

PHOBOS STRIKE TEAM

FACTION RULE

OMNI-SCRAMBLER

Backpack-mounted omni-scramblers serve to disrupt enemy communications.

STRATEGIC GAMBIT if a friendly **INFILTRATOR** operative is in the killzone. Select one enemy operative visible to a friendly **INFILTRATOR** operative, or within 6" of a friendly **VOXBREAKER** operative. In the Firefight phase of this turning point, that enemy operative cannot be activated or perform actions until one of the following is true:

- Your opponent has activated a number of enemy operatives equal to the number of friendly **INFILTRATOR** operatives in the killzone when this **STRATEGIC GAMBIT** was used.
- It's the last enemy operative to be activated.

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TERROR

Dedicated terror troops, Space Marine Reivers utilise skull masks, shock grenades and vox-enhanced roars to terrify their victims.

Whenever an enemy operative is within 3" of friendly **REIVER** operatives, your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions.


Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of friendly **REIVER** operatives. Note this isn't a change to the APL stat, so any changes are cumulative with this.


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ASTARTES

These genetically modified superhumans are made for one purpose: war.

During each friendly **PHOBOS STRIKE TEAM ** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt weapon must be selected for at least one of them. A bolt weapon is any ranged weapon that includes 'bolt' in its name, e.g. marksman bolt carbine, special issue bolt pistol, etc.

Each friendly **PHOBOS STRIKE TEAM ** operative can counteract regardless of its order.

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FACTION RULE

MULTI-SPECTRUM ARRAY

Feeding into the auto-senses of the bearer's armour, the multi-spectrum array's powerful augurs help to reveal hidden foes.

Whenever a friendly **INCURSOR** operative is shooting, enemy operatives cannot be obscured.



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MARKER/TOKEN GUIDE



Omni-
scrambler
token



Vanguard
token



Tactical
Advantage
token



Explosives
marker



Medic token



Haywire
Mine marker



Remote
Detonator
token



Purity Seals
token



Auspex Scan
token



Special Issue
Ammunition
token