

PHOBOS STRIKE TEAM[©]

FACTION EQUIPMENT

PURITY SEALS

Awarded by the Chapter's Chaplains, purity seals are inscribed with blessings and inspire the bearer to fight with increased vigour.

Once per turning point, when a friendly **PHOBOS STRIKE TEAM[©]** operative is shooting, fighting or retaliating, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

PHOBOS STRIKE TEAM



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ADDITIONAL UTILITY GRENADES

Some Space Marines opt to carry additional smoke grenades, shock grenades and other forms of hand-held explosives.

This equipment allows you to select four utility grenades from the utility grenades equipment (see universal equipment). You cannot also select that equipment as normal (i.e. to give you six).

PHOBOS STRIKE TEAM[®]

FACTION EQUIPMENT

COMBAT BLADES

These blades are tough, thick and possess a razor-sharp cutting edge.

Friendly **PHOBOS STRIKE TEAM[®]** operatives have the following melee weapon:

NAME	ATK	HIT	DMG
➡ Combat blade	5	3+	3/4

PHOBOS STRIKE TEAMSM

FACTION EQUIPMENT

SPECIAL ISSUE AMMUNITION

Space Marine bolt weapons can be loaded with a variety of special ammunition.

Once per turning point, when a friendly **PHOBOS STRIKE TEAMSM** operative is performing the **Shoot** action and you select a bolt carbine, marksman bolt carbine or oculus bolt carbine, you can use this rule. If you do, until the end of the turning point, that weapon has the Piercing 1 weapon rule.