



# PHOBOS STRIKE TEAM: UPDATE LOG

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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

NOVEMBER '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**.

### 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.'

## 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.'

### 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 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

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PHOBOS STRIKE TEAM » KILL TEAM SELECTION



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

Marksman bolt carbine



## INCURSOR SERGEANT

Occlus bolt carbine



## REIVER SERGEANT

Special issue bolt pistol

Combat knife



## 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

Auspex



### INFILTRATOR WARRIOR



Marksman bolt carbine

### INCURSOR MARKSMAN



Stalker marksman bolt carbine

'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



Haywire mine

Oculus bolt carbine

### INCURSOR WARRIOR



Oculus bolt carbine

### REIVER WARRIOR



Special issue bolt pistol

Combat knife

Bolt carbine

