

# PHOBOS STRIKE TEAM<sup>SM</sup>

# STRATEGY PLOY

## GUERRILLA WARFARE

Phobos Strike Teams utilise stealth and ambush tactics to overwhelm their foes, striking when least expected.

Friendly **PHOBOS STRIKE TEAM<sup>SM</sup>** operatives can perform the following unique action:

### GUERRILLA WARFARE

1 AP

- ▶ Change this operative's order.
- ◆ An operative cannot perform this action while within control range of an enemy operative.

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## AND THEY SHALL KNOW NO FEAR

Space Marines possess superhuman courage and are utterly unflinching in the face of terrifying horrors and overwhelming odds.

You can ignore any changes to the stats of friendly **PHOBOS STRIKE TEAM<sup>SM</sup>** operatives from being injured (including their weapons' stats).



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## DEADLY SHOTS

Space Marines spend countless hours perfecting their marksmanship.

Whenever a friendly **PHOBOS STRIKE TEAM<sup>SM</sup>** operative is shooting during an activation in which it hasn't performed the **Charge**, **Fall Back** or **Reposition** action, or against an operative that isn't in cover and is more than 6" from it, that friendly operative's ranged weapons have the Balanced weapon rule. Note that for the first requirement, that operative isn't restricted from performing those actions after shooting.

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## LETHAL ASSAULTS

Space Marine warriors strike down their foes with incredible power and precision.

Whenever a friendly **PHOBOS STRIKE TEAM<sup>SM</sup>** operative is fighting, its melee weapons have the Balanced weapon rule. If that friendly operative is doing so during an activation in which it performed the **Charge** action, its melee weapons also have the Lethal 5+ weapon rule.

