

PHOBOS STRIKE TEAM

STRATEGY PLOYS

GUERRILLA WARFARE

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.

AND THEY SHALL KNOW NO FEAR

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

DEADLY SHOTS

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.

LETHAL ASSAULTS

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.

FIREFIGHT PLOYS

PATIENT AMBUSH

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

CRITICAL SHOT

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.

TRANSHUMAN PHYSIOLOGY

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.

STEALTH ASSAULT

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).

OPERATIVES

ARCHETYPE: INFILTRATION / RECON

- 1 **PHOBOS STRIKE TEAM** operative selected from the following list:
 - **INFILTRATOR SERGEANT** with fists and marksman bolt carbine
 - **INCURSOR SERGEANT** with combat blade and oculus bolt carbine
 - **REIVER SERGEANT** equipped 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** equipped 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 above once.

FACTION RULES

OMNI-SCRAMBLER

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.

TERROR

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.

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.

ASTARTES

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.

FACTION EQUIPMENT

PURITY SEALS

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.

ADDITIONAL UTILITY GRENADES

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).

COMBAT BLADES

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

	A	HT	D	WR
X Combat blade	5	3+	3/4	-

SPECIAL ISSUE 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.

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INFILTRATOR SERGEANT	APL 3	MV 7"	SV 3+	W 13
A	HT	D	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:

- When rolling-off to decide initiative, if in the killzone, you can re-roll your dice.
- You can use a firefight play 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 play for OCP if this operative is ready and not within control range of enemy operatives.

INCURSOR SERGEANT	APL 3	MV 7"	SV 3+	W 13
A	HT	D	WR	
⊕ Oculus bolt carbine	4	3+	3/4	Saturate
✕ Fists	4	3+	3/4	-

Tactical Advantage: See **INFILTRATOR SERGEANT** above.

REIVER SERGEANT	APL 3	MV 7"	SV 3+	W 13
A	HT	D	WR	
⊕ Bolt carbine	4	3+	3/4	Accurate 1
⊕ Special issue bolt pistol	4	3+	3/4	Rng 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: See **INFILTRATOR SERGEANT** above.

INFILTRATOR COMMSMAN	APL 3	MV 7"	SV 3+	W 12
A	HT	D	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 not 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).

INFILTRATOR HELIX ADEPT	APL 3	MV 7"	SV 3+	W 12
A	HT	D	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.

HELIX GAUNTLET1AP

- 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	MV 7"	SV 3+	W 12
A	HT	D	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	-

***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. 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. In a killzone that uses the close quarters rules, this weapon has the Lethal 5+ weapon rule.

Plant Explosives: This operative carries 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.

INFILTRATOR VETERAN	APL 3	MV 7"	SV 3+	W 12
A	HT	D	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.

INFILTRATOR VOXBREAKER	APL 3	MV 7"	SV 3+	W 12
A	HT	D	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 SCAN1AP

- 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.
- Cannot perform this action while within control range of an enemy operative.

INCURSOR MARKSMAN	APL 3	MV 7"	SV 3+	W 12
A	HT	D	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 (see close quarters rules, Kill Team Core Book) in any killzone. 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.

INCURSOR MINELAYER	APL 3	MV 7"	SV 3+	W 12
A	HT	D	WR	
⊕ Oculus 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).

INCURSOR WARRIOR	APL 3	MV 7"	SV 3+	W 12
A	HT	D	WR	
⊕ Oculus bolt carbine	4	3+	3/4	Saturate
✕ Fists	4	3+	3/4	-

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

INFILTRATOR WARRIOR	APL 3	MV 7"	SV 3+	W 12
A	HT	D	WR	
⊕ Marksman bolt carbine	4	3+	3/4	Lethal 5+
✕ Fists	4	3+	3/4	-

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

REIVER WARRIOR	APL 3	MV 7"	SV 3+	W 12
A	HT	D	WR	
⊕ Bolt carbine	4	3+	3/4	Accurate 1
⊕ Special issue bolt pistol	4	3+	3/4	Rng 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 **PHOBOS STRIKE TEAM** operative with this rule can perform the **Pick Up Marker** or a mission action for 1 less AP.