



INFILTRATOR SERGEANT



APL **3** MOVE **7"** SAVE **3+** WOUNDS **13**

NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Fists	4	3+	3/4	-

Tactical Advantage: You can do each of the following once per battle:

- After rolling-off to decide initiative, if this operative is in the killzone, you can re-roll your dice.
- You can use a firefight ploy for OCP if this is the specified **PHOBOS STRIKE TEAM** operative (including Command Re-roll if the attack or defence dice was rolled for this operative), or the Patient Ambush firefight ploy for OCP if this operative is ready and not within control range of enemy operatives.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, LEADER, INFILTRATOR, SERGEANT 32

INFILTRATOR COMMSMAN



APL **3** MOVE **7"** SAVE **3+** WOUNDS **12**

NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Fists	4	3+	3/4	-

Strategic Oversight: In the Ready step of each Strategy phase, when you gain CP, if this operative is in the killzone and isn't within control range of enemy operatives, you can use this rule. If you do, roll one D6: on a 4+, you gain one additional CP.

Comms Array: Once per turning point, during a friendly **PHOBOS STRIKE TEAM** operative's activation or counteraction, before or after it performs an action, if this operative is in the killzone, you can change one strategy ploy you've used this turning point (it doesn't cost you any CP to do so).

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, INFILTRATOR, COMMSMAN 32

INFILTRATOR HELIX ADEPT



APL **3** MOVE **7"** SAVE **3+** WOUNDS **12**

NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Fists	4	3+	3/4	-

Medic: The first time during each turning point that another friendly **PHOBOS STRIKE TEAM** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has D3 wounds remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ▶

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, MEDIC, INFILTRATOR, HELIX ADEPT 32

INFILTRATOR HELIX ADEPT



APL **3** MOVE **7"** SAVE **3+** WOUNDS **12**

HELIX GAUNTLET

1AP

► Select one friendly **PHOBOS STRIKE TEAM** operative within this operative's control range to regain up to D3+3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.



INFILTRATOR SABOTEUR



APL ▼3 MOVE 7" SAVE 3+ WOUNDS 12

NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Remote detonator	4	2+	5/6	Heavy (Dash only), Limited 1, Piercing 1, Silent, Detonate*
Fists	4	3+	3/4	-

Plant Explosives: This operative is carrying your Explosives marker. It can perform the **Pick Up Marker** action on that marker, and whenever it performs the **Place Marker** action on that marker, it can immediately perform a free **Dash** action.

***Detonate:** Don't select a valid target. Instead, shoot against each operative within 2" of your Explosives marker, unless Heavy terrain is wholly intervening between that operative and that marker. Each of those operatives cannot be in cover or obscured. Roll each sequence separately in an order of your choice. This weapon cannot be selected if your Explosives marker isn't in the killzone. At the end of the action, remove your Explosives marker from the killzone.

PHOBOS STRIKE TEAM®, IMPERIUM, ADEPTUS ASTARTES, INFILTRATOR, SABOTEUR

(32)

INFILTRATOR VETERAN



APL ▼3 MOVE 7" SAVE 3+ WOUNDS 12

NAME	ATK	HIT	DMG	WR
Custom bolt carbine	4	3+	3/4	Custom*
Fists	4	3+	3/4	-

***Custom:** At the end of the Select Operatives step, if this operative is selected for deployment, select up to two of the following weapon rules for this weapon to have for the battle: Balanced, Lethal 5+, Piercing Crits 1, Rending, Saturate.

PHOBOS STRIKE TEAM®, IMPERIUM, ADEPTUS ASTARTES, INFILTRATOR, VETERAN

(32)

INFILTRATOR VOXBREAKER



APL ▼3 MOVE 7" SAVE 3+ WOUNDS 12

NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Fists	4	3+	3/4	-

Voxbreak: Whenever an enemy operative is within 6" of this operative, your opponent cannot re-roll their attack or defence dice for that operative.

AUSPEX SCAN

1AP

► Until the start of this operative's next activation or until it's incapacitated (whichever comes first), whenever a friendly PHOBOS STRIKE TEAM® operative is shooting an enemy operative within 8" of this operative, that enemy operative cannot be obscured; if that friendly operative is an INCURSOR, its ranged weapons also have the Seek Light weapon rule.

◆ This operative cannot perform this action while within control range of an enemy operative.

PHOBOS STRIKE TEAM®, IMPERIUM, ADEPTUS ASTARTES, INFILTRATOR, VOXBREAKER

(32)

INFILTRATOR WARRIOR



APL ▼3 MOVE 7" SAVE 3+ WOUNDS 12

NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Fists	4	3+	3/4	-

Vanguard: Once per turning point, one friendly PHOBOS STRIKE TEAM® operative with this rule can perform the **Pick Up Marker** or a mission action for 1 less AP.

PHOBOS STRIKE TEAM®, IMPERIUM, ADEPTUS ASTARTES, INFILTRATOR, WARRIOR

(32)



INCURSOR SERGEANT



APL **3** MOVE **7"** SAVE **3+** WOUNDS **13**

NAME	ATK	HIT	DMG	WR
☰ Occulus bolt carbine	4	3+	3/4	Saturate
➡ Fists	4	3+	3/4	-

Tactical Advantage: You can do each of the following once per battle:

- After rolling-off to decide initiative, if this operative is in the killzone, you can re-roll your dice.
- You can use a firefight ploy for OCP if this is the specified **PHOBOS STRIKE TEAM** operative (including Command Re-roll if the attack or defence dice was rolled for this operative), or the Patient Ambush firefight ploy for OCP if this operative is ready and not within control range of enemy operatives.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, LEADER, INCURSOR, SERGEANT

(32)

INCURSOR MARKSMAN



APL **3** MOVE **7"** SAVE **3+** WOUNDS **12**

NAME	ATK	HIT	DMG	WR
☰ Stalker marksman bolt carbine	4	2+	3/4	Lethal 5+, Piercing 1
➡ Fists	4	3+	3/4	-

Track Target: This operative can perform the **Guard** action regardless of the killzone (see close quarters rules, *Kill Team Core Book*). It can perform the **Guard** action while it has a Conceal order, but when you perform the free **Shoot** or **Fight** action during the interruption, you must change its order to Engage.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, INCURSOR, MARKSMAN

(32)

INCURSOR MINELAYER



APL **3** MOVE **7"** SAVE **3+** WOUNDS **12**

NAME	ATK	HIT	DMG	WR
☰ Occulus bolt carbine	4	3+	3/4	Saturate
➡ Fists	4	3+	3/4	-

Haywire Mine: This operative is carrying your Haywire Mine marker. It can perform the **Pick Up Marker** action on that marker, but that marker cannot be placed within an enemy operative's control range (if this operative is incapacitated while carrying that marker and that marker cannot be placed, it's removed with this operative).

Proximity Mine: The first time your Haywire Mine marker is within another operative's control range, remove that marker, subtract 1 from that operative's APL stat until the end of its next activation, and inflict 2D3+3 damage on it; if it isn't incapacitated, end its action (if any), even if that action's effects aren't fulfilled. If it cannot be placed, move it the minimum amount to do so. Note that this operative is ignored for these effects (i.e. it cannot set it off or take damage from that marker).

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, INCURSOR, MINELAYER

(32)

INCURSOR WARRIOR



APL **3** MOVE **7"** SAVE **3+** WOUNDS **12**

NAME	ATK	HIT	DMG	WR
☰ Occulus bolt carbine	4	3+	3/4	Saturate
➡ Fists	4	3+	3/4	-

Vanguard: Once per turning point, one friendly **PHOBOS STRIKE TEAM** operative with this rule can perform the **Pick Up Marker** or a mission action for 1 less AP.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, INCURSOR, WARRIOR

(32)



REIVER SERGEANT



APL **3** MOVE **7"** SAVE **3+** WOUNDS **13**

NAME	ATK	HIT	DMG	WR
Bolt carbine	4	3+	3/4	Accurate 1
Special issue bolt pistol	4	3+	3/4	Range 8", Piercing 1
Combat knife	5	3+	4/5	-
Fists	4	3+	3/4	-

Grav-chute and Grapnel Launcher: Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance.

Tactical Advantage: You can do each of the following once per battle:

- After rolling-off to decide initiative, if this operative is in the killzone, you can re-roll your dice.
- You can use a firefight ploy for OCP if this is the specified **PHOBOS STRIKE TEAM** operative (including Command Re-roll if the attack or defence dice was rolled for this operative), or the Patient Ambush firefight ploy for OCP if this operative is ready and not within control range of enemy operatives.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, LEADER, REIVER, SERGEANT

(32)

REIVER WARRIOR



APL **3** MOVE **7"** SAVE **3+** WOUNDS **12**

NAME	ATK	HIT	DMG	WR
Bolt carbine	4	3+	3/4	Accurate 1
Special issue bolt pistol	4	3+	3/4	Range 8", Piercing 1
Combat knife	5	3+	4/5	-
Fists	4	3+	3/4	-

Grav-chute and Grapnel Launcher: Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance.

Vanguard: Once per turning point, one friendly **PHOBOS STRIKE TEAM** operative with this rule can perform the Pick Up Marker or a mission action for 1 less AP.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, REIVER, WARRIOR

(32)

NOTES:

NOTES:



PHOBOS STRIKE TEAM KILL TEAM

ARCHETYPES: INFILTRATION, RECON

OPERATIVES

↳ 1 PHOBOS STRIKE TEAM[•] operative selected from the following list:

- INFILTRATOR SERGEANT
- INCURSOR SERGEANT
- REIVER SERGEANT with one of the following options:
 - Special issue bolt pistol; combat knife
 - Bolt carbine; fists

↳ 5 PHOBOS STRIKE TEAM[•] operatives selected from the following list:

- INFILTRATOR COMMSMAN
- INFILTRATOR HELIX ADEPT
- INFILTRATOR SABOTEUR
- INFILTRATOR VETERAN
- INFILTRATOR VOXBREAKER
- INFILTRATOR WARRIOR
- INCURSOR MARKSMAN
- INCURSOR MINELAYER

CONTINUES ON OTHER SIDE ►

INCURSOR WARRIOR

• REIVER WARRIOR with one of the following options:

- Special issue bolt pistol; combat knife
- Bolt carbine; fists

Other than WARRIOR operatives, your kill team can only include each operative on this list once.

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 following Firefight phase, 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.

PHOBOS STRIKE TEAM[•] FACTION RULE

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.



PHOBOS STRIKE TEAM[©] FACTION RULE

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.

PHOBOS STRIKE TEAM[©] 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.

PHOBOS STRIKE TEAM[©] 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

PHOBOS STRIKE TEAM[©] STRATEGY PLOY

GUERRILLA WARFARE

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

Friendly PHOBOS STRIKE TEAM[©] operatives can perform the following unique action:

GUERRILLA WARFARE 1AP

► Change this operative's order.

◆ An operative cannot perform this action while within control range of an enemy operative.



PHOBOS STRIKE TEAM[•] STRATEGY PLOY

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[•] operatives from being injured (including their weapons' stats).

PHOBOS STRIKE TEAM[•] STRATEGY PLOY

DEADLY SHOTS

Space Marines spend countless hours perfecting their marksmanship.

Whenever a friendly PHOBOS STRIKE TEAM[•] 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.

PHOBOS STRIKE TEAM[•] STRATEGY PLOY

LETHAL ASSAULTS

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

Whenever a friendly PHOBOS STRIKE TEAM[•] 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.

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).

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[•] FACTION EQUIPMENT

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 TEAM[•] 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 TEAM[•] 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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- One of your Ammo Cache markers the active operative controls is used during this turning point.
- Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.



UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.



UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

☰ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

☰ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►



Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTKYN SALVAGER**, **FLY, MANDRAKE**, **SHADOW PASSAGE**).
 - Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
 - ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

SMOKE GRENADE 1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

NOTES:



PHOBOS STRIKE TEAM: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

JULY '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

STRATEGY PLOYS, DEADLY SHOTS

Relevant part of first sentence changed to read:

'[...] 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.'

PREVIOUS ERRATAS

REIVER SERGEANT & REIVER WARRIOR OPERATIVES, GRAV-CHUTE AND GRAPNEL LAUNCHER RULE

Relevant part of first sentence changed to read:

'Whenever this operative is climbing up, you can treat the vertical distance as [...]'

HELIX ADEPT OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly **PHOBOS STRIKE TEAM** operative would be **incapacitated** while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has D3 wounds remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can then immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.'

PHOBOS STRIKE TEAM OPERATIVES

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Masters of stealth and subterfuge, Phobos Strike Teams consist of Space Marine Infiltrators, Incursors and Reivers. Possessed of transhuman strength and equipped with a range of explosives, communications equipment and precise weaponry, they are capable of outmanoeuvring and overwhelming enemy forces many times their own size.

INFILTRATOR SERGEANT

Exemplar to their brothers; strategic and tactical leader of exceptional skill; deadly enemy to the Emperor's foes: the Infiltrator Sergeant must be all of these things, for it is by his words and actions that the Phobos Strike Team stands or falls.

INFILTRATOR COMMSMAN

The Infiltrator Commsman acts as a strategic nexus upon the battlefield, a conduit through which vox-exchanges and intelligence inloads pass like lightning. The presence of such a battle-brother increases the strike team's versatility and swiftness of action.

INFILTRATOR HELIX ADEPT

Operating as they do – far behind enemy lines without support – Phobos Strike Teams require the medicae support of Helix Adepts to get wounded battle-brothers back into the fight, and to reclaim the gene-seed of the slain for the Chapter.

INFILTRATOR SABOTEUR

Carrying a deadly array of melta charges, super-krak munitions and even anti-plant canisters into battle, the Infiltrator Saboteur is well prepared to rig any target for destruction. This task completed, they fall back swiftly before triggering a blast like the Emperor's wrath.

INFILTRATOR VETERAN

The most experienced Infiltrator battle-brothers stalk their enemies like armoured gheists, wielding weaponry selected from their Chapter's most rarefied armouries, each one augmented through the careful attentions of master artificers. So-armed, they can act as the nemeses of any foe.

INFILTRATOR VOXBREAKER

The Voxbreaker makes war in both the physical and data-spectral realms. Not only does their specialised equipment allow them to scan and isolate enemy threats, but they can also break into the foe's communications and plunder them for strategic intelligence.

INFILTRATOR WARRIOR

The Infiltrators who fight as part of Phobos Strike Teams are swift and aggressive in thought and deed, even by the standards of their warrior brotherhood. Few foes can long evade their pinpoint volleys or the bone-crushing blows of their armoured fists.

INCURSOR SERGEANT

Tending towards aggressive and dynamic strategies, Incursor Sergeants lead Phobos Strike Teams in furious covert offensives that leave enemy command structures and logistical chains in tatters, ripe for planetary onslaught by a full-blown Space Marine strike force.

INCURSOR MARKSMAN

As though the combination of a highly trained Space Marine and a potent mark of bolt carbine were not deadly enough, the Incursor Marksman employs his Divinator-class auspex to precognitively track where his targets will be, then places killing shots accordingly.

INCURSOR MINELAYER

Some Incursors carry heavy haywire mines into battle, planting them at pre-cogitated nexuses of probable enemy movement. The electrophantasmic blasts of these weapons can banish machine spirits from enemy wargear and cripple augmetic enhancements.



INCURSOR WARRIOR

Incursors are potent offensive skirmishers. They use oracular auspices slaved to their oculuss bolt carbines to spot enemy targets, even through solid walls. They then press swiftly upon their foes' positions before engaging in bloody, one-sided firefights with the outmanoeuvred enemy.

REIVER SERGEANT

Reiver Sergeants are masters of psychological warfare and terror tactics. Their remit is to wield their Phobos Strike Team like a scalpel, slicing apart the tenuous strands of enemy morale until the foe's forces are reduced to a nerveless and broken tangle.

REIVER WARRIOR

Bursting from the shadows amidst vox-amplified howls, Reivers fall upon their horrified victims with pistols booming and blades swinging. As their foes reel from the disorienting blasts of their shock grenades, the Reivers make short and bloody work of their victims.

'YOU SAY WE ARE BUT A HANDFUL OF WARRIORS FACING AN ARMY OF HERETICS. THAT WE CANNOT OVERCOME SUCH NUMBERS. WHAT YOU FAIL TO UNDERSTAND IS THAT EVERY SPACE MARINE IS AN ARMY IN HIS OWN RIGHT.'

- Infiltrator Sergeant Justarian

PHOBOS STRIKE TEAM KILL TEAM



Below you will find a list of the operatives that make up a **PHOBOS STRIKE TEAM** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ↳ 1 **PHOBOS STRIKE TEAM** operative selected from the following list:
 - **INFILTRATOR SERGEANT**
 - **INCURSOR SERGEANT**
 - **REIVER SERGEANT** with one of the following options:
 - Special issue bolt pistol; combat knife
 - Bolt carbine; fists

- ↳ 5 **PHOBOS STRIKE TEAM** operatives selected from the following list:
 - **INFILTRATOR COMMSMAN**
 - **INFILTRATOR HELIX ADEPT**
 - **INFILTRATOR SABOTEUR**
 - **INFILTRATOR VETERAN**
 - **INFILTRATOR VOXBREAKER**
 - **INFILTRATOR WARRIOR**
 - **INCURSOR MARKSMAN**
 - **INCURSOR MINELAYER**
 - **INCURSOR WARRIOR**
 - **REIVER WARRIOR** with one of the following options:
 - Special issue bolt pistol; combat knife
 - Bolt carbine; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



INFILTRATION



RECON

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

INFILTRATOR SERGEANT



INCURSOR SERGEANT



REIVER SERGEANT



The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



INFILTRATOR COMMSMAN

Marksman bolt carbine

Comms array



INFILTRATOR HELIX ADEPT

Marksman bolt carbine



INFILTRATOR SABOTEUR

Marksman bolt carbine

Remote detonator



'YOU WILL NOT HEAR OUR APPROACH, FOR WE ARE SILENT AS SHADOWS. YOU WILL NOT SEE US AS WE CLOSE ABOUT YOU LIKE A NOOSE. YOU WILL NOT KNOW OF OUR ONSET UNTIL WE WISH YOU TO, AND BY THEN IT WILL BE FAR TOO LATE...'

- Infiltrator Sergeant Subarak,
of the White Scars Chapter

INFILTRATOR VETERAN

Custom bolt carbine



INFILTRATOR VOXBREAKER

Marksman bolt carbine

Auspeax



INFILTRATOR WARRIOR**INCURSOR MARKSMAN**

'AUGUSTAS OF CALTH WROTE THAT A SPACE MARINE IS A LIVING WEAPON, NEEDING NEITHER BLADE NOR FIREARM. I WOULD NEVER DISAGREE WITH SO RENOWNED A MARTIAL SCHOLAR, BUT NEITHER DO I BEGRUDGE THE AID OF THE FINEST BLADES AND FIREARMS I CAN GET.'

- Ultramarines Infiltrator Gaius Varo

INCURSOR MINELAYER**INCURSOR WARRIOR****REIVER WARRIOR**