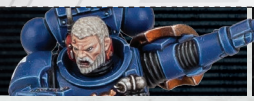
INFILTRATOR SERGEANT



APL	MOVE	SAVE	WOUNDS
3	7"	3+	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 0CP 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 0CP 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	MOVE	SAVE	WOUNDS
3	7"	3+	12

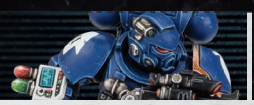
NAME	ATK	HIT	DMG	WR
Marksman bolt carbine	4	3+	3/4	Lethal 5+
Fists	4	3+	3/4	-

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	MOVE	SAVE	WOUNDS
3	7"	3+	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	MOVE	SAVE	WOUNDS
3	7"	3+	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	MOVE	SAVE	WOUNDS
3	7"	3+	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. In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), this weapon has the Lethal 5+ weapon rule.

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

INFILTRATOR VETERAN



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



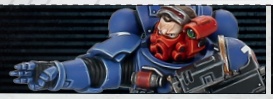
APL	MOVE	SAVE	WOUNDS
3	7"	3+	12

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	MOVE	SAVE	WOUNDS
3	7"	3+	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 0CP 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 0CP 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



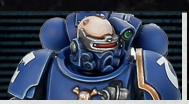
APL	MOVE	SAVE	WOUNDS
3	7"	3+	12

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 during its activation 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	MOVE	SAVE	WOUNDS
3	7"	3+	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	MOVE	SAVE	WOUNDS
3	7"	3+	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	MOVE	SAVE	WOUNDS
3	7"	3+	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	-

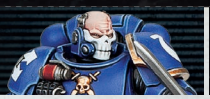
Grav-chute and Grapnel Launcher: Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance.

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	MOVE	SAVE	WOUNDS
3	7"	3+	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 Firefight phase of this turning point, that enemy operative cannot be activated or perform actions until one of the following is true:

- Your opponent has completed the activation of 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 occulus 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.

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 — OCTOBER '26

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.

FACTION RULES, OMNI-SCRAMBLER

First bullet point changed to read:

'• Your opponent has completed the activation of a number of enemy operatives equal to the number of friendly **INFILTRATOR** operatives in the killzone when this **STRATEGIC GAMBIT** was used.'

PREVIOUS ERRATAS

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.'

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.'

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 [...]'

SABOTEUR OPERATIVE, DETONATE WEAPON RULE

Additional text added to end of paragraph:

'In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), this weapon has the Lethal 5+ weapon rule.'

PHOBOS STRIKE TEAM OPERATIVES

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 auspexes slaved to their occulus 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



INFILTRATOR COMMSMAN



INFILTRATOR HELIX ADEPT



INFILTRATOR SABOTEUR



'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



INFILTRATOR VOXBREAKER



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

