SPECTRE VETERAN SERGEANT



APL	MOVE	SAVE	WOUNDS
2	6"	5+	9

NAME	ATK	HIT	DMG	WR
Scoped lascarbine	4	3+	2/3	Lethal 5+, Rending
Bionic arm	3	3+	3/4	-

ISSUE MISSION — 0AP

Select one expended friendly SPECTRE SQUAD operative (excluding **VOX-RELAY BEACON**) visible to this operative that hasn't interrupted an enemy operative's activation with the Elite Fieldcraft faction rule this turning point. Until the end of the turning point, that friendly operative can do so even though it's expended (taking precedence over the normal rules). However, if it does, it cannot counteract during the turning point, or perform the **Reposition** action if it's already done so this turning point.

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

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, LEADER, VETERAN SERGEANT — 28

SPECTRE FIELD MEDICAE



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Lascarbine	4	3+	2/3	Rending
Lasrifle	4	3+	2/3	Heavy (Reposition only), Lethal 5+
Gun butt	3	4+	2/3	-

Medic!: The first time during each turning point that another friendly SPECTRE SQUAD operative (excluding **VOX-RELAY BEACON**) 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 1 wound 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 ▶

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, FIELD MEDICAE — 28

SPECTRE FIELD MEDICAE



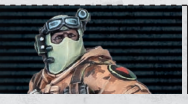
APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

MEDIKIT — 0AP

Select one friendly SPECTRE SQUAD operative (excluding **VOX-RELAY BEACON**) within this operative's control range to regain up to 2D3 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.

SPECTRE GRENADIER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Lascarbine	4	3+	2/3	Rending
Lasrifle	4	3+	2/3	Heavy (Reposition only), Lethal 5+
Gun butt	3	4+	2/3	-

Grenadier: This operative can use frag, krak, and smoke grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

Melta Mine: This operative is carrying your Melta Mine 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. 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).

RULES CONTINUE ON OTHER SIDE ▶

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, GRENADIER — 28

SPECTRE GRENADIER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

Proximity Mine: The first time your Melta Mine marker is within another operative's control range, remove that marker and inflict 2D6+3 damage on that operative; 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).

SPECTRE GUIDE



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Lascarbine	4	3+	2/3	Rending
Lasrifle	4	3+	2/3	Heavy (Reposition only), Lethal 5+
Gun butt	3	4+	2/3	-

Prepared Killzone: You can select one additional equipment option, but it must be an Ammo Cache or an equipment terrain feature (see universal equipment).

Scout Terrain: Terrain features within your territory or within 3" of this operative are scouted for friendly **SPECTRE SQUAD** operatives. Once in each of their activations, friendly **SPECTRE SQUAD** operatives can do one of the following:

- Ignore the first vertical distance of 2" it moves during one climb up if the terrain feature is scouted for friendly **SPECTRE SQUAD** operatives.
- Perform the **Operate Hatch** action for 1 less AP if the access point is scouted for friendly **SPECTRE SQUAD** operatives.

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, GUIDE 28

SPECTRE GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Gun butt	3	4+	2/3	-

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, GUNNER 28

SPECTRE HEAVY GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Laspistol	4	3+	2/3	Range 8"
Missile launcher (frag)	4	3+	3/5	Blast 2", Heavy
Missile launcher (krak)	4	3+	5/7	Heavy, Piercing 1
Fists	3	4+	2/3	-

Weapons Team: Whenever this operative is activated, if a friendly **LOADER** operative is within its control range, all profiles of its missile launcher have the Heavy (**Dash** only) weapon rule instead of the Heavy weapon rule until the end of that activation.

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, HEAVY GUNNER 28

SPECTRE LOADER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Laspistol	4	3+	2/3	Range 8"
	Fists	3	4+	2/3	-

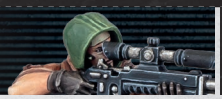
Weapon Assist: Whenever another friendly **SPECTRE SQUAD** operative within control range of this operative is shooting, you can re-roll one of your attack dice.

LOAD WEAPON 1AP

- Select one friendly **SPECTRE SQUAD** operative within this operative's control range and not within 3" of enemy operatives. That friendly operative can immediately perform a free **Shoot** action (excluding **Guard**), and you can change its order to do so.
- This operative cannot perform this action while within control range of an enemy operative, while counteracting, or during an activation in which it performed the **Charge**, **Dash** or **Shoot** action (or vice versa).

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, LOADER 28

SPECTRE SHARPSHOOTER



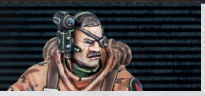
APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Long-las (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
	Long-las (mobile)	4	3+	3/4	-
	Long-las (stationary)	4	2+	3/3	Devastating 3, Heavy
	Gun butt	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, SHARPSHOOTER 28

SPECTRE STUB-GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Autostubber (focused)	5	3+	3/4	Heavy (Dash only)
	Autostubber (suppressive)	5	5+	0/0	Heavy, Lethal 5+, Seek Light, Stun, Torrent 1"
	Autostubber (sweeping)	4	3+	3/4	Heavy (Dash only), Torrent 1"
	Fists	3	4+	2/3	-

Suppressive Fire: Whenever an enemy operative is visible to and within 3" of this operative, if this operative has an Engage order and isn't within control range of any other enemy operatives, subtract 1 from the Atk stat of that enemy operative's weapons (to a minimum of 1). This rule has no effect if this operative performed the **Charge** action during this turning point.

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, STUB-GUNNER 28

SPECTRE TROOPER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Lascarbine	4	3+	2/3	Rending
	Lasrifle	4	3+	2/3	Heavy (Reposition only), Lethal 5+
	Gun butt	3	4+	2/3	-

Cool-Headed: Once per turning point, one friendly **SPECTRE SQUAD** operative with this rule can interrupt an enemy operative's activation with the Elite Fieldcraft faction rule for 0 Fieldcraft points (taking precedence over the normal rules).

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, TROOPER 28

SPECTRE VOX-OPERATOR



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

NAME	ATK	HIT	DMG	WR
Lascarbine	4	3+	2/3	Rending
Lasrifle	4	3+	2/3	Heavy (Reposition only), Lethal 5+
Gun butt	3	4+	2/3	-

SIGNAL 1AP

SUPPORT. Select one other friendly SPECTRE SQUAD operative (excluding **VOX-RELAY BEACON**) visible to this operative. Until the end of that operative's next activation, add 1 to its APL stat.

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

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, VOX-OPERATOR 28

SPECTRE VOX-RELAY BEACON



APL	MOVE	SAVE	WOUNDS
1	0"	5+	3

Pre-Deploy: In the Set Up Operatives step, this operative can be set up outside of your drop zone. It must be set up in a location it can be placed, wholly within your territory and more than 2" from markers and equipment terrain features.

Expendable: This operative cannot perform any actions other than **Signal**. It cannot counteract, retaliate or assist in a fight.

This operative cannot contest markers or areas of the killzone, and is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

Operatives can move through this operative. Your opponent can ignore this operative's control range at any time. Whenever a friendly SPECTRE SQUAD operative is performing the **Shoot** action and you're selecting a valid target, you can ignore this operative's control range. Note that control range wouldn't be mutual when ignored.

RULES CONTINUE ON OTHER SIDE ▶

SPECTRE SQUAD, IMPERIUM, ASTRA MILITARUM, VOX-RELAY BEACON 25

SPECTRE VOX-RELAY BEACON



APL	MOVE	SAVE	WOUNDS
1	0"	5+	3

SIGNAL 1AP

Select one other friendly SPECTRE SQUAD operative within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

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

NOTES:

SPECTRE SQUAD KILL TEAM

ARCHETYPE: INFILTRATION, RECON

OPERATIVES

↘ 1 SPECTRE SQUAD VETERAN SERGEANT

↘ 1 SPECTRE SQUAD VOX-RELAY BEACON

↘ 9 SPECTRE SQUAD operatives selected from the following list:

- **FIELD MEDICAE***
- **GRENADIER***
- **GUIDE***
- **GUNNER** with one of the following options:
  - Meltagun; fists
  - Plasma gun; fists
- **HEAVY GUNNER**
- **LOADER**
- **SHARPSHOOTER**
- **STUB-GUNNER**
- **TROOPER***
- **VOX-OPERATOR***

RULE CONTINUES ON OTHER SIDE ▶

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

* With one of the following options:

- Lasrifle; gun butt
- Lascarbine; gun butt

SPECTRE SQUAD FACTION RULE

ELITE FIELDCRAFT (CARD 1/3)

Veteran combatants and expert scouts, Spectre Squad operatives are highly skilled in reactive warfare, reading their enemies' movements and using the terrain to outmanoeuvre and ambush them.

In the Ready step of each Strategy phase, you gain 1 Fieldcraft point, or 2 if a friendly SPECTRE SQUAD **VOX-OPERATOR** operative is in the killzone and isn't within control range of enemy operatives. At the end of each turning point, discard your Fieldcraft points.

After an enemy operative that has an Engage order performs an action during its activation, you can spend 1 of your Fieldcraft points to interrupt that activation. If you do, a ready friendly SPECTRE SQUAD operative that isn't within control range of any other enemy operatives can perform a free **Shoot** (excluding **Guard**), **Dash** or **Reposition** action.

RULE CONTINUES ON OTHER SIDE ▶

You cannot interrupt each enemy operative's activation more than once per activation (including **Guard**), and each friendly operative cannot perform more than one free action per turning point as a result of this rule.

SPECTRE SQUAD

FACTION RULE

ELITE FIELDCRAFT (CARD 2/3)

If it's the **Shoot** action, you can change that friendly operative's order to perform this action. You cannot select any other enemy operative as a valid target during that action. Being within that enemy operative's control range (but no others) doesn't prevent that friendly operative from performing that action, in which case follow the rules for a point-blank shot from the **Guard** action (see *Kill Team Core Book*).

SPECTRE SQUAD

FACTION RULE

ELITE FIELDCRAFT (CARD 3/3)

If it's the **Reposition** action, that friendly operative cannot perform that action again during the turning point. If it's the **Dash** or **Reposition** action, that friendly operative cannot end this move closer to that enemy operative or your opponent's drop zone (unless it ends that move wholly within your drop zone). In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), ignore Wall terrain when determining closer and you cannot teleport.

SPECTRE SQUAD

FACTION RULE

CAMO CLOAKS

Though not as advanced as camelioline, the camouflage cloaks issued to Spectre Squads help to conceal them in dense terrain, especially when coupled with the operatives' veteran skills in evading detection.

Whenever an operative is shooting a friendly SPECTRE SQUAD operative (excluding **VOX-RELAY BEACON**), if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.

SPECTRE SQUAD

MARKER/TOKEN GUIDE



Advanced Camouflage token



Medic token



Cool-headed token



Issue Mission token



Melta Mine marker



Fieldcraft Points



Patience token



Starshell Flare token



Tvid-feed Triangulation token



Sniper Overwatch token

SPECTRE SQUAD

STRATEGY PLOY

DISAPPEAR

Spectres know many ways to fade out of sight and rapidly reposition.

One friendly SPECTRE SQUAD operative can immediately perform a free **Reposition** action. It cannot end that move closer to enemy operatives or your opponent's drop zone (unless it ends that move wholly within your drop zone) and it cannot perform that action again during the turning point. In a killzone that uses the close quarters rules (e.g. Killzone: Tomb World), ignore Wall terrain when determining closer.

SPECTRE SQUAD

STRATEGY PLOY

HIDDEN ENGAGEMENT

Long experience and intensive training aid these operatives in picking off their targets from concealed positions.

Whenever a friendly SPECTRE SQUAD operative is shooting, if it's in cover from the target's perspective, that friendly operative's weapons have the Balanced weapon rule. Note that your opponent still determines the targeting lines for this (i.e. they decide which point of their operative's base targeting lines are drawn from).

SPECTRE SQUAD

STRATEGY PLOY

AMBUSHING VOLLEY

Having identified their target's weak points, Spectres burst from ambush with their guns blazing to finish off the foe.

Whenever a friendly SPECTRE SQUAD operative is activated, if it's more than 3" from enemy operatives and isn't a valid target for enemy operatives before determining its order, its ranged weapons (excluding the suppressive profile of an autostubber) have the Devastating 1 weapon rule until the end of that activation. If that weapon already had the Devastating *x* weapon rule, add 1 to the *x* of its Devastating *x* weapon rule instead.

SPECTRE SQUAD

STRATEGY PLOY

PATIENCE

Bloody experience has taught these operatives the merits of patience.

In the Firefight phase of this turning point, you can do one of the following:

- Once, when it's your turn to activate a friendly operative, you can skip that activation. You cannot do this until after your opponent's first activation.
- When a friendly SPECTRE SQUAD operative performs the **Shoot** or **Fight** action during its activation, if it's the last friendly operative to be activated during this turning point, its weapons have the Relentless weapon rule for that action.

SPECTRE SQUAD

FIREFIGHT PLOY

DODGE

No soldier lives to become a Spectre without supreme survival instincts.

Use this firefight ploy during a friendly **SPECTRE SQUAD** operative's activation, before or after it performs an action. During that activation, that operative can perform the **Fall Back** action for 1 less AP.

SPECTRE SQUAD

FIREFIGHT PLOY

SILENT KILLERS

These operatives can quietly eliminate foes without raising the alarm.

Use this firefight ploy during a friendly **SPECTRE SQUAD** operative's activation before or after it performs an action, if it has a Conceal order and isn't a valid target for enemy operatives. Until the end of that activation, it can perform the **Charge** action while it has a Conceal order, and the first time it strikes you can inflict 3 additional damage, but cannot resolve any other successes during that sequence.

SPECTRE SQUAD

FIREFIGHT PLOY

SHARP REACTIONS

These veteran operatives fight in a swift and responsive fashion.

Use this firefight ploy after an enemy operative that has a Conceal order performs an action during its activation, if it's within 8" of a friendly **SPECTRE SQUAD** operative. You can use the Elite Fieldcraft faction rule to interrupt that activation with that friendly **SPECTRE SQUAD** operative regardless of that enemy operative's order (taking precedence over the normal rules).

SPECTRE SQUAD

FIREFIGHT PLOY

PREPARED DEFENCE

Spectres always have an escape route and defensive measures in place.

Use this firefight ploy when a friendly **SPECTRE SQUAD** operative that has a Conceal order or is ready is retaliating. You can do one of the following:

- At the start of the Resolve Attack Dice step, you can resolve one of your successes before the normal order. If you do, that success must be used to block.
- When you block, that block can be allocated to block two unresolved successes (instead of one).

You cannot use this ploy during an activation in which you've interrupted with the Elite Fieldcraft faction rule.

SPECTRE SQUAD
FACTION EQUIPMENT

SNIPER OVERWATCH

The Spectres coordinate with snipers that have moved up to encircle the battlefield, calling in and spotting shots from flanking positions.

Once per turning point, a friendly **SPECTRE SQUAD** operative can use the following ranged weapon:

NAME	ATK	HIT	DMG
Sniper overwatch	4	3+	3/3

WR

Devastating 2, Heavy (Dash only), Saturate, Silent

SPECTRE SQUAD
FACTION EQUIPMENT

TVID-FEED TRIANGULATION

By sharing the vid-feed data from their helm cameras, the Spectres are able to triangulate optimal firing solutions on their foes.

Once per turning point, when a friendly **SPECTRE SQUAD** operative is performing the **Shoot** action and you're selecting a valid target, you can use this rule. If you do, that target cannot be obscured if either of the following are true:

- It's also a valid target for another friendly **SPECTRE SQUAD** operative.
- It's within 6" of a friendly **VOX-RELAY BEACON** operative.

SPECTRE SQUAD
FACTION EQUIPMENT

STARSHELL FLARE

While starshells are commonly used by the Imperial Guard for battlefield illumination, these wily veterans employ them to stun and distract.

STRATEGIC GAMBIT. One friendly **SPECTRE SQUAD** operative can immediately perform a free **Stun Grenade** action (see universal equipment). Performing this action using this rule doesn't count towards its action limits (i.e. if you also select that grenade from equipment). When an enemy operative's APL stat is changed as a result of this **STRATEGIC GAMBIT**, you cannot use this equipment for the rest of the battle.

SPECTRE SQUAD
FACTION EQUIPMENT

ADVANCED CAMOUFLAGE

These Spectres employ cunning means of concealing themselves.

Friendly **SPECTRE SQUAD** operatives (excluding **VOX-RELAY BEACON**) can perform the following unique action:

ADVANCED CAMOUFLAGE 1AP

- Until the start of this operative's next activation, while it has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- This operative cannot perform this action while visible to and within 3" of an enemy operative.

SPECTRE SQUAD: 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.

RULES COMMENTARY

AUGUST '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Do terrain features within my territory remain scouted even if my* **GUIDE** *operative is incapacitated?*

A: Yes.

PREVIOUS ERRATAS

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, AMBUSHING VOLLEY

Additional text added to end:
'If that weapon already had the Devastating *x* weapon rule, add 1 to the *x* of its Devastating *x* weapon rule instead.'

FACTION EQUIPMENT, STARSHELL FLARE

Last sentence changed to read:
'When an enemy operative's APL stat is changed as a result of this **STRATEGIC GAMBIT**, you cannot use this equipment for the rest of the battle.'

SPECTRE SQUAD OPERATIVES

Veteran Sergeant



Battle-scarred unit commanders, the Veteran Sergeants of Spectre Squads have an ironclad grasp of skirmish and reconnaissance tactics, alongside being skilled warriors in their own right.

Gunner



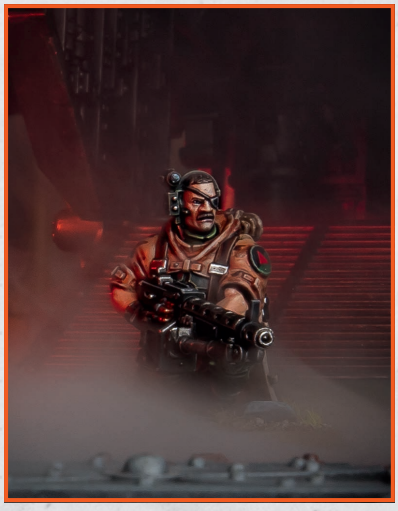
While stealth is part of the Spectres' arsenal, heavy firepower also plays its part. Wielding either plasma guns or meltaguns, Spectre Gunners employ their weapons to devastating effect.

Vox-Operator



As well as handling the squad's heavily encoded vox-traffic, Spectre Vox-Operators focus on gathering intelligence and enhancing tactical unity in the heat of combat.

Stub-Gunner



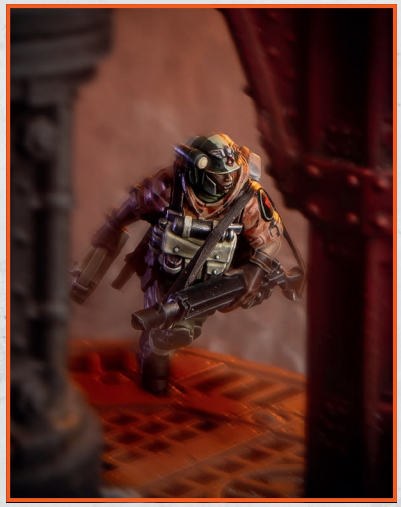
When numerous armed foes are encountered or furious suppressing fire is required, Stub-Gunners level their autostubbers and unleash a clattering storm of rounds. The resultant carnage is impressive to behold.

Sharpshooter



Armed with a long-las, a Spectre Sharpshooter is an expert sniper. They eliminate their targets with swift and silent lethality before repositioning for the next shot – a virtual ghost amid the fire and thunder of battle.

Field Medicae



Operating far from support as they do, Spectre Squads require on-the-spot medical support. This is provided by their dedicated and courageous Field Medicae, who willingly dash into harm's way to preserve Imperial lives.

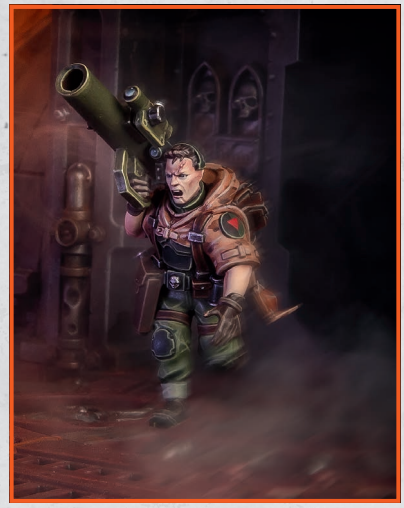
Spectre Squads wield many of the same weapons borne by rank-and-file Imperial Guardsmen, building on their familiarity with the robust wargear to achieve impressive results. Coupled with their array of highly experienced veteran specialists, this allows Spectre Squads to defeat enemy kill teams that, at first glance, seem far more elite.

Grenadier



Entrusted with an array of explosives that range from anti-personnel grenades to bulky melta charges, Grenadiers couple explosive punch with short-ranged versatility.

Heavy Gunner



When a Spectre Squad faces enemy vehicles or monstrous foes, the final killing shot often falls to their Heavy Gunner's missile launcher.

Loader



The main duty of the Loader is to ensure that the squad's Heavy Gunner always has another round ready to fire. Their secondary task is to also keep the rest of the squad well supplied.

Guide



The duty of a Spectre Guide is to know or read the terrain as though they had been born to it. They scout the way ahead, ward against enemy ambushes and help with fire coordination.

Trooper



Armed with precision lasrifles or lascarbines, Spectre Troopers are potent marksmen. When territory must be seized, they move swiftly up while maintaining cover and concealment.

SPECTRE SQUAD KILL TEAM

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

OPERATIVES

- 1 SPECTRE SQUAD **VETERAN SERGEANT**
- 1 SPECTRE SQUAD **VOX-RELAY BEACON**
- 9 SPECTRE SQUAD operatives selected from the following list:
  - **FIELD MEDICAE***
  - **GRENADIER***
  - **GUIDE***
  - **GUNNER** with one of the following options:
    - Meltagun; fists
    - Plasma gun; fists
  - **HEAVY GUNNER**
  - **LOADER**
  - **SHARPSHOOTER**
  - **STUB-GUNNER**
  - **TROOPER***
  - **VOX-OPERATOR***

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

* With one of the following options:
- Lasrifle; gun butt
- Lascarbine; gun butt

ARCHETYPES

INFILTRATION

RECON

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

VETERAN SERGEANT



GUNNER



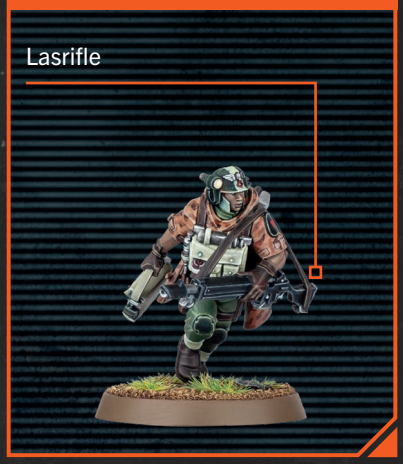
STUB-GUNNER



SHARPSHOOTER



FIELD MEDICAE



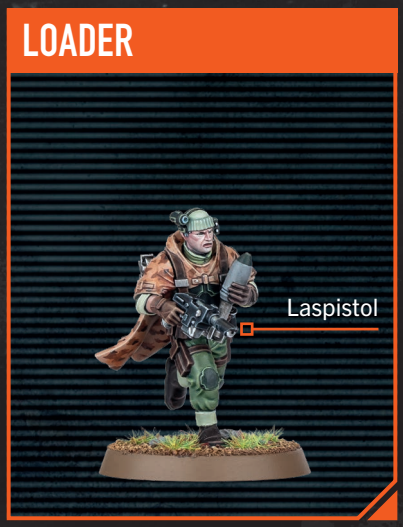
GRENADIER



HEAVY GUNNER



LOADER



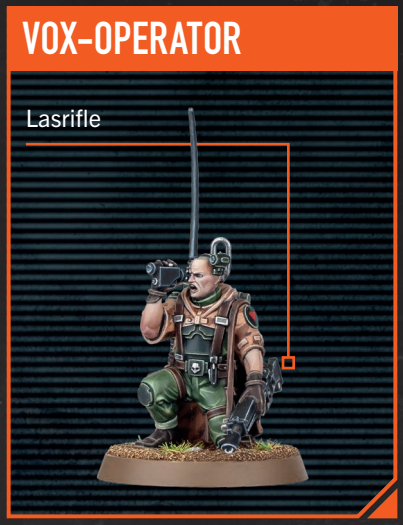
GUIDE



TROOPER



VOX-OPERATOR



VOX-RELAY BEACON



DESIGNER'S COMMENTARY

Spectre Squads are an elite reconnaissance and infiltration force of the Astra Militarum. Rather than relying upon brute force of firepower or sheer numbers, Spectres make use of sabotage, subterfuge and guerrilla warfare to outmanoeuvre their opponents. To play this team at their full potential, you'll need to stalk the killzone, falling back from unfavourable engagements and laying ambushes before closing the snare for victory.

The defining rule for the Spectre Squad is their Elite Fieldcraft faction rule, representing the preparations and tactics they employ in each firefight. Rapidly coordinated intel on the foe's position allows them to predict and react to engaged enemy operatives on the fly. As a result, you can interrupt your opponent's activations with ready operatives to perform a free action. Each time you do, you'll be able to Shoot – targeting the operative you interrupted – adjust away using the Dash action, or even perform a full Reposition to retreat to safety. These actions allow for an extraordinary level of responsiveness within the team. While you have Fieldcraft points to spend, you're never without a reaction to enemies that might threaten your operatives.

Spectre Squads also come universally equipped with the Camo Cloaks faction rule, to help weather enemy return fire as they use additional or enhanced cover saves to supplement their lighter armour. This makes positioning your Spectres key. Luckily, careful application of Elite Fieldcraft and ploys will mean that you can manoeuvre out-of-position operatives into cover, or fully out of sight, before your opponent has a chance to fire.

Within the Spectre Squad's strategy ploys, you'll find powerful tools for increasing damage output with Hidden Engagement and Ambushing Volley, and gaining additional movement with Disappear. In their firefight ploys, you can catch out concealed opponents using Elite Fieldcraft with Sharp Reactions, or perform a powerful stealth takedown against an enemy with Silent Killers. Prepared Defense also provides a strong deterrent to opponent charges. While your Spectres might not excel in melee, if they can't respond with a shot using Elite Fieldcraft, their quick reactions might be enough to keep them alive and in the fight.

Among the Spectre Squad's specialist operatives, the Veteran Sergeant can use Issue Mission to allow an expended Spectre to continue to threaten with Elite Fieldcraft after moving up the killzone, which can assist in your ability to push onto objectives. The Guide operative provides great utility for the kill team, contributing additional equipment and relaying prepared intelligence of the field to its allies to improve movement.

The Loader works as a mobile weapons support unit for the team, universally providing additional ammo and Shoot actions, while specifically giving extra mobility to the Heavy Gunner's enormous missile launcher when they function as a weapons team. The Stub-Gunner, meanwhile, provides the unique firepower of its autostubber, allowing you to lay down a field of fire to stun enemy operatives. This operative also proves that you should never charge a machine gun nest, as its Suppressive Fire rule weakens the combat abilities of enemy operatives nearby.

Spectre Squads serve as unique control teams, with their relatively fragile stat lines concealing a playstyle that will restrict your opponent's options and force them into worse plays that you can take advantage of. The key, as one of their strategy ploys suggests, is Patience. You'll start to see the kill team's real potential when you're happy enough to give your opponent the initiative, as you've left them without any good options.