

# PHOBOS STRIKE TEAM

## FIREFIGHT PLOY

### PATIENT AMBUSH

A Phobos Strike Team may lay in wait for hours, days or even weeks before launching an assault upon an unsuspecting enemy.

Use this firefight ploy when it's your turn to activate a friendly operative. You can skip that activation.



# PHOBOS STRIKE TEAM💀

## FIREFIGHT PLOY

### CRITICAL SHOT

A well-placed bolt round can fell even the most resilient of foes.

Use this firefight ploy when you resolve a critical success for a friendly **PHOBOS STRIKE TEAM💀** operative that's shooting with a bolt weapon. Inflict D3 additional damage.




# PHOBOS STRIKE TEAM

## FIREFIGHT PLOY

### TRANSHUMAN PHYSIOLOGY

The genetically modified physiology of a Space Marine is capable of resisting wounds that would kill a lesser being.


Use this firefight ploy when an operative is shooting a friendly **PHOBOS STRIKE TEAM ** operative, in the Roll Defence Dice step. You can retain one of your normal successes as a critical success instead.

# PHOBOS STRIKE TEAM

## FIREFIGHT PLOY

### STEALTH ASSAULT

The silenced servos of Phobos-pattern power armour allow a Space Marine to strike swiftly and overwhelm a surprised foe.

Use this firefight ploy when a friendly **PHOBOS STRIKE TEAM**  operative that has a Conceal order is activated, is given an Engage order, performs the **Charge** and then the **Fight** action, and you're resolving your first attack dice from this activation. After doing so, you can immediately resolve another of your attack dice (before your opponent). The operative cannot have performed any other actions during this activation (but can do so after resolving this ploy).