IMPERIUM - BLOOD ANGELS · DETACHMENT

PHOBOS SHOCK FORCE

1 DP · DISRUPTION

ENHANCEMENTS

Seal of Shrouding — **15 pts**

Phobos model only. Enemy units cannot target this unit with snap shooting attacks.

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 1-2.

DETACHMENT-REGEL

At the end of your Movement phase, if a friendly Phobos unit is hidden, that unit's attacks can re-roll wound rolls of 1 until the end of the turn.

STRATAGEMS

1 CP — PHOBOS SHOCK FORCE STRATAGEM · WAHAPEDIA — MOVEMENT

TRANSHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Phobos unit.
Target: That PHOBOS unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If the tactical doctrine is active for your unit, up to 6".

1 CP — PHOBOS SHOCK 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 SHOCK FORCE STRATAGEM · WAHAPEDIA — SHOOTING

UMBRAL EVASION

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Phobos unit.
Target: That PHOBOS unit.
Effect: Ranged attacks that target your unit have -1 to hit rolls.