

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

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Drone burst cannon	18"	4	5+	5	0	1	
Missile pod	30"	2	5+	7	-1	2	
Pulse carbine	20"	2	4+	5	0	1	
Pulse pistol PISTOL	12"	1	4+	5	0	1	
Rail rifle DEVASTATING WOUNDS HEAVY	30"	1	5+	10	-4	3	
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1	
► Ion rifle - overcharge HAZARDOUS HEAVY	30"	3	5+	8	-2	2	
► Ion rifle - standard HEAVY	30"	3	5+	7	-1	1	
► Semi-automatic grenade launcher - EMP ANTI-VEHICLE 4+ DEVASTATING WOUNDS	18"	1	4+	3	0	1	
► Semi-automatic grenade launcher - fusion	18"	1	4+	6	-1	3	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Close combat weapon	Melee	1	5+	3	0	1	

- ABILITIES
- 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).
- Guardian Drone

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

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

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

Add 1 to the bearer's Wounds characteristic.
- 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.

- WEAPON ABILITIES
- Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*



- AUFSTELLUNG
- 9x Pathfinders w/ pulse carbine
oder Pathfinders w/ pulse carbine
and grenade launcher
1x Pathfinder Shas'ui
- Equipped with: 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
- Wargear Options:
- Each Pathfinder Shas'ui can be
equipped with 1x Semi-automatic
grenade launcher.
Each Pathfinder Shas'ui can be
equipped with up to 2x M



- KEYWORDS: Infantry, Grenades,
Markerlight, Pathfinder Team, Non-
Kroot
- FACTION KEYWORDS: T'au Empire

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- 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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- 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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- 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 unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- 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 model or unit the benefit of cover (e.g. Stealth).
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- 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 deployment zone and all enemy units.
- Scouts 7"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
 - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.