T'AU EMPIRE

PATHFINDER TEAM

For The Greater Good | Infiltrators | Scouts 7"

M	T	SV	W	LD	OC
7"	3	4+	1	7+	1

85 PTS
Base 25mm

1 KOMMANDO

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2 BEWEGUNG

Marker Drone
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.

Recon Drone
The bearer is equipped with 1 drone burst cannon and the bearer's unit has the Infiltrators ability.

3 BESCHUSS

Drone burst cannon

R	A	BS	S	AP	D
18"	4	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Missile pod

R	A	BS	S	AP	D
30"	2	5+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Pulse carbine

R	A	BS	S	AP	D
20"	2	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Pulse pistol [PISTOL]

R	A	BS	S	AP	D
12"	1	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Rail rifle [DEVASTATING WOUNDS] [HEAVY]

R	A	BS	S	AP	D
30"	1	5+	10	-4	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Twin pulse carbine [ASSAULT] [TWIN-LINKED]

R	A	BS	S	AP	D
20"	2	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Ion rifle - overcharge [HAZARDOUS] [HEAVY]

R	A	BS	S	AP	D
30"	3	5+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

➤ Ion rifle - standard [HEAVY]

R	A	BS	S	AP	D
30"	3	5+	7	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Semi-automatic grenade launcher - EMP [ANTI-VEHICLE 4+] [DEVASTATING WOUNDS]

R	A	BS	S	AP	D
18"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

➤ Semi-automatic grenade launcher - fusion

R	A	BS	S	AP	D
18"	1	4+	6	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Guardian Drone
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

4 ANGRIFF

Grav-inhibitor Drone
Each time an enemy unit selects the bearer's unit as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	5+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

Target Uploaded
Each time a model in this unit makes an attack that targets their Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and that attack has the [IGNORES COVER] ability.

∞ IMMER / EINMALIG

Pulse Accelerator Drone
Add 6" to the Range characteristic of pulse carbines equipped by models in the bearer's unit.

Shield Drone
Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

For The Greater Good If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…

Scouts 7" This ability always takes the form Scouts X".

ANTI This ability always takes the form [ANTI-X Y+].

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

9x Pathfinders w/ pulse carbine oder Pathfinders w/ pulse carbine and grenade launcher
1x Pathfinder Shas'ui

Ausrüstung: Drone burst cannon, Missile pod, Pulse carbine, Pulse pistol, Rail rifle, Twin pulse carbine, ➤ Ion rifle - overcharge, ➤ Ion rifle - standard, ➤ Semi-automatic grenade launcher - EMP, ➤ Semi-automatic grenade launcher - fusion, Close combat weapon

- Each Pathfinder Shas'ui can be equipped with 1x Semi-automatic grenade launcher.
- Each Pathfinder Shas'ui can be equipped with up to 2x Marker Drone.
- Each Pathfinder Shas'ui can be equipped with up to 2x Shield Drone.
- Each Pathfinder Shas'ui can be equipped with 1x Guardian Drone.
- Each Pathfinder Shas'ui can be equipped with up to 2x Missile Drone.
- Each Pathfinder Shas'ui can be equipped with one of: Grav-inhibitor drone, Pulse accelerator drone, Recon drone.

KEYWORDS Infantry, Grenades, Markerlight, Pathfinder Team, Non-Kroot · **FRAKTION** T'au Empire