

TAU PATHFINDER KILL TEAMS

Daring and determined scouts, it is the Pathfinders who are tasked with scouting out the movements and disposition of the foe, who ambush key targets, and who sabotage supply dumps well behind enemy lines. Pathfinders have access to an arsenal of advanced weaponry to aid them in this task, and they are often accompanied by a number of specialised Drones that perform a vital supporting role.

TAU PATHFINDER SPECIAL RULES

The following special rules apply to all of the members of a Tau Pathfinder kill team.

Supporting Fire: If a Tau Pathfinder fighter is charged by an enemy fighter, friendly Tau Pathfinder fighters within 3" may fire a single ranged weapon as if they were on overwatch at the charging enemy fighter. They may not do this if they are themselves engaged in hand-to-hand combat.

USING A TAU PATHFINDER KILL TEAM

A Tau Pathfinder kill team follows all of the normal rules, with the following exception:

– A Tau Pathfinder kill team consists of 3-10 models (including up to 3 Drones).



PATHFINDER SHAS'UI

Kill Team Leader

Cost to recruit: 140 points

	M	WS	BS	S	T	W	I	A	Ld
Pathfinder Shas'ui	4"	2	3	3	3	1	2	1	8

A Pathfinder Shas'ui is an experienced veteran of many campaigns, able to direct his forces with an uncanny degree of accuracy, epitomising the power what can be achieved by those whose belief in the Greater Good is strongest.

Wargear: A Pathfinder Shas'ui has a combat blade and recon armour. In addition, a Pathfinder Shas'ui can be armed with items chosen from the Tau Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

Bonding Knife Ritual: Any fighter within 12" of their kill team's Pathfinder Shas'ui can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of their kill team's Pathfinder Shas'ui may test to recover from pinning as if they were within 2" of a friendly fighter.

PATHFINDER

Trooper

Cost to recruit: 60 points

	M	WS	BS	S	T	W	I	A	Ld
Pathfinder	4"	2	3	3	3	1	2	1	7

The life of a Pathfinder is exceptionally hazardous. Their casualty rates are vastly higher than those of the Fire Warriors they usually guide into battle, but nevertheless they are composed and daring fighters.

Wargear: A Pathfinder has a combat blade and recon armour. In addition, a Pathfinder can be armed with items chosen from the Tau Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

PATHFINDER CADET

New Recruit

Cost to recruit: 50 points

	M	WS	BS	S	T	W	I	A	Ld
Pathfinder Cadet	4"	2	3	3	3	1	2	1	7

The Pathfinder academies are always inundated with volunteers eager to do their part for the Greater Good. These fresh recruits seamlessly merge into even veteran teams, their belief in their cause inviolable.

Wargear: A Pathfinder Cadet has a combat blade and recon armour. In addition, a Pathfinder Cadet can be armed with items chosen from the Tau Basic Weapons, Grenades and Miscellaneous Equipment lists.

PATHFINDER SPECIALIST

Specialist

Cost to recruit: 60 points

	M	WS	BS	S	T	W	I	A	Ld
Pathfinder Specialist	4"	2	3	3	3	1	2	1	7

Pathfinder Specialists are those who have proven their marksmanship and are entrusted with their kill team's heavier support weapons.

Wargear: A Pathfinder Specialist has a combat blade and recon armour. In addition, a Pathfinder Specialist can be armed with items chosen from the Tau Pistols, Special Weapons, Grenades and Miscellaneous Equipment lists.

MB3 RECON DRONE

	Drone					Cost to recruit: 110 points				
	M	WS	BS	S	T	W	I	A	Ld	
Recon Drone	6"	2	2	3	4	1	2	1	8	

The Recon Drone mounts an array of support systems to aid Pathfinder teams in the field, from scanning equipment to a fearsome burst cannon.

Wargear: A Recon Drone has a burst cannon, scanning array, combat blade and Drone carapace.

MV33 GRAV-INHIBITOR DRONE

	Drone					Cost to recruit: 50 points				
	M	WS	BS	S	T	W	I	A	Ld	
Grav-Inhibitor Drone	6"	2	2	3	4	1	2	1	8	

This Drone hovers protectively at its operator's shoulder, driving back the enemy with thrumming gravity waves.

Wargear: A Grav-Inhibitor Drone has a gravity wave projector, combat blade and Drone carapace.

MV31 PULSE ACCELERATOR DRONE

	Drone					Cost to recruit: 50 points				
	M	WS	BS	S	T	W	I	A	Ld	
Pulse Accelerator Drone	6"	2	2	3	4	1	2	1	8	

The Pulse Accelerator Drone augments the pulse weaponry of its operator's squad, lending greater range to their fire.

Wargear: A Pulse-Accelerator Drone has a pulse accelerator, combat blade and Drone carapace.

TAU PATHFINDER WEAPON AND EQUIPMENT LISTS

Grenades

Photon grenades..... 10 points

Miscellaneous

Clip harness 10 points

Photo-visior 15 points

Markerlight 15 points

Weapon reload..... Half cost of weapon in points

Pistols

Pulse pistol..... 30 points

Basic Weapons

Pulse carbine 30 points

Special Weapons

Ion rifle 100 points

Rail rifle 120 points



WEAPONS AND EQUIPMENT

HAND-TO-HAND WEAPONS

HONOUR STAVE

Ethereals carry this staff as a symbol of their authority, but in a tight situation it can also be used to bludgeon any enemies who come too close.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

PISTOLS

PULSE PISTOL

The pulse pistol is considered a last resort for most Tau, but many Pathfinders like to have a backup weapon in case their main armament is lost or damaged.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+1	-	5	1	-	4

BASIC WEAPONS

PULSE CARBINE

A shorter-barrelled weapon than the longer pulse rifle, these are the weapon of choice for Pathfinders due to being better suited to fighting in confined areas.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-9"	9-18"	-	-	5	1	-2	4+

PULSE RIFLE

Pulse technology is common within the Fire caste, and all pulse weapons utilise pulsed induction fields to propel lethal bursts of plasma over great distances. The pulse rifle allows Tau warriors to engage enemy fighters from a safe distance with lethal effectiveness.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-15"	15-30"	-	-	5	1	-2	4+

SPECIAL WEAPONS

ION RIFLE

The high-energy streams fired by ion weapons react destructively with their target, vaporising flesh and metal with equal ease. Ion weapons can be overcharged to generate a more devastating attack, but at a risk of overheating its primary power cells.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	-	-1	6	D3	-3	8+

RAIL RIFLE

Tau rail weapons use linear accelerator technology to fire a solid projectile at hyper-velocity. They are capable of punching through the thickest of armour and of taking down the largest of enemies.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-15"	15-30"	-1	-	6	D3	-3	8+

Sniper Weapon: A rail rifle takes time to set up and use. Because of this, a fighter cannot fire a rail rifle if they moved that turn.

HEAVY WEAPONS

BURST CANNON

Utilising a similar plasma induction technology found in Tau pulse technology, burst cannons are multi-barrelled weapons able to sustain high rates of fire.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-9"	9-18"	-	-	5	1	-2	5+

Sustained Fire: 2 dice.

FUSION BLASTER

Fusion weapons can reduce reinforced armour to slag in the blink of an eye.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-9"	9-18"	+1	-	8	D6	-5	6+

'It is as we join with others, in a way that only the Tau can, in shared engagement to the Greater Good, that we find ourselves able to fully realise our true potential. And that is the final source of our hopes and intentions.' - AUN'EL T'AU TAM'YA, ETHEREAL CASTE

GRENADES

PHOTON GRENADES

Photon grenades are used defensively to wrong-foot oncoming attackers. The burst of light they emit is strong enough to burn retinas and fry sensor circuitry.

If an enemy fighter charges a Tau Pathfinder fighter equipped with photon grenades that is not already involved in hand-to-hand combat, they do not gain the +1 bonus for charging in the ensuing hand-to-hand combat phase.

SPECIALISED EQUIPMENT

GRAVITY WAVE PROJECTOR

The centrifugal mass coils inside a gravity wave projector create thrumming pulses of force that press against the enemy, slowing their advance to a crawl.

Enemy fighters within 6" of a gravity wave projector must subtract 1" from their movement, before doubling for charges or running.

HOVER DRONE

Many Ethereals take to the field of battle atop floating hover drones, allowing them to move where they are needed swiftly and without impediment.

An Ethereal standing atop a hover drone never suffers falling damage, and always counts as rolling a 6 when making any jump moves. In addition, he may move over all terrain as if it was open ground, but may not finish his move on impassable terrain.

MARKERLIGHT

Markerlights fire a simple beam that transmit reams of targeting data to other Tau units, allowing them to pinpoint and engage the enemy with unerring accuracy.

Instead of firing a ranged weapon in the shooting phase, a Tau fighter with a markerlight may instead pick an enemy model within 30" and in line of sight. If they do so, friendly models firing at that enemy may ignore the To Hit penalties for cover.

PULSE ACCELERATOR

A pulse accelerator amplifies the pulsed induction fields of nearby Tau weaponry, allowing them to be fired at an even greater range.

Tau fighters within 3" may add 6" to the Long Range of any Pulse Carbines, Pulse Rifles or Pulse pistols they are equipped with.

SCANNING ARRAY

Recon Drones are equipped with a series of networked scanning arrays to detect the atmospheric micro-fluctuations created by moving enemies.

If a fighter with a scanning array is used as a sentry in the Raid or Rescue scenarios, you may re-roll the D6 to determine its spotting distance.

ARMOUR

RECON ARMOUR

Recon armour consists of multiple interwoven high-resistance plates and affords the wearer a healthy balance of protection and manoeuvrability.

A fighter wearing recon armour has a 5+ armour save.

DRONE CARAPACE

The plating that forms a drone carapace is designed to protect a Drone's computational circuitry and anti-grav motors from light arms fire.

A fighter armour with Drone carapace has a 4+ armour save.

COMBAT ARMOUR

Combat armour offers even greater defences to its wearer than recon armour, and is well suited to Tau warriors who will be in the thick of a firefight.

A fighter wearing combat armour has a basic armour save of 4+.

XV25 STEALTH BATTLESUIT

Like all Tau battlesuits, the XV25 is made of a dense nanocrystalline alloy which has an impact-resistant structure and a lightweight composition.

A fighter wearing an XV25 Stealth Battlesuit has a basic armour save of 3+.



TAU SPECIAL OPERATIVES

STEALTH TEAM SHAS'UI

	M	WS	BS	S	T	W	I	A	Ld
Stealth Team Shas'ui	5"	2	4	4	3	1	3	2	8

For some foes, the only sign of a Stealth Team Shas'ui is a slight sensor-ghost, or the unnerving feeling of being watched. For others there is no warning at all, before the world lights up with chattering burst cannons and hissing fusion blasters.

Wargear: A Stealth Team Shas'ui has a burst cannon, combat blade and an XV25 Stealth Battlesuit. They may exchange their burst cannon for a fusion blaster.

Infiltration: Once both kill teams have been set up, but before a mission begins, you may make two free run moves with a Stealth Team Shas'ui. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

Stealth Field: A Stealth Team Shas'ui always counts as being in cover, even when in the open. This may not be negated or ignored by any special rules which reduce or ignore cover.

CADRE FIREBLADE

	M	WS	BS	S	T	W	I	A	Ld
Cadre Fireblade	4"	3	5	3	3	2	3	2	9

Raising his pulse rifle and sighting down its length, the Cadre Fireblade calls out enemy weak spots and optimal firing solutions to those under his command.

Wargear: A Cadre Fireblade is equipped with a pulse rifle, markerlight and combat armour.

Direct Fire: In your shooting phase, you may pick a friendly Tau Pathfinder fighter (but not a Drone) within 6" of a Cadre Fireblade. That fighter may shoot twice in that shooting phase.

ETHEREAL

	M	WS	BS	S	T	W	I	A	Ld
Ethereal	5"	2	2	3	3	3	3	1	10

Solemn and stern, members of the Ethereal caste direct their followers with a calm authority that cannot be denied. Each Ethereal moves in the eye of his own personal storm, an oasis of serenity amid the raging madness of war.

Wargear: An Ethereal is equipped with recon armour and an honour staff. He can also be equipped with a Hover Drone.

Bounty: If an Ethereal is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

Shield Generator: An Ethereal has a 4+ invulnerable save.

Invocation of the Elements: All friendly Tau Pathfinder fighters that can draw line of sight to an Ethereal automatically recover from pinning at the start of your turn.

The Price of Failure: If an Ethereal is taken out of action, the Tau Pathfinder Kill Team must take a bottle test at the start of their next turn, regardless of the number of other casualties.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Tau Pathfinders are experts at setting up ambushes, eliminating their foes in a barrage of fire from their high-tech weaponry, while Tyranid Warriors are ferocious and possess inhuman strength.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Tau Pathfinders	Trooper			✓			✓	✓
	Specialist			✓	✓		✓	✓
	Leader	✓	✓	✓	✓		✓	✓

