINDER** operative once (you can mark the operative on your dataslate as a reminder).

SHAS'VRE 1RP

Shas'ui who perform well on the battlefield and who pass a Trial of Fire are promoted to the rank of Shas'vre. Though this might in some cases entitle these T'au to take on new roles in their cadres, some choose to stay with their teams.

Purchase this Requisition when a friendly operative gains the Revered rank. You can select the following Battle Honour for that operative, instead of selecting one from another source:

Shas'vre: Each time a friendly **SHAS'UI PATHFINDER** operative uses its Art of War ability, this operative treats the Art of War as in effect until the end of the battle.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **PATHFINDER**, you can select one from the list opposite instead of selecting one from another source.

MARK FOR STRIKE

The Pathfinder kill team must scout ahead of the rest of their cadre to track the enemy's movements, identify weak points in their defences and relay this information back to their Commander so the Mont'ka – the killing blow – can be unleashed.

OPERATION 1: TRACK ENEMY

The Pathfinders conduct numerous reconnaissance missions to determine enemy movements and identify their location.

Complete five games in which you scored victory points from the 'Mark Target', 'Mark Enemy Movements' and/or 'Vantage' Tac Op.

OPERATION 2: INSTITUTE STRIKE

The enemy location has been confirmed. The Pathfinders must now plant a signal beacon for the rest of their cadre to deliver the killing blow.

Complete a game in which you scored victory points from the 'Plant Signal Beacon' Tac Op.

COMMENDATION

- You gain one Requisition point.
- The friendly operative that scored you victory points from the 'Plant Signal Beacon' Tac Op earns 5 XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Elimination' Spec Op.

PHILOSOPHY OF WAR

The T'au have a number of war philosophies. The origins of these can be traced back to the very earliest Fire caste T'au and their days as hunters on the plains. Over the millennia that have followed, they have been honed into highly precise art forms that have won battle after battle.

OPERATION 1: KAUYON

Kauyon translates as the patient hunter. Pathfinder kill teams following this philosophy practise extreme patience, lying in wait for days or weeks and luring foes into the perfect position to strike them.

Complete five games in which you scored victory points from the 'Patient Hunter', 'Protect Assets' and/or 'Hold the Line' Tac Op.

OPERATION 2: MONT'KA

Mont'ka translates as the killing blow. This philosophy is about direct strikes that utterly shatter the foe.

Complete a game in which you scored victory points from the 'Killing Blow' or 'Execution' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can distribute 5 XP across the operatives on your roster.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

NAMES AND DEMEANORS

This section is a tool to help you forge the names of your T'au warriors and the name of your kill team. There are also tools to help you develop the history and demeanour of your kill team. To use the warrior name generator below, select your warrior's rank and sept (T'au soldiers are always from the Fire caste), and then roll (or pick from) the D66 table to find their individual name. Note that some T'au warriors will have more than one, so if you can't choose, feel free to pick multiple!

T'AU NAMES

CASTE

T'au names are multipart, with the prefix that names the caste they were born into considered by far to be the most important part.

Shas – Fire (soldiers and warriors)
Fio – Earth (engineers and scientists)
Kor – Air (pilots and starfarers)
Por – Water (diplomats and merchants)

RANK

The second component in a T'au name communicates the bearer's rank, presented below in ascending order of seniority.

'la – Warrior
'ui – Veteran
'vre – Hero
'el – Noble (possibly knight)
'o – Commander

SEPT

The third component in a T'au name indicates the sept in which they were born, raised and trained.

T'au
Dal'yth
T'au'n
Fal'shia
D'yanoi
Vior'la
Bork'an
Au'taal
Tash'var
N'dras
Vash'ya
Ke'lshan
T'olku
Elsy'eir
Fi'rios
Mu'gulath Bay
Fe'saan
Kor'tal
Yo'vai
Sa'cea
Ksi'm'yen

D66	T'AU INDIVIDUAL NAME
11	Sul'an
12	Ho'sen
13	Atsumo
14	N'ea
15	Els'im
16	K'yen
21	Or'os
22	Pashera
23	Rais
24	Sel'tas
25	Be'tol
26	E'yaal
31	Murakan
32	To'jo
33	Kurami
34	U'so
35	Lorresa
36	Paluto
41	Ren'as
42	Lor'ma
43	Tash'lor
44	Watana
45	Nomura
46	Nishino
51	D'tano
52	Xo'yima
53	T'suka
54	Kais
55	Shamasa
56	Pu'jato
61	Ju'yem
62	Ga'mo
63	Kasashi
64	Lamano
65	Mi'daro
66	Uvash'a



KILL TEAM NAME

The T'au name their Pathfinder kill teams in all manner of ways. Some may be referred to by a number alone. Others are named for their leader. If you wish to name your team in this way, you can choose an 'individual' name from the operative name generator or roll on it, and name your kill team 'Kill Team [Name]'. For example, your kill team might be called Kill Team Kais. Some teams are given code names, and ways of forming your own Pathfinder kill team code name are demonstrated in the generator below. Roll on, or choose your favourite option from, the first table. Then do the same with the second. For example, if you rolled a 1 for the first table, and rolled a 3 on the second table, your Pathfinder kill team name would be the Darksuns, or if you want it could be called Kill Team Darksun.

D6	NAME
1	Dark
2	Shadow
3	Silent
4	Ghost
5	Bright
6	Cold

D6	NAME
1	Star(s)
2	Wind(s)
3	Sun(s)
4	Moon(s)
5	Sword(s)
6	Wave(s)

BASE OF OPERATIONS

D6	LOCATION
1	**Optimised Tetras:** The warriors of the kill team have a number of Tetra anti-grav reconnaissance vehicles, which they have heavily customised for their own purposes.
2	**Stealthtide Module:** Based around a number of interlinked Tidewall Droneports, the Stealthtide Module is a mobile defensive system rigged with a number of highly advanced protective systems to help it remain undetected.
3	**We March for the Greater Good:** The kill team has no fixed base of operations, instead carrying all of their specialist wargear themselves and utilising customised drones to haul heavier equipment.
4	**High Ground:** The kill team has carefully chosen high ground overlooking a wide expanse of enemy territory.
5	**Orbital Presence:** The kill team has space allocated to it and its needs aboard a T'au ship in orbit.
6	**Outfitted Devilfish:** The kill team has a rugged Devilfish transport that it lives in and uses to patrol ground.

BACKGROUND

D6	BOND
1	**Warriors of the Fifth Sphere:** This kill team are flush with hope and optimism, determined to bring the Greater Good to an area of space the T'au have never seen before.
2	**Survived Trials of Fire:** The warriors of this kill team have survived where many Pathfinders have not.
3	**Heroes of the Greater Good:** This kill team is renowned across the Empire for its heroic actions, and has been the subject of several propaganda campaigns.
4	**Elite of the Academies:** This kill team has been hand-picked from the Fire caste academies for their tactical innovation and strategic genius.
5	**Fourth Sphere Veterans:** This kill team was part of the fateful Fourth Sphere Expansion, and their traumatic experiences have left them with a deep distrust of non-T'au species.
6	**Sniper Team:** This kill team is comprised of expert sharpshooters whose pinpoint shots can bring down any foe.

SQUAD QUIRK

D6	PHILOSOPHY
1	**Experimenters:** This kill team has become especially well-known among Earth caste engineers for their skills in testing new weapons and technology.
2	**Eager:** Made up of relatively new Pathfinders, this kill team is eager to prove itself and serve the Greater Good – with their lives, if needs be.
3	**Vengeful:** This kill team has suffered a great loss at the hands of a particular alien race, and wishes to revisit their suffering in kind.
4	**Canny Tacticians:** This kill team excels at luring the enemy into ill-advised actions, launching strike-and-fade attacks to draw their quarry into deadly ambushes.
5	**No Heroes:** This kill team gladly carries out the most unpleasant and distasteful missions, knowing that they do so in the name of the Greater Good.
6	**No One Left Behind:** The ta'lissera bond within this kill team is so strong that its warriors would never abandon a comrade in peril, even at the cost of their own lives.

T'AU EMPIRE - NARRATIVE DATASLATE

KILL TEAM NAME:

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

BASE OF OPERATIONS:

HISTORY:

QUIRKS:

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

STASH:

STRATEGIC ASSETS:

NOTES:

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Narrative Datacard

Operative

Operative Type

Rested Tally

Specialism

Experience Points

Battle Honours

Battle Scars

Notes

NARRATIVE DATACARD

OPERATIVE:

RESTED TALLY

OPERATIVE TYPE:

SPECIALISM

EXPERIENCE POINTS

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

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WARHAMMER 40,000 KILL TEAM PATHFINDER

UPDATE 1.1

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: CHALNATH

Page 55, Saviour Protocols
Change the relevant part of the second sentence to read:
'If it does so, until the end of the Turning Point or until they are no longer within ◯ of each other (whichever comes first), each time a shooting attack is made against'

Add the following sentence:
'Friendly **PATHFINDER** operatives cannot be protected by Saviour Protocols from shooting attacks made against each operative within range of a specified point (e.g. remote mine, see *Kill Team: Octarius*). Note that this also means they cannot be protected from the subsequent shooting attacks made as a result of the Blast or Torrent special rules.'

Page 61, Medical Technician Pathfinder, Medic! ability
Change the relevant part of the first sentence to read:
'the first time another friendly **PATHFINDER** operative (excluding a **DRONE** operative) would be incapacitated'

Page 63, MB3 Recon Drone, Characteristics
Change the Defence characteristic to '3'.

Page 63, MV1 Gun Drone, ram
Change the Damage characteristics to '2/3'.

Page 65, MV31 Pulse Accelerator Drone, Characteristics
Change the Defence characteristic to '3'.

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: CHALNATH

Q: When a **DRONE** *operative is protecting a friendly operative as a result of Saviour Protocols, and the protected operative is targeted by a weapon that makes subsequent attacks against operatives within a given distance (e.g. Blast, Torrent, etc.), do you determine the distance from the protected operative or the* **DRONE** *operative?*
A: The protected operative. Note that this could mean the **DRONE** operative would be targeted twice if it fulfils the Blast, Torrent etc. criteria: the original attack against the protected operative, and the subsequent attack.

CLOSE QUARTERS

Q: For the purposes of determining if one less attack dice is rolled as a result of the Condensed Environment rule, when a **DRONE** *operative is protecting a friendly operative as a result of Saviour Protocols, do you draw Cover lines to the protected operative or the* **DRONE** *operative?*
A: The protected operative.

WARHAMMER 40,000

KILL TEAM

THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.

CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2◯ (even if injured).
- Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2◯ of your drop zone.



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.

REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**

CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).

KILL TEAM: CHALNATH

PATHFINDER

- A Worthy Cause Tactical Ploy: 2CP. You can only use it once per battle, and only if you don't have the initiative.
- **ASSAULT GRENADIER PATHFINDER** operative: Delete final sentence of Grenadier ability.
- Change benefit of 5+ Markerlight tokens to: 'In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless that enemy operative is in Cover provided by Heavy terrain.'
- Operative selection: 1 less operative.
- Add the following to Kauyon Art of War ability: 'In addition, once in each of their activations, friendly **PATHFINDER** operatives can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).'
- Close Quarters: Each friendly **PATHFINDER** operative can perform the **Guard** action while it has a Conceal order. If it does, interrupt as normal, but instead of making a guard attack it can only perform the **Markerlight** action (if able).
- Operative selection: Selecting **MB3 RECON DRONE** operative no longer requires you to select 1 less operative.
- **DRONE CONTROLLER PATHFINDER** operative gains the following ability: '**Focused EMP Override:** If this operative is in the killzone, friendly **DRONE** operatives can perform the **Operate Hatch** action (ignore the first bullet point of Artificial Intelligence to do so).'

* **MB3 RECON DRONE** operative's **Analyse** unique action: You can re-roll one of your attack dice (instead of any or all).

* **DRONE CONTROLLER PATHFINDER** operative's Drone Scout ability: In a battle that uses Hazardous Areas rules, the **DRONE** operative must be set up wholly within 2◯ of your drop zone. In a battle that uses Close Quarters rules, you cannot set up the **DRONE** operative as specified. Instead, at the end of the Scouting step, if that **DRONE** operative is wholly within your drop zone and has a Conceal order, it can perform a free **Normal Move** and/or **Operate Hatch** action and its order cannot be changed in the first Turning Point.

* Recon Sweep Strategic Ploy: You cannot use this ploy during the first turning point.

NOVITIATE

- Auto-chastiser equipment: 2EP.
- Cannot use Acts of Faith to change dice you've re-rolled.

KILL TEAM: NACHMUND

LEGIONARY

- Mutagenic Flesh Strategic Ploy: To a minimum of 3 (instead of 2).

* Your roster can contain operatives with all four **<MARK OF CHAOS>** keywords, but when selecting a kill team for the battle, you cannot select operatives with the **KHORNE** keyword if you have selected any with **SLAANESH** (and vice versa), and you cannot select operatives with the **NURGLE** keyword if you have selected any with **TZEENTCH** (and vice versa).

CORSAIR VOIDSCARRED

- **VOIDSCARRED GUNNER** operative's shredder: Gains the Rending critical hit rule.
- Outcasts Strategic Ploy: Change distance requirement to ■ (instead of ⬟).
- Deadly Ambush Tactical Ploy: If the friendly operative has a Conceal order and is ready, you can change it to Engage to do so.

