

Stratégie

Utiliser le poids d'un tir à courte portée en coopération avec le tir à longue portée.

→ Lancer un tir à courte portée à l'ennemi.

→ Lancer un tir à longue portée à l'ennemi.

→ Lancer un tir à courte portée à l'ennemi.

→ Lancer un tir à longue portée à l'ennemi.

VANGU

INFLTRATOR WARRIOR

OTEURS

M	APL	GA
3	3	1
DF	SV	W
3	3+	12


Lethal 5+

Fists

Omni-scrambler

Guerrilla Warfare (1AP)

Phobos



M	APL	GA
3	3	1
DF	SV	W
3	3+	12


Marksman bolt carbine

Lethal 5+

Fists

Omni-scrambler

Guerrilla Warfare (1AP)



M	APL	GA
3	3	1
DF	SV	W
3	3+	12


Marksman bolt carbine

Lethal 5+

Fists

Omni-scrambler

Guerrilla Warfare (1AP)



M	APL	GA
3	3	1
DF	SV	W
3	3+	12

Occlusor bolt carbine

No Cover

Combat blade

Multi-spectrum Array

Guerrilla Warfare (1AP)

Stratégie

Utiliser le poids d'un tir à courte portée en coopération avec le tir à longue portée.

→ Lancer un tir à courte portée à l'ennemi.

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→ Lancer un tir à courte portée à l'ennemi.

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VANGU

INFLTRATOR WARRIOR

OTEURS

M	APL	GA
3	3	1
DF	SV	W
3	3+	12

Lethal 5+

Fists

Omni-scrambler

Guerrilla Warfare (1AP)

Phobos

Operative

Phobos

Date: 1.8, DECK:4.1

Operative

Phobos

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Operative

Phobos

Date: 1.8, DECK:4.1

INFILTRATOR SABOTEUR



M APL GA

3 ② 3 1

DF SV W

3 3+ 12

Marksman bolt carbine 4 3+ 3/4

Lethal 5+

Fists 4 3+ 3/4

Remote Explosives 4 2+ 5/6

AP1 Detonate Silent

Omni-scrambler

Detonate

Guerrilla Warfare (1AP)

Plant Saboteur Explosives (1AP): Place a Saboteur Explosives token within ▲ of and Visible to 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.

INFILTRATOR HELIX ADEPT



M APL GA

3 ② 3 1

DF SV W

3 3+ 12

Marksman bolt carbine 4 3+ 3/4

Lethal 5+

Fists 4 3+ 3/4

Omni-scrambler

Guerrilla Warfare (1AP)

Combat Restoratives

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.

INCURSOR MARKSMAN



M APL GA

3 ② 3 1

DF SV W

3 3+ 12

Stalker marksman bolt carbine 4 2+ 3/4

AP1 Lethal 5+

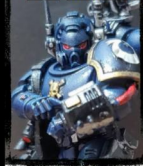
Fists 4 3+ 3/4

Multi-spectrum Array

Guerrilla Warfare (1AP)

Track Target (1AP)

INFILTRATOR COMMSMAN



M APL GA

3 ② 3 1

DF SV W

3 3+ 12

Marksman bolt carbine 4 3+ 3/4

Lethal 5+

Fists 4 3+ 3/4

Omni-scrambler

Guerrilla Warfare (1AP)

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.

Operative

Phobos

Date: 03 2023
FAQ: 1.8, DECK: 4.1

Operative

Phobos

Date: 03 2023
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Operative

Phobos

Date: 03 2023
FAQ: 1.8, DECK: 4.1

Operative

Phobos

Date: 03 2023
FAQ: 1.8, DECK: 4.1

INFILTRATOR SERGEANT



M	APL	GA
3	2	3
1		
DF	SV	W
3	3+	13

Marksman bolt carbine

4

2+

3/4

Lethal 5+

Fists

4

3+

3/4

Omni-scrambler

Guerrilla Warfare (1AP)

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within 3 of an enemy operative.

INCURSOR SERGEANT



M	APL	GA
3	2	3
1		
DF	SV	W
3	3+	13

Occulus bolt carbine

4

2+

3/4

No Cover

Combat blade

4

3+

3/5

Omni-scrambler

Guerrilla Warfare (1AP)

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within 3 of an enemy operative.

REIVER WARRIOR



M	APL	GA
3	2	3
1		
DF	SV	W
3	3+	12

Bolt carbine

4

3+

3/4

Fists

4

3+

3/4

Terror (0AP)

Guerrilla Warfare (1AP)

REIVER WARRIOR



M	APL	GA
3	2	3
1		
DF	SV	W
3	3+	12

Bolt carbine

4

3+

3/4

Fists

4

3+

3/4

Terror (0AP)

Guerrilla Warfare (1AP)

Operative

Phobos

Operative

Phobos

Operative

Phobos

Operative

Phobos

REIVER SERGEANT

M

APL

GA

3 ② 3 1

DF

SV

W

3 3+ 13

Bolt carbine	4	2+	3/4
Fists	4	2+	3/4

Terror (0AP)
Guerrilla Warfare (1AP)
Strategise (1AP): You gain 1CP. This operative cannot perform this action while within 3 of an enemy operative.

REIVER WARRIOR

M

APL

GA

3 ② 3 1

DF

SV

W

3 3+ 13

Special issue bolt pistol	4	3+	3/4
Rng AP1			
Combat blade	5	3+	4/5

Terror (0AP)
Guerrilla Warfare (1AP)

REIVER WARRIOR

M

APL

GA

3 ② 3 1

DF

SV

W

3 3+ 13

Special issue bolt pistol	4	3+	3/4
Rng AP1			
Combat blade	5	3+	4/5

Terror (0AP)
Guerrilla Warfare (1AP)

REIVER WARRIOR

M

APL

GA

3 ② 3 1

DF

SV

W

3 3+ 13

Special issue bolt pistol	4	3+	3/4
Rng AP1			
Combat blade	5	3+	4/5

Terror (0AP)
Guerrilla Warfare (1AP)

Operative

Phobos

Operative

Phobos

Operative

Phobos

Operative

Phobos

REIVER SERGEANT

M

APL

GA

3

2

3

1

DF

SV

W

3

3+

13

Special issue bolt pistol	4	2+	3/4
Rng AP1			
Combat blade	5	2+	4/5

Terror (0AP)
Guerrilla Warfare (1AP)
Strategise (1AP): You gain 1CP. This operative cannot perform this action while within of an enemy operative.

INCURSOR MINELAYER

M

APL

GA

3

2

3

1

DF

SV

W

3

3+

12

Oculus bolt carbine	4	3+	3/4
No Cover			
Combat blade	4	3+	3/5
Haywire Mine	4	2+	2/4
Lethal 5+ No Cover Proximity			

Multi-spectrum Array
Guerrilla Warfare (1AP)
Plant Haywire Mine (1AP): Place a Haywire Mine token within of and Visible to this operative. This operative cannot perform this action while within Engagement Range of an enemy operative. This operative can only perform this action once.

INFILTRATOR VETERAN

M

APL

GA

3

2

3

1

DF

SV

W

3

3+

12

Custom bolt carbine	4	3+	3/4
Custom			
Combat Blade	4	3+	3/5

Omni-scrambler
Guerrilla Warfare (1AP)
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
- Rendering

INFILTRATOR VOXBREAKER

M

APL

GA

3

2

3

1

DF

SV

W

3

3+

12

Marksman bolt carbine	4	3+	3/4
Lethal 5+			
Fists	4	3+	3/4

Omni-scrambler
Guerrilla Warfare (1AP)
Auspex Scan (1AP)
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.

Operative

Photos

Operative

Photos

Operative

Photos

Operative

Photos

(3) GUERRILLA TACTICS

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.

Kill while Concealed

Tac Op

Phobos

FAQ : 1.8, DECK:4.1
Date: Q3 2023

(1) SHOCK AND AWE

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.

Take points off enemy

Tac Op

Phobos

FAQ : 1.8, DECK:4.1
Date: Q3 2023

(2) SABOTEURS

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 3 from the killzone edges, more than 6 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.

Action 2/3 Points

Tac Op

Phobos

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INTERFERENCE

Ability

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.

INCURSOR MINELAYER

Ability

Phobos

FAQ : 1.8, DECK:4.1
Date: Q3 2023

COMBAT RESTORATIVES

Ability

Combat Restoratives: Once per Turning Point, the first time another friendly PHOBOS STRIKE TEAM 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 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 1 of this operative. Subtract 1 from both operatives' APL.

INFILTRATOR HELIX
ADEPT

TRACK TARGET

Ability

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 for the purposes of action restrictions, although this operative can perform this action if it has a Conceal order.

INCURSOR MARKSMAN

AUSPEX SCAN

Ability

Auspex Scan (1AP): Select one enemy operative with a Conceal order within 6 of this operative, then select one friendly PHOBOS STRIKE TEAMS operative Visible to and within 3 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.

INFILTRATOR
VOXBREAKER

CUSTOM CARBINE

Ability

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

Custom: Balanced

Ability

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Ability

Phobos

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Ability

Phobos

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Ability

Phobos

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CUSTOM CARBINE

Ability

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
- Rendering

Custom: Lethal 5+

CUSTOM CARBINE

Ability

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
- Rendering

Custom: No Cover

CUSTOM CARBINE

Ability

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
- Rendering

Custom: MW1

CUSTOM CARBINE

Ability

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
- Rendering

Custom: P1

Ability

Phobos

Ability

Phobos

Ability

Phobos

Ability

Phobos

CUSTOM CARBINE

Ability

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

Custom: Rending

BOLTER DISCIPLINE

Strategic

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.

Shoot x2

SHOCK ASSAULT

Strategic

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.

Fight x2

VANGUARD

Strategic

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 ② 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).

Move fast

Ability

Phobos

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Strategic

Phobos

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Strategic

Phobos

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Strategic

Phobos

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AND THEY SHALL KNOW NO FEAR

Strategic

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.

Not Wounded

DEADLY SHOTS

Strategic

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.

Gain P1

STEALTH ASSAULT

Tactical

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.

Hit x2

TRANSHUMAN PHYSIOLOGY

Tactical

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.

Normal to Crit Save

Strategic

Phobos

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Strategic

Phobos

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Tactical

Phobos

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Tactical

Phobos

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ONE STEP AHEAD

Tactical

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.

Swap Operative

ELITE RECONNAISSANCE

Tactical

1 CP

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.

Forward Deploy + Scout

DETONATE

Ability

***Detonate:** If this operative performs a Shoot action with this weapon, make a shooting attack against each operative within **3** of the centre of its Saboteur Explosives token with this weapon. When making those shooting attacks, each operative (friendly and enemy) within **3** 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.

INFILTRATOR SABOTEUR

PROXIMITY

Ability

Proximity: The first time an enemy operative moves within **3** 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.

INCURSOR MINELAYER

Tactical

Phobos

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Tactical

Phobos

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Ability

Phobos

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Ability

Phobos

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FRAG GRENADE

Max: 1

2EP

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

Frag grenade	4	3+	2/3
Rng	Blast	Indirect	Limited

KRAK GRENADE

Max: 1

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:

Krak grenade	4	3+	4/5
Rng	AP1	Indirect	Limited

THROWING KNIFE

Max: 1

2EP

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

Throwing knife	4	3+	2/5
Rng	Silent	Limited	

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 without spending any CP.

Reroll

Equipment

Photos

Equipment

Photos

Equipment

Photos

Equipment

Photos

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 ② it travels is counted as ② 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.

Climb Easy

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 ② it travels is counted as ② 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.

Climb Easy

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 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.

Forward Deploy + Glide

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 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.

Forward Deploy + Glide

Equipment

Photos

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Equipment

Photos

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Equipment

Photos

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Equipment

Photos

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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 ④ of this operative. That token creates an area of smoke with a ② 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.

Area Obscure

SHOCK GRENADE

3EP

The operative can perform the following action during the battle:
SHOCK GRENADE 1AP:Select one point on the killzone within ④ of this operative. Roll one D6 for each operative within ② 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.

Area APL-

PHOBOS STRIKE TEAM

Seek and Destroy, Infiltration, Recon
1 leader and 5 operatives

INFILTRATOR SERGEANT
INCURSOR SERGEANT
REIVER SERGEANT
INFILTRATOR COMMSMAN
INFILTRATOR HELIX ADEPT
INFILTRATOR SABOTEUR
INFILTRATOR VETERAN
INFILTRATOR VOXBREAKER
INFILTRATOR WARRIOR
INCURSOR MARKSMAN
INCURSOR MINELAYER
INCURSOR WARRIOR
REIVER WARRIOR

MULTI-SPECTRUM ARRAY

Faction Ability

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

- The intended target cannot be Obscured.
- Areas of smoke (e.g. smoke grenade) have no effect.

Equipment

Phobos

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Equipment

Phobos

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Team

Phobos

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Abilities

Phobos

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Datafile: Q3 2023

OMNI-SCRAMBLER

Faction Ability

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.

GUERRILLA WARFARE

Faction Ability

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 3 of an enemy operative.

SABOTEURS

Faction Ability

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 1 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

Faction Ability

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 2 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.

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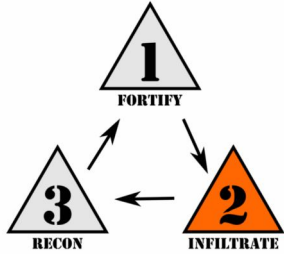
INFILTRATE

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



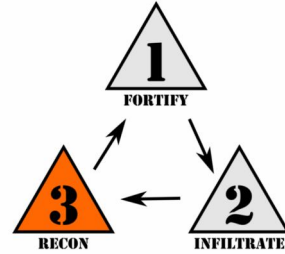
RECON

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



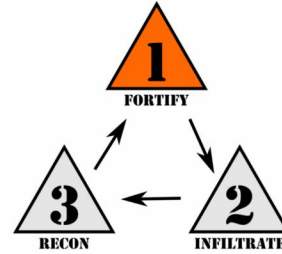
FORTIFY

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

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Scouting

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Matched

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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
			2
			3
	1	2	
	2	3	
	3	4	

PHIL TEAM

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Matched

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Scorecard

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Credits

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