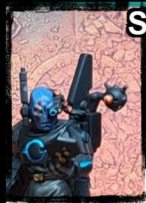




## Pathfinders



### SHAS'UI

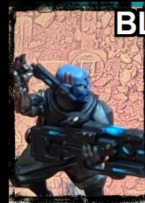
M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Pulse Carbine	4	3+	4/5
Bonding Knife	3	4+	3/4
Balanced			

#### Markerlight (1AP)

**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 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 1 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).



### BLOODED

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Suppressed Carbine	4	3+	4/5
Silent			
Bionic Arm	3	4+	3/4

#### Markerlight (1AP)



### DRONE CONTROLLER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Pulse Carbine	4	4+	4/5
Fists	3	5+	2/3

#### Markerlight (1AP)

#### Control Drone (1AP)

**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 1 of your drop zone, more than 1 from enemy operatives and more than 1 from the enemy drop zone.

**Focused EMP Override:** If this operative is in the killzone, friendly DRONE operatives can perform the Operate Hatch action

## Pathfinders



## Operative

## Pathfinders

Dataset: Q4 2023  
FAQ: 1.8, DECK:4.2

## Operative

## Pathfinders

Dataset: Q4 2023  
FAQ: 1.8, DECK:4.2

## Operative

## Pathfinders

Dataset: Q4 2023  
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TRANSPECTRAL



	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	5+	7


Pulse Carbine	4	4+	4/5
Fists	3	5+	2/3

**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):** See Markerlights.

**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.

GRENADIER



	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	5+	7

Pulse Carbine	4	4+	4/5
EMP	4	3+	2/3


Rng ① Blast ② EMP			
Fusion	4	3+	4/3
Rng ① AP2			! MW3
Fists	3	5+	2/3

**Grenadier:** This operative is equipped with EMP, fusion and photon grenades 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.

**Markerlight (1AP):** See Markerlights.

COMMS




	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	5+	7

Pulse Carbine	4	4+	4/5
Fists	3	5+	2/3

**Markerlight (1AP):** See Markerlights.

**Signal (1AP):** Select one friendly PATHFINDER operative within ① 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.

MEDICAL TECHNICIAN



	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	5+	7

Pulse Carbine	4	4+	4/5
Fists	3	5+	2/3

**Markerlight (1AP):** See Markerlights.  
**Medikit (1AP)**  
**Medic!**

Operative

Pathfinders

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Operative

Pathfinders

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Operative

Pathfinders

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Operative

Pathfinders

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WEAPONS EXPERT



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	5+	7	

Ion Rifle	5	4+	4/5
			! P1
- Overcharged	5	4+	5/6
AP1 Hot			
Fists	3	5+	2/3

WEAPONS EXPERT



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	5+	7	

Rail Rifle	4	4+	4/4
			! MW2
AP1 Lethal 5+			
Fists	3	5+	2/3

WEAPONS EXPERT



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	5+	7	

Ion Rifle	5	4+	4/5
			! P1
- Overcharged	5	4+	5/6
AP1 Hot			
Fists	3	5+	2/3

WEAPONS EXPERT



	M	APL	GA
	3 ②	2	1
DF	SV	W	
3	5+	7	

Rail Rifle	4	4+	4/4
			! MW2
AP1 Lethal 5+			
Fists	3	5+	2/3

Operative

Pathfinders

Operative

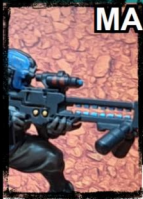
Pathfinders

Operative

Pathfinders

Operative

Pathfinders



MARKSMAN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Rail Rifle	4	3+	4/4
AP1 Lethal 5+			! MW2
- Dart	4	3+	3/3
AP1 Silent			! MW2
Fists	3	5+	2/3

**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.



RECON DRONE

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	12

Burst Cannon	6	4+	3/4
Heavy Ceaseless Fusillade			
Ram	3	5+	3/4

**Artificial Intelligence**  
**Saviour Protocols**  
**Analyse (1AP)**  
**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.



GUN DRONE

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Twin Carbine	4	4+	4/5
Relentless			
Ram	3	5+	2/3

**Artificial Intelligence**  
**Saviour Protocols**



MARKER DRONE

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Ram	3	5+	2/3
-----	---	----	-----

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

**Markerlight (1AP):** See Markerlights.

Operative

Pathfinders

Operative

Pathfinders

Operative

Pathfinders

Operative

Pathfinders

### (1) MARK ENEMY 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.

Markerlight Spam

### (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 1 VP.

If you achieve the first condition in any subsequent Turning Points, you score 1 VP.

Score Concealed

### (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 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.

Kill When Engaged

### MEDIC!

#### Ability

**Medic!** Once per Turning Point, the first time another friendly PATHFINDER operative (excluding a DRONE operative) would be incapacitated while Visible to and within **3** 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 **2** of this operative. Subtract 1 from both operatives' APL.

Medic Ability

Tac Op

Pathfinders

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Tac Op

Pathfinders

FAQ : 1.8, DECK:4.2  
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Tac Op

Pathfinders

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Ability

Pathfinders

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## MEDIKIT

### Ability

**Medikit (1AP):** Select one friendly PATHFINDER operative (excluding a DRONE operative) within ③ 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. Killzone edge that is not your own killzone edge.

Medic Ability

## CONTROL DRONE

### Ability

**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.

Drone Ctrlr Ability

## GRAV WAVE

### Ability

**Grav Wave (1AP):** Place a Grav Wave token within ② of and Visible to this operative. While a friendly PATHFINDER operative is within ② 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.

GRAV-INHIBITOR

## ANALYSE

### Ability

**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 any or all of your attack dice. This operative cannot perform this action if it is within Engagement Range of enemy operatives.

Recon Drone Ability

Pathfinders  
Ability

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Pathfinders  
Ability

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Pathfinders  
Ability

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Pathfinders  
Ability

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## RECON SWEEP

Strategic

1CP

Friendly PATHFINDER operatives that are wholly within 1 of any killzone edge can immediately perform a free Dash action, but only if they can finish that move wholly within 1 of a killzone edge that is not your own killzone edge.

Flanks Dash

## TAKE COVER

Strategic

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.

+1 Save in Cover

## BONDED

Strategic

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 3 of another friendly PATHFINDER operative (excluding a DRONE operative), you can re-roll one of your attack dice.

Balanced by Friends

## DETERMINED TACTICIAN

Strategic

2CP

If a friendly SHAS'UI PATHFINDER 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 1 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 1 of and Visible to a friendly SHAS'UI operative when that action is declared. You can only use this Strategic Ploy once.

Mini Art of War

Strategic

Pathfinders

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Strategic

Pathfinders

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Strategic

Pathfinders

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Strategic

Pathfinders

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## A WORTHY CAUSE

**Tactical**

**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 1 of any enemy operatives or within 2 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. This Tactical Ploy can only be used once per battle, and only if you don't have the initiative.

**Activate First**

## SUPPORTING FIRE

**Tactical**

**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 1 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.

**Shoot into Melee**

## REPOSITION

**Tactical**

**1 CP**

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).

**Dash From Melee**

## TARGET ANALYSIS OPTIC

**2EP**

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.

**+1 Markerlight**

**Tactical**

**Pathfinders**

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**Tactical**

**Pathfinders**

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**Tactical**

**Pathfinders**

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**Equipment**

**Pathfinders**

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## HIGH-INTENSITY MARKERLIGHT

**2EP**

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

Extra Markerlight

## HIGH-INTENSITY MARKERLIGHT

**2EP**

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

Extra Markerlight

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Extra Markerlight

## HIGH-INTENSITY MARKERLIGHT

**2EP**

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

Extra Markerlight

Equipment

Pathfinders

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Equipment

Pathfinders

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Equipment

Pathfinders

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Equipment


Pathfinders

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ORBITAL SURVEY UPLINK

Max: 1 3EP

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.

Area Markerlights

DRONE REPAIR KIT

2EP

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.

Repair D3 Wounds

EMP GRENADE

Max: 1 2EP

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.

EMP			
	4	3+	2/3
Rng 6 Blast2 Indirect EMP Limited			

FUSION GRENADE

Max: 1 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.

Fusion			
	4	3+	4/3
AP2 Rng6 Indirect Ltd 1 MW3			

Equipment

Pathfinders

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Equipment

Pathfinders

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Equipment

Pathfinders

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Equipment

Pathfinders

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## PHOTON GRENADE

2EP

### 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 6 from this operative.  
On a 2+, that enemy operative gains a Photon token. While an operative has any Photon tokens, subtract 2 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.

Slow Enemy

## CLIMBING EQUIPMENT

1EP

### Climbing Equipment:

Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 (2) it travels are counted as (2) for that climb.

This operative does not need to be within  $\Delta$  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.

Climb Easy

## CLIMBING EQUIPMENT

1EP

### Climbing Equipment:

Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 (2) it travels are counted as (2) for that climb.

This operative does not need to be within  $\Delta$  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.

Climb Easy

## TAU PATHFINDERS

Recon

### 1 leader and 11 operatives

Sash'Ui  
Blooded  
Drone Controller  
Grenadier  
Medic  
Transpectral  
Weapon Expert  
Marksman  
Recon Drone  
Pulse Drone  
Grav Drone  
Gun Drone  
Shield Drone  
Marker Drone

Team

Pathfinders

Equipment

Pathfinders

Equipment

Pathfinders

Equipment

Pathfinders

## DRONES

### Faction Ability

#### Artificial Intelligence

- ▶ 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.
- ▶ 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.

#### Artificial Intelligence

When a not Drone is shot, if a Drone is withing ②, it can take the damage instead. It cannot retain dice for cover

## ART OF WAR

### Faction Ability

When a SHAS'UI PATHFINDER 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 min of 0AP).

## MARKERLIGHTS

### Faction Ability

#### 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.

- 1+ Re-roll one of your attack dice.
- 2+ Gain the No Cover special rule
- 3+ Improve the Ballistic Skill by 1.
- 4+ Enemy operative is not Obscured.
- 5+ Target is Engaged if not in Heavy cover

In the Ready Operatives step of each Initiative phase, remove one Markerlight token that each operatives has.

## CLOSE QUARTERS

### Faction Ability

#### Close Quarters Only

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).

Abilities

Pathfinders

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Abilities

Pathfinders

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Abilities

Pathfinders

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Abilities

Pathfinders

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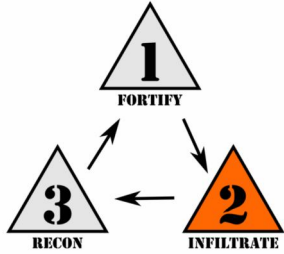
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



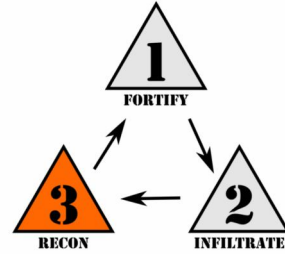
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



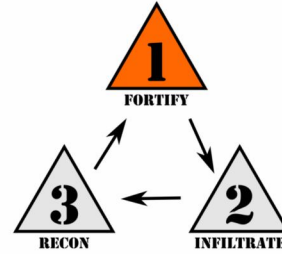
## FORTIFY

### Matched Play

Set up one additional barricade within  of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

Pathfinders

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Scouting

Pathfinders

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Scouting

Pathfinders

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Date: 1.8, DECK: 4.2

Matched

Pathfinders

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Date: 1.8, DECK: 4.2



## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

## PHIL TEAM

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Matched

Pathfinders

FAQ : 1.8, DECK:4.2  
Date: Q4 2023

Scorecard

Pathfinders

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Credits

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