

WARHAMMER
40,000
KILL TEAM



PHOBOS 

ARCHETYPE: INFILTRATION / RECON / SEEK AND DESTROY

PHOBOS STRIKE TEAM KILL TEAM

36

PHOBOS STRIKE TEAM • OPERATIVES

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

OPERATIVES

- 1 **PHOBOS STRIKE TEAM** operative selected from the following list:
 - **INFILTRATOR SERGEANT**
 - **INCURSOR SERGEANT**
 - **REIVER SERGEANT** equipped with one of the following options:
 - Special issue bolt pistol; combat knife
 - Bolt carbine; fists

- 5 **PHOBOS STRIKE TEAM** operatives selected from the following list:
 - **INFILTRATOR COMMSMAN**
 - **INFILTRATOR HELIX ADEPT**
 - **INFILTRATOR SABOTEUR**
 - **INFILTRATOR VETERAN**
 - **INFILTRATOR VOXBREAKER**
 - **INFILTRATOR WARRIOR**
 - **INCURSOR MARKSMAN**
 - **INCURSOR MINELAYER**
 - **INCURSOR WARRIOR**
 - **REIVER WARRIOR** equipped with one of the following options:
 - Special issue bolt pistol; combat knife
 - Bolt carbine; fists

Other than **WARRIOR** operatives, your kill team can only include each operative above once.

'YOU WILL NOT HEAR OUR APPROACH, FOR WE ARE SILENT AS SHADOWS. YOU WILL NOT SEE US AS WE CLOSE ABOUT YOU LIKE A NOOSE. YOU WILL NOT KNOW OF OUR ONSET UNTIL WE WISH YOU TO, AND BY THEN IT WILL BE FAR TOO LATE . . .'

- Infiltrator Sergeant Subarak,
of the White Scars Chapter



TAC OPS

PHOBOS STRIKE TEAM

If your faction is **PHOBOS STRIKE TEAM**, you can use the Phobos Strike Team Tac Ops listed below, as specified in the mission sequence.

SHOCK AND AWE

Phobos Strike Team - Faction Tac Op 1

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

- At the end of any Turning Point, if friendly operatives control one or more objective markers that were controlled by enemy operatives at the start of the Turning Point, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

SABOTEURS

Phobos Strike Team - Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Starting with your opponent, alternate placing one of your Saboteur tokens in the killzone until three have been placed. Each time a player places a Saboteur token, it must be touching a terrain feature, more than ■ from the killzone edges, more than ◆ from your drop zone and each of your other Saboteur tokens, and it must not be on a Vantage Point.

- If two or more of your Saboteur tokens are removed, you score 1VP.
- If three of your Saboteur tokens are removed, you score 1VP.

Friendly operatives can perform the Saboteurs mission action (pg 37).

GUERRILLA TACTICS

Phobos Strike Team - Faction Tac Op 3

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

- At the end of any Turning Point, if more enemy operatives were incapacitated than friendly operatives during that Turning Point, and more than half of your operatives have a Conceal 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 of the **PHOBOS STRIKE TEAM** kill team.

GUERRILLA WARFARE

Every member of a Phobos Strike Team is highly trained in the arts of hit-and-run, guerilla-style warfare. They attack swiftly, fight with incredible coordination, then fade back into the shadows before retribution can find them.

GUERRILLA WARFARE 1AP

Change this operative's order. This operative cannot perform this action during the first Turning Point or while within ■ of an enemy operative.

OMNI-SCRAMBLER

These devices allow Primaris Infiltrators to corrupt enemy vox-networks. They choke off signals beneath a shroud of machine-spirit interference and spread tactical paralysis through the ranks of the foe.

Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, if any friendly operatives with this ability are in the killzone, you can use this ability instead. If you do so, select one enemy operative Visible to any friendly operative with this ability; in the following Firefight phase, that enemy operative is treated as having a Group Activation characteristic of 1, and cannot be activated or perform actions until one of the following is true:

- A number of enemy operatives have been activated equal to the number of friendly operatives with this ability in the killzone at the start of the phase.
- It is the last enemy operative to be activated.

MULTI-SPECTRUM ARRAY

Feeding directly into the autosenses of its bearer, the multi-spectrum array combines energistic augury with oracular vid-sweeps to reveal even cunningly concealed foes.

When determining if an intended target is in this operative's Line of Sight:

- For the intended target to be Obscured, it must be more than 2○ (instead of ○) from a point at which a Cover line crosses a terrain feature that is Obscuring.
- Areas of smoke (e.g. smoke grenade, page 46) have no effect.

SABOTEURS

Incalculable damage can be done to the enemy's strategic and logistical infrastructure with the application of a single, well-placed explosive by a Vanguard operative.

SABOTEURS 1AP

An operative can perform this action while within ▲ of one of your Saboteur tokens. Unless the operative is a **SABOTEUR** or **MINELAYER** operative, an operative cannot perform this action while within Engagement Range of an enemy operative. If this action is performed, remove that Saboteur token.

TERROR

Exposed to the counter-sensory barrage unleashed by Primaris Reivers, even the staunchest enemy is likely to back fearfully away, or fumble for weapons and wargear with shaking fingers.

TERROR 1AP

Until the end of the Turning Point:

- Each time an enemy operative would perform a mission action or the **Pick Up** action, if any friendly operatives that performed this action during this Turning Point are within ■ of that enemy operative, one additional action point must be subtracted for that enemy operative to perform that action.
- When determining control of an objective marker that any friendly operatives that performed this action during this Turning Point are within range of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

STRATEGIC PLOYS

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

BOLTER DISCIPLINE 1CP

Until the end of the Turning Point, each time a friendly **PHOBOS STRIKE TEAM** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation if a bolt weapon is selected for each of those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. bolt carbine, special issue bolt pistol etc.

SHOCK ASSAULT 1CP

Until the end of the Turning Point, each time a friendly **PHOBOS STRIKE TEAM** operative is activated, if it does not perform a **Shoot** action during that activation, it can perform two **Fight** actions during that activation.

VANGUARD 1CP

Until the end of the Turning Point, each time a friendly **PHOBOS STRIKE TEAM** operative is activated, during that activation:

- It can ignore the first distance of ○ it travels for a climb, drop or traverse.
- It automatically passes jump tests.
- Add ▲ to its Movement characteristic.
- It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).

AND THEY SHALL KNOW NO FEAR 1CP

Until the end of the Turning Point:

- You can ignore any or all modifiers to the APL of friendly **PHOBOS STRIKE TEAM** operatives.
- Friendly **PHOBOS STRIKE TEAM** operatives are not injured.

DEADLY SHOTS 1CP

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM** operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

TACTICAL PLOYS

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

STEALTH ASSAULT 1CP

Use this Tactical Ploy when a friendly **PHOBOS STRIKE TEAM** operative with a Conceal order that is not within Engagement Range of an enemy operative is activated.

- That operative cannot make shooting attacks during that activation.
- The first time that operative performs a **Fight** action during that activation, in the Resolve Successful Hits step of that combat, the first time you resolve one of your successful hits, you can immediately resolve another of your successful hits.

Designer's Note: *Unless the operative can perform a Charge action while it has a Conceal order (e.g. the Assassin Battle Honour), when it is activated, you will need to change its order to Engage to use this Tactical Ploy.*

TRANSHUMAN PHYSIOLOGY 1CP

Use this Tactical Ploy in the Roll Defence Dice step of a shooting attack, after rolling defence dice for a friendly **PHOBOS STRIKE TEAM** operative. You can retain one of your successful normal saves as a critical save instead.

ONE STEP AHEAD 1CP

Use this Tactical Ploy at the end of the Select a Kill Team step of the mission sequence, after kill teams have been revealed. You can remove one friendly **PHOBOS STRIKE TEAM** operative from your kill team and add a different **PHOBOS STRIKE TEAM** operative to your kill team (adhering to the requirements of selecting your kill team). If both players have this or a similar ability, the Defender resolves this ability first.

ELITE RECONNAISSANCE 1CP

Use this Tactical Ploy at the end of the Scouting step of the mission sequence. Select one of the following (if both players have this or a similar ability, the Defender resolves this ability first):

- You can redeploy up to two friendly **PHOBOS STRIKE TEAM** operatives that are wholly within your drop zone as if it were the Set Up Operatives step of the mission sequence.
- Select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection.

INFILTRATOR COMMSMAN

The Infiltrator Commsman acts as a strategic nexus upon the battlefield, a conduit through which vox-exchanges and intelligence inloads pass like lightning. The presence of such a battle-brother increases the strike team's versatility and swiftness of action.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Comms Array (1AP): Select one other friendly **PHOBOS STRIKE TEAM** operative Visible to this operative. That operative can immediately perform a free 1AP action; it cannot perform an action it has already performed during this Turning Point or an action in which it moves, and it cannot perform that action again during this Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, COMMSMAN



INFILTRATOR HELIX ADEPT

Operating as they do – far behind enemy lines without support – Phobos Strike Teams require the medicae support of Helix Adepts to get wounded battle-brothers back into the fight, and to reclaim the gene-seed of the slain for the Chapter.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

Combat Restoratives: Once per Turning Point, the first time another a friendly **PHOBOS STRIKE TEAM** 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 operative is not incapacitated, has D3 wounds remaining, and if it was a shooting attack, any remaining attack dice are discarded. That 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

Guerrilla Warfare (1AP): See page 37.

Helix Gauntlet (1AP): Select one friendly **PHOBOS STRIKE TEAM** operative Visible to and within ▲ of this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this action if it was revived using the Combat Restoratives ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, MEDIC, INFILTRATOR, HELIX ADEPT



INFILTRATOR SABOTEUR

Carrying a deadly array of melta charges, super-krak munitions and even anti-plant canisters into battle, the Infiltrator Saboteur is well prepared to rig any target for destruction. This task completed, they fall back swiftly before triggering a blast like the Emperor's wrath.



M APL GA

3 ● 3 1

DF SV W

3 3+ 12

NAME	A	BS/WS	D	SR	!
☉ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
☉ Remote explosives	4	2+	5/6	AP1, *Detonate, Silent	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

***Detonate:** If this operative performs a **Shoot** action with this weapon, make a shooting attack against each operative within ■ of the centre of its Saboteur Explosives token with this weapon. When making those shooting attacks, each operative (friendly and enemy) within ■ is a valid target, but when

determining if it is in Cover, treat this operative's Saboteur Explosives token as the active operative. Then remove this operative's Saboteur Explosives token. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action, or if its Saboteur Explosives token is not in the killzone.

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Plant Saboteur Explosives (1AP): Place a Saboteur Explosives token in a location Visible to and within ▲ of this operative. This operative cannot perform this action while within Engagement Range of an enemy operative. If this operative is incapacitated and removed from the killzone, remove its Saboteur Explosives token. This operative can only perform this action once.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, SABOTEUR



INFILTRATOR VETERAN

The most experienced Infiltrator battle-brothers stalk their enemies like armoured gheists, wielding weaponry selected from their Chapter's most rarefied armouries, each one augmented through the careful attentions of master artificers. So-armed, they can act as the nemeses of any foe.



M APL GA

3 ● 3 1

DF SV W

3 3+ 12

NAME	A	BS/WS	D	SR	!
☉ Custom bolt carbine	4	3+	3/4	Custom*	-
✕ Combat blade	4	3+	3/5	-	-

ABILITIES

Omni-scrambler (pg 37)

***Custom:** If this operative is selected for deployment, select up to two of the following special rules or critical hit rules for this weapon to gain for the battle: Balanced, Lethal 5+, No Cover, MW1, P1, Rending.

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, VETERAN



INFILTRATOR VOXBREAKER

The Voxbreaker makes war in both the physical and data-spectral realms. Not only does their specialised equipment allow them to scan and isolate enemy threats, but they can also break into the foe's communications and plunder them for strategic intelligence.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
✖ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

Voxbreak: While an enemy operative is within ◆ of this operative, each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

UNIQUE ACTIONS

Auspex Scan (1AP): Select one enemy operative with a Conceal order within ◆ of this operative, then select one friendly **PHOBOS STRIKE TEAM** ● operative Visible to and within ■ of this operative. Until the end of the Turning Point, that friendly operative treats that enemy operative as if it has an Engage order. This operative cannot perform this action while within Engagement Range of an enemy operative.

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

PHOBOS STRIKE TEAM ●, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, VOXBREAKER



INFILTRATOR WARRIOR

The Infiltrators who fight as part of Phobos Strike Teams are swift and aggressive in thought and deed, even by the standards of their warrior brotherhood. Few foes can long evade their pinpoint volleys or the bone-crushing blows of their armoured fists.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
✖ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

PHOBOS STRIKE TEAM ●, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, WARRIOR



INFILTRATOR SERGEANT

Exemplar to their brothers; strategic and tactical leader of exceptional skill; deadly enemy to the Emperor's foes: the Infiltrator Sergeant must be all of these things, for it is by his words and actions that the Phobos Strike Team stands or falls.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
☉ Marksman bolt carbine	4	2+	3/4	Lethal 5+	-
✖ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within ■ of an enemy operative.

PHOBOS STRIKE TEAM ☉, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, INFILTRATOR, SERGEANT



INCURSOR MARKSMAN

As though the combination of a highly trained Space Marine and a potent mark of bolt carbine were not deadly enough, the Incursor Marksman employs his Divinator-class auspex to precognitively track where his targets will be, then places killing shots accordingly.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Stalker marksman bolt carbine	4	2+	3/4	AP1, Lethal 5+	-
✖ Fists	4	3+	3/4	-	-

ABILITIES

Multi-spectrum Array (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

UNIQUE ACTIONS

Track Target (1AP): Once this Turning Point during an enemy operative's activation, after that enemy operative performs an action, you can interrupt that activation. If you do so, this operative can perform an **Overwatch** action (if it has a Conceal order, change it to an Engage order to do so). It must make that shooting attack against that enemy operative using its stalker marksman bolt carbine (if it is a valid target). If that enemy operative is not incapacitated or revived as a result, finish its activation. This action is treated as a **Shoot** action with a bolt weapon (pg 38) for the purposes of action restrictions, although this operative can perform this action if it has a Conceal order.

PHOBOS STRIKE TEAM ☉, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INCURSOR, MARKSMAN



INCURSOR MINELAYER

Some Incursors carry heavy haywire mines into battle, planting them at pre-cogitated nexuses of probable enemy movement. The electrophantasmic blasts of these weapons can banish machine spirits from enemy wargear and cripple augmetic enhancements.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⊕ Haywire mine	4	2+	2/4	Lethal 5+, No Cover, Proximity*	Interference
⊕ Occulus bolt carbine	4	3+	3/4	No Cover	-
✕ Combat blade	4	3+	3/5	-	-

ABILITIES

Multi-spectrum Array (pg 37)

***Proximity:** The first time an enemy operative moves within ■ of this operative's Haywire Mine token, make a shooting attack against that operative with this weapon (even if this operative is not in the killzone, and ignore all Ballistic Skill modifiers).
When making that shooting attack, that enemy operative is always a valid target. Then remove this operative's Haywire Mine token. An operative cannot make a shooting attack with this weapon by any other means, or if its Haywire Mine token is not in the killzone.

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Plant Haywire Mine (1AP): Place a Haywire Mine token in a location Visible to and within ▲ of this operative. This operative cannot perform this action while within Engagement Range of an enemy operative. This operative can only perform this action once.

Interference: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits:

- The target cannot move any further during this activation.
- Subtract 1 from the remaining action points the target has for this activation (if any). If it's outside of the target's activation, subtract 1 from the number of action points it generates in its next activation. Note that this is not a modifier to the target's APL characteristic.

PHOBOS STRIKE TEAM ●, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INCURSOR, MINELAYER



INCURSOR WARRIOR

Incursors are potent offensive skirmishers. They use oracular auspexes slaved to their occulus bolt carbines to spot enemy targets, even through solid walls. They then press swiftly upon their foes' positions before engaging in bloody, one-sided firefights with the outmanoeuvred enemy.



M	APL	GA
3 ●	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⊕ Occulus bolt carbine	4	3+	3/4	No Cover	-
✕ Combat blade	4	3+	3/5	-	-

ABILITIES

Multi-spectrum Array (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

PHOBOS STRIKE TEAM ●, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INCURSOR, WARRIOR



INCURSOR SERGEANT

Tending towards aggressive and dynamic strategies, Incursor Sergeants lead Phobos Strike Teams in furious covert offensives that leave enemy command structures and logistical chains in tatters, ripe for planetary onslaught by a full-blown Space Marine strike force.



M 3 ● **APL** 3 **GA** 1

DF 3 **SV** 3+ **W** 13

NAME	A	BS/WS	D	SR	!
☉ Oculus bolt carbine	4	2+	3/4	No Cover	-
✕ Combat blade	4	3+	3/5	-	-

ABILITIES

Multi-spectrum Array (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within ■ of an enemy operative.

PHOBOS STRIKE TEAM ●, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, INCURSOR, SERGEANT



REIVER WARRIOR

Bursting from the shadows amidst vox-amplified howls, Reivers fall upon their horrified victims with pistols booming and blades swinging. As their foes reel from the disorienting blasts of their shock grenades, the Reivers make short and bloody work of their victims.



M 3 ● **APL** 3 **GA** 1

DF 3 **SV** 3+ **W** 12

NAME	A	BS/WS	D	SR	!
☉ Bolt carbine	4	3+	3/4	-	-
☉ Special issue bolt pistol	4	3+	3/4	Rng ●, AP1	-
✕ Combat knife	5	3+	4/5	-	-
✕ Fists	4	3+	3/4	-	-

ABILITIES

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Terror (0AP): See page 37.

PHOBOS STRIKE TEAM ●, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, REIVER, WARRIOR



REIVER SERGEANT

Reiver Sergeants are masters of psychological warfare and terror tactics. Their remit is to wield their Phobos Strike Team like a scalpel, slicing apart the tenuous strands of enemy morale until the foe's forces are reduced to a nerveless and broken tangle.



M **APL** **GA**

3 ● 3 1

DF **SV** **W**

3 3+ 13

NAME	A	BS/WS	D	SR	!
⊕ Bolt carbine	4	2+	3/4	-	-
⊕ Special issue bolt pistol	4	2+	3/4	Rng ●, AP1	-
✕ Combat knife	5	2+	4/5	-	-
✕ Fists	4	2+	3/4	-	-

ABILITIES

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Terror (0AP): See page 37.

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within ■ of an enemy operative.

PHOBOS STRIKE TEAM ●, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, REIVER, SERGEANT






EQUIPMENT

PHOBOS STRIKE TEAM operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

GRAPNEL LAUNCHER [1EP]

REIVER operative only. The operative gains the following ability for the battle:


Grapnel Launcher:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3  it travels is 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.

GRAV-CHUTE [2EP]

REIVER operative only. The operative gains the following ability for the battle:



Grav-chute:

- During the mission sequence, after resolving your selected option in the Scouting step, if this operative is wholly within your drop zone, it can perform a Grav-chute insertion. If it does so, you can perform a free **Normal Move** action with this operative. For that action, it has a Movement characteristic of 2  and can **FLY**.
- Each time this operative moves off a Vantage Point, for that move, it can move as though it can **FLY**, so long as it does not move higher than that Vantage Point and ends that move lower than that Vantage Point.

SMOKE GRENADE [3EP]

The operative can perform the following action during the battle:



SMOKE GRENADE 1AP

Place the centre of one Smoke token on a point within  of this operative. That token creates an area of smoke with a  radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is **Obscured if every** Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

SHOCK GRENADE [2EP]

The operative can perform the following action during the battle:

SHOCK GRENADE 1AP


Select one point on the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

FRAG GRENADE [2EP]

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

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules


Rng , Blast , Indirect, Limited

KRAK GRENADE [3EP]

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
Krak grenade	4	3+	4/5

Special Rules


Rng , AP1, Indirect, Limited

THROWING KNIFE [2EP]

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

Name	A	BS	D
Throwing knife	4	3+	2/5

Special Rules

Rng , Limited, Silent

PURITY SEAL [3EP]

The operative gains the following ability for the battle:

Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

PHOBOS STRIKE TEAM SPEC OPS RULES

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

BATTLE HONOURS

Each time a **PHOBOS STRIKE TEAM** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Phobos Strike Team 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).

PHOBOS STRIKE TEAM SPECIALIST

D6	Battle Honour
1	Ghost: Once per battle, this operative can perform the Guerrilla Warfare action (pg 37) for one less action point (to a minimum of OAP).
2	Assassin: This operative can perform the Charge action while it has a Conceal order.
3	Mobile: This operative can perform the Fall Back action for one less action point (to a minimum of OAP).
4	Raider: This operative can perform the Charge action while within Engagement Range of an enemy operative.
5	Guerrilla: For the purposes of the Guerrilla Warfare action (pg 37), this operative cannot perform that action while not within Engagement Range of an enemy operative (instead of ■). ▲
6	Dynamic: Each time this operative is activated, you can ignore any or all modifiers to its APL and Movement characteristics.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **PHOBOS STRIKE TEAM**, 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).

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PHOBOS STRIKE TEAM • SPEC OPS RULES • RARE EQUIPMENT

1. ARTIFICER'S BLADE [3EP]

REIVER or **INCURSOR** operative only. Select a combat knife or combat blade the operative is equipped with. It gains the following improvements for the battle:

- Add 1 to its Critical Damage characteristic.
- It gains the Lethal 5+ special rule.

2. UMBRA SHROUD [3EP]

The operative gains the following ability for the battle:

Umbra Shroud: Each time a shooting attack is made against this operative, in the Roll Attack Dice step of that shooting attack, your opponent must re-roll their critical hits.

3. EXOGHEIST SCRAMBLER [2EP]

INFILTRATOR operative only. The operative gains the following ability for the battle:

Exogheist Scrambler: For the purposes of this operative's Omni-scrambler ability (pg 37), if this operative is in the killzone:

- An enemy operative does not have to be Visible to a friendly operative with the Omni-scrambler ability to be selected.
- This operative counts as two operatives when determining the number of friendly operatives with the Omni-scrambler ability in the killzone at the start of the phase.

4. AERIAL TRACKING AUGUR [3EP]

INFILTRATOR COMMSMAN operative only. The operative gains the following ability for the battle:

Aerial Tracking Augur: Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does so, you can re-roll your dice.

5. ENHANCED OPTIC [2EP]

Select a ranged weapon the operative is equipped with. Change its Ballistic Skill characteristic to 2+ for the battle.

6. REAPER ROUNDS [3EP]

REIVER operative only. Select a special issue bolt pistol the operative is equipped with. It gains the following improvements for the battle:

- It gains the Silent special rule.
- It gains the MW1 critical hit rule.



'AUGUSTAS OF CALTH WROTE THAT A SPACE MARINE IS A LIVING WEAPON, NEEDING NEITHER BLADE NOR FIREARM. I WOULD NEVER DISAGREE WITH SO RENOWNED A MARTIAL SCHOLAR, BUT NEITHER DO I BEGRUDGE THE AID OF THE FINEST BLADES AND FIREARMS I CAN GET.'

- Ultramarines Infiltrator Gaius Varo

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **PHOBOS STRIKE TEAM**, 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.

LODESTAR-CLASS AUSPEX

An ancient and little-seen model of advanced auspex, this device provides the Phobos Strike Team with exceptional strategic inloads, almost the equal of having a voidship scanning the region from on high.

Once per battle, you can do one of the following:

- Use the Elite Reconnaissance Tactical Ploy (pg 38) without spending any Command points.
- In the Strategy phase of the first Turning Point, use the Vanguard Strategic Ploy (pg 38) without spending any Command points.

SHROUD-SKULLS

This small flock of specialised servo-skulls deploy around the kill team's encampment and employ auspex dampers, vox-stummers and electroshrouding incense to conceal it from inquisitive foes.

Once after each battle, you can add 1 to the result of a Casualty or Recovery test.

ENHANCED SURVEILLANCE SYSTEM

This web of data-choral beacons and servo-scrutinary familiars infests the region around the kill team's encampment to warn of approaching foes, giving the Space Marines the chance to turn an enemy ambush into a counteroffensive of their own.

In the Select Drop Zone step of the mission sequence, after rolling off to determine who decides Attacker and Defender, you can re-roll your dice.



REQUISITIONS

In a Spec Ops campaign, if your faction is **PHOBOS STRIKE TEAM**, you can use the following Requisitions in addition to those presented in other sources.

ADAPTATION IN THE FIELD 1RP

Vanguard Space Marines are highly adaptable operatives trained in all aspects of covert warfare. They can adopt new roles with ease.

Purchase this Requisition before or after a game. Remove one **PHOBOS STRIKE TEAM** operative from your dataslate, then add a different **PHOBOS STRIKE TEAM** operative to your dataslate. That new operative has a number of XP equal to the lowest XP of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed an operative that had 20XP, the new operative would have 16XP. It also has the same Battle Scars (if any) of the removed operative.

RAPID RESUPPLY 1RP

Prior to making planetfall, some Phobos Strike Teams seed small servitor-satellites into low orbital trajectories. At a coded signal these units fire equipment reliquaries planetwards, the armoured cases landing at the kill team's location and allowing rapid strategic refit.

Purchase this Requisition before or after a game. Select one of the following:

- Remove one or more items of equipment (excluding rare equipment) from your stash, then add one or more items of equipment (excluding rare equipment) to your stash. The total points worth of the new equipment cannot exceed the points worth of the removed equipment.
- Remove one or more strategic assets from your base of operations, then add one or more strategic assets to your base of operations. You cannot add more than you removed, and you cannot exceed your asset capacity.

SOLEMN OATH 1RP

As part of the warrior culture of their Chapter, many Space Marines swear oaths before their battle-brothers to achieve feats of honour or duty, striving to fulfil them during the conflict that follows.

Purchase this Requisition before a game. Select one **PHOBOS STRIKE TEAM** operative from your dataslate to take an Oath of Moment. Select an Oath of Moment below and make a note of it in the Notes section of that operative's narrative datacard.

- **Valour:** The operative must incapacitate the highest number of enemy operatives in the battle.
- **Duty:** The operative must score you more victory points from the mission objective than any other friendly operative during the battle.
- **Honour:** The operative must be wholly within your opponent's drop zone at the end of the battle.

At the end of a battle, if that operative completed its Oath of Moment, it earns 2XP (this is not affected by a passed Casualty test); alternatively, you can choose for it to fail its Oath of Moment, in which case it suffers the Cerebral Affliction Battle Scar. In either case, it has no longer taken an Oath of Moment. You can only have one operative from your dataslate take an Oath of Moment at once, each operative can only take each Oath of Moment once, and an operative cannot take another Oath of Moment until a different friendly operative completes or fails an Oath of Moment first.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **PHOBOS STRIKE TEAM**, you can select one from those found on the following page instead of selecting one from another source.

TORMENTUS DOCTRINE

The Codex Astartes mandates a dynamic and insidious assault across multiple fronts, undermining the enemy and spreading panic and confusion through their ranks before striking the killing blow.

OPERATION 1: SHOCK AND DESTRUCTION

The kill team must sabotage assets, assassinate enemies and disrupt their plans across an ever shifting front.

Complete five games in which you scored victory points from the 'Shock and Awe', 'Rout' and/or 'Saboteurs' Tac Op.

OPERATION 2: WRATH OF ANGELS

With the enemy reeling from constant assault and their morale collapsing, the kill team descends for the killing blow.

Complete a game in which you scored victory points from the 'Execution' and/or 'Guerrilla Tactics' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can distribute 4XP across the operatives on your dataslate.
- 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.

SCOUT AND SABOTAGE

A priority target has been established and must now face the Emperor's fury. However, to achieve this challenging mission, sufficient intelligence must first be gathered to facilitate a surgical strike through hazardous enemy territory.

OPERATION 1: STRATEGIC SCRYING

Through subtle probing, targeted abductions and auspicious scrying of enemy data-coffers, the kill team must gather the necessary intelligence without overcommitting their forces.

Complete five games in which you scored victory points from the 'Plant Signal Beacon', 'Triangulate' and/or 'Vantage' Tac Op.

OPERATION 2: SABOTAGE STRIKE

With their target identified and its vulnerabilities inloaded, the Phobos Strike Team are ready to launch their pinpoint offensive and reduce the enemy asset to blazing ruin.

Complete a game in which you scored victory points from the 'Sabotage' and/or 'Saboteurs' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative that scored you victory points from the 'Sabotage' and/or 'Saboteurs' Tac Op to earn 6XP. 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 a 'Demolition' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Phobos-armoured Adeptus Astartes and the title of your kill team. It also provides you with ideas with which you can build the character and background of your kill team. If you wish to randomly generate a name for one of your operatives, you need only check which Chapter they belong to – or which Chapter they are successors to, if appropriate – and roll a D6 twice. The first number you roll tells you your Space Marine battle-brother's first name, and the second roll gives you their surname.

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KILL TEAM NAME AND SPACE MARINE NAMES

Space Marines typically name their fighting formations after the senior commanding officer. Thus, Phobos Strike Teams will almost always be named Strike Force, followed by the name of their commanding Sergeant – for example, Strike Force Julianus, Strike Force Doran, Strike Force Gorrvos and so on. On occasion, especially inspirational or feared Phobos Strike Teams have been given epithets by wide-eyed allies or terrified enemies. During the conquest of Jaara, for example, Imperial Fists Strike Team Lythor became known to the Imperial defenders as the Resplendence of Angels. Meanwhile, the heretic hosts of Oghulis VI soon came to fear the Raven Guard strike team they knew only as the Talons. The Space Marines themselves would not employ these nicknames, of course, but through such renown does their legend grow. In order to generate a name for your Phobos Strike Teams, all you need to do is to roll on the naming table below that applies to your chosen Space Marine Chapter, then use your Sergeant's surname as the name of your Strike Team. Whether you or your opponents then feel they have earned a suitably fearsome epithet is up to you.

ULTRAMARINES NAMES

D6	FORENAME	SURNAME
1	Marius	Chronus
2	Agnathio	Tarentus
3	Ollonius	Dysorius
4	Cato	Cassus
5	Titus	Acastian
6	Gaius	Varenius

IMPERIAL FISTS NAMES

D6	FORENAME	SURNAME
1	Lydus	Hagen
2	Darnath	Mirhen
3	Lexandro	Garadon
4	Nereus	Lytanus
5	Tylaeus	Danithor
6	Vorn	Markov

RAVEN GUARD NAMES

D6	FORENAME	SURNAME
1	Ordias	Kaed
2	Kyrin	Solari
3	Vykus	Solaq
4	Tryris	Qeld
5	Navaer	Vaanus
6	Syras	Torvaec

DARK ANGELS NAMES

D6	FORENAME	SURNAME
1	Azkarael	Zaborial
2	Zakael	Azdallon
3	Rhellion	Zacharus
4	Zoreal	Astathor
5	Azathor	Seraphus
6	Nemator	Kaelon

SPACE WOLVES NAMES

D6	FORENAME	SURNAME
1	Gunnar	Ironaxe
2	Ulfrich	Icefang
3	Laars	Orksbane
4	Sven	the Red
5	Wulfgar	Wyrmslayer
6	Erik	Thunderhowl

BLOOD ANGELS NAMES

D6	FORENAME	SURNAME
1	Amareus	Belarius
2	Erasmus	Seraphan
3	Rafael	Moriar
4	Morlaeo	Raneil
5	Leonid	Castivar
6	Faustian	Arteros

SALAMANDERS NAMES

D6	FORENAME	SURNAME
1	Dak'Lyr	K'Gosi
2	Sho'Tan	Jurr
3	Tsu'Gar	Dallor
4	Xavus	Shenn
5	Nubari	Ta'Phor
6	Vorr'n	Rhoshan

IRON HANDS NAMES

D6	FORENAME	SURNAME
1	Arrven	Graevarr
2	Gorloch	Bannus
3	Shorrgol	Lydriik
4	Galorr	Terrek
5	Dorrghun	Korvaan
6	Kaagos	Urloch

WHITE SCARS NAMES

D6	FORENAME	SURNAME
1	Khajog	Gatughan
2	Suberei	Ghol
3	Khoros	Jaghol
4	Jaygor	Kandakh
5	Selgei	Mologhai
6	Jurgah	Ujumm

BASE OF OPERATIONS

D6	LOCATION
1	Impulsors: This kill team employs a formation of Impulsor transport tanks as their base, benefitting from their advanced auspex and vox technologies.
2	Gunships: Prizing rapid-response, this kill team relies upon a squadron of armoured gunships to bear them swiftly into battle and extract them at speed.
3	Shroud-zone: By employing an ancient servo-shroud reliquary, the kill team are able to turn almost any remote locale into a sensor-deadened safe zone.
4	Ever Mobile: This kill team carry everything they need with them, never stopping for more than a few minutes at a time, thus staying ahead of their foes.
5	Deep Wilds: Be it the depths of a jungle, desert or some mountain eyrie, this kill team operate out of the most remote and inhospitable location they can find.
6	Remote Ruin: This kill team have established a base within a blasted fortification, bombed out shrine, fire-blackened spire or similar seemingly lifeless site.

BACKGROUND

D6	HUMBLE ORIGINS
1	Dynamic Strategists: This kill team comprises those renowned for their unconventional tactics and willingness to apply the tenets of the Codex in whatever unorthodox manner is required to secure victory.
2	Predators: Like the Emperor's vengeance made manifest, this kill team single out their prey and track them to the exclusion of all else, single-mindedly hunting them down and eliminating them.
3	Individuals: Some battle-brothers retain a streak of individualism that inevitably leads them toward Phobos Strike Teams and the increased operational freedom they offer, while ironically bonding them more closely with squadmates of a like mind.
4	Spear tip: This kill team have the honour of spearheading a larger Strike Force deployment, making planetfall ahead of their brothers to wreak havoc and gather intelligence.
5	Shockforce: These warriors derive satisfaction from waging high-impact terror campaigns against enemy forces, and display flair for eroding morale.
6	Proving Ground: Either the battle-brothers of this kill team are seeking to expunge a shared shame through daring feats of behind-the-lines battle, or else they stand to gain honour and advancement through their efforts.

SQUAD QUIRK

D6	TRAIT
1	Furious: The warriors of this squad share a highly aggressive approach to their duties, preferring to strike hard and fast, and leave ruin and blood in their wake.
2	Patient Hunters: This kill team observe their enemies before striking, learning habits, determining weak points and waiting for the perfect opportunity.
3	Guerilla Tactics: Hit-and-run warfare typifies this approach, its operatives launching sudden onslaughts then vanishing before the foe can respond.
4	The Calculus of War: Applying a methodical approach, this kill team cogitate the risk of every action and eliminate enemies in priority order.
5	Excrcuiators: In order to gain strategic insight, this kill team prioritize the capture and aggressive interrogation of enemy leaders, strategists and the like.
6	Vengeful: The battle-brothers of this kill team seek to settle some matter of honour, and in doing so take vengeance for a wrong done to their Chapter.

PHOBOS STRIKE TEAM – NARRATIVE DATASLATE

Classificatum Umbra Maximal
authoritas Adeptus Astartes
exceptus absolumnar. Regnum
Imperator Eternum!

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

History

Quirks

Notes

++ NARRATIVE DATACARD ++

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE:

SPECIALISM



BATTLE HONOURS:



BATTLE SCARS:



NOTES:



NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours



Battle Scars



Notes





PHOBOS STRIKE TEAM

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: MOROCH


Page 39, Infiltrator Helix Adept, Combat Restoratives ability

Change the relevant part of the first sentence to read:
'the first time **another** friendly **PHOBOS STRIKE TEAM** operative would be incapacitated'

Page 40, Infiltrator Saboteur, Detonate special rule

Change the second sentence to read:
'When making those shooting attacks, each operative (**friendly and enemy**) within  is a valid target, but when determining if it is in Cover, treat this operative's Saboteur Explosives tokens as the active operative.'


Page 40, Infiltrator Saboteur, Plant Saboteur Explosives action

Change the first sentence to read:
'Place a Saboteur Explosives token **in a location Visible to and** within  of this operative.'

Page 41, Infiltrator Voxbreaker, Voxbreak Action

Change this action to an ability (it doesn't cost any action points).

Page 43, Incursor Minelayer, Proximity special rule


Change the first sentence to read:
'The first time an enemy operative moves within  of this operative's Haywire Mine token, make a shooting attack against that operative with this weapon (even if this operative is not in the killzone, **and ignore all Ballistic Skill modifiers**).'

Page 43, Incursor Minelayer, Haywire mine weapon

Change the Stun critical hit rule to the following:
'Interference: Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits:

- The target cannot move any further during this activation.
- Subtract 1 from the remaining action points the target has for this activation (if any). If it's outside of the target's activation, subtract 1 from the number of action points it generates in its next activation. Note that this is not a modifier to the target's APL characteristic.'

Page 43, Incursor Minelayer, Plant Haywire Mine action

Change the first sentence to read:
'Place a Haywire Mine token **in a location Visible to and** within  of this operative.'

Page 46, Smoke Grenade action

Change the third sentence to read:
'Until the end of the Turning Point, an operative is **Obscured if every** Cover line drawn to it crosses an area of smoke.'

Page 46, Equipment, Shock Grenade

Change the EP cost to '2EP'.

DESIGNER'S COMMENTARY

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

KILL TEAM: MOROCH

*Q: The **INCURSOR MARKSMAN's Track Target** action says 'If that enemy operative is not incapacitated or revived as a result, finish its activation.' What does finish mean?*

A: Your opponent continues with the remainder of the enemy operative's activation.

*Q: Does the **INCURSOR MARKSMAN's Track Target** action allow it to perform **Overwatch** more than once in the same Turning Point?*

A: No.

Q: How do you determine climb distance when using the Grapnel Launcher equipment and the first bullet point of the Vanguard Strategic Ploy?

A: Determine the normal distance, apply Grapnel Launcher, then apply Vanguard. For example, a 2○ climb would instead require ○ with a Grapnel Launcher, then Vanguard would ignore that ○, allowing the operative to ignore the vertical distance of the climb.

Q: How do you determine drop distance when using the Grapnel Launcher equipment and the first bullet point of the Vanguard Strategic Ploy?

A: As above, determine the normal distance, apply Grapnel Launcher, then apply Vanguard (if needed). For example, a ○ drop would be halved to ▲ with a Grapnel Launcher. Drop distances of less than ○ are ignored, so this would allow the operative to use the first bullet point of Vanguard elsewhere during that activation.

*Q: How do you resolve Voxbreak (**VOXBREAKER**) and Umbra Shroud (rare equipment) if they both take effect?*

A: Apply both: your opponent must re-roll critical hits, but they cannot re-roll anything else.

*Q: If I interrupt an enemy operative's activation with **Track Target** (**INCURSOR MARKSMAN**), but then cannot complete the **Overwatch** action (e.g. there are no valid targets, such as if a **NOVITIATE** player uses the *Blinding Aura Act of Faith*), can I interrupt again in the Turning Point? In other words, does **Track Target** remain?*

A: Yes. If you changed the **INCURSOR MARKSMAN's** order to perform the unresolved **Overwatch** action, change it back.

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: MOROCH




PHOBOS STRIKE TEAM

- Can use the following Strategic Ploy:

DEADLY SHOTS

1CP

Until the end of the Turning Point, bolt weapons that friendly **PHOBOS STRIKE TEAM**  operatives are equipped with gain the P1 critical hit rule. This has no effect on weapons that already have the APx special rule or Px critical hit rule respectively.

- **REIVER** operatives' **Terror** action: OAP.
- Change first bullet point of **INCURSOR** operatives' Multi-spectrum Array ability to: 'The intended target cannot be Obscured.'
- **Guerrilla Warfare** and **LEADER** operatives' **Strategise** actions: Change distance requirement to  (instead of .
- Change relevant part of Guerrilla Battle Honour to: 'while not within Engagement Range of an enemy operative' (instead of .
- Add the following to Vanguard Strategic Ploy: 'It can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'

BLOODED

- * **TRAITOR OGRYN** operative: Light terrain and operatives with a Wounds characteristic of 15 or less do not provide Cover for this operative.

