IMPERIUM - SPACE WOLVES · DETACHMENT

# PHOBOS SHADOW FORCE

1 DP · DISRUPTION

## ENHANCEMENTS

**Execute and Redeploy** — **25 pts**

Phobos model only. In your shooting phase, after this unit has shot, if this unit is unengaged, this unit can make a normal move of up to 6". If it does, this unit is not eligible to declare a charge until the end of the turn.

**Venator Omni-auspex** — **15 pts**

Phobos model only. This unit's attacks that target a hidden unit can:

- Re-roll wound rolls of 1.
- Or: If the assault doctrine is active for this unit, re-roll wound rolls of 1 and 2.

## DETACHMENT-REGEL

When a Phobos or Scout Squad unit has shot:

▪ Those attacks do not prevent that unit from being hidden

▪ Or: That unit can make a normal move of up to D6". That unit is not eligible to declare a charge until the end of the turn.

## STRATAGEMS

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

### MORTIS SNARES

**When:** End of your Movement phase.
**Target:** One friendly unengaged Phobos/Scout Squad unit.
**Effect:** If your unit is controlling an objective, that objective is snared. While an objective is snared, when an enemy unit ends a move within range of that objective, roll one D6: On a 2+, that enemy unit suffers D6 mortal wounds. That objective is no longer snared.

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — SHOOTING

### STRIKE FROM THE SHADOWS

**When:** Your Shooting phase or the Fight phase, when a friendly hidden Phobos unit is selected to attack.
**Target:** That PHOBOS unit.
**Effect:** Your unit's attacks have: +1 S. [Lethal Hits].

1 CP — PHOBOS SHADOW FORCE STRATAGEM · WAHAPEDIA — FIGHT

### TACTICAL WITHDRAWAL

**When:** End of your opponent's Fight phase.
**Target:** One friendly unengaged Phobos/Scout SQUAD unit.
**Effect:** Place your unit in strategic reserves.