

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

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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

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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

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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.