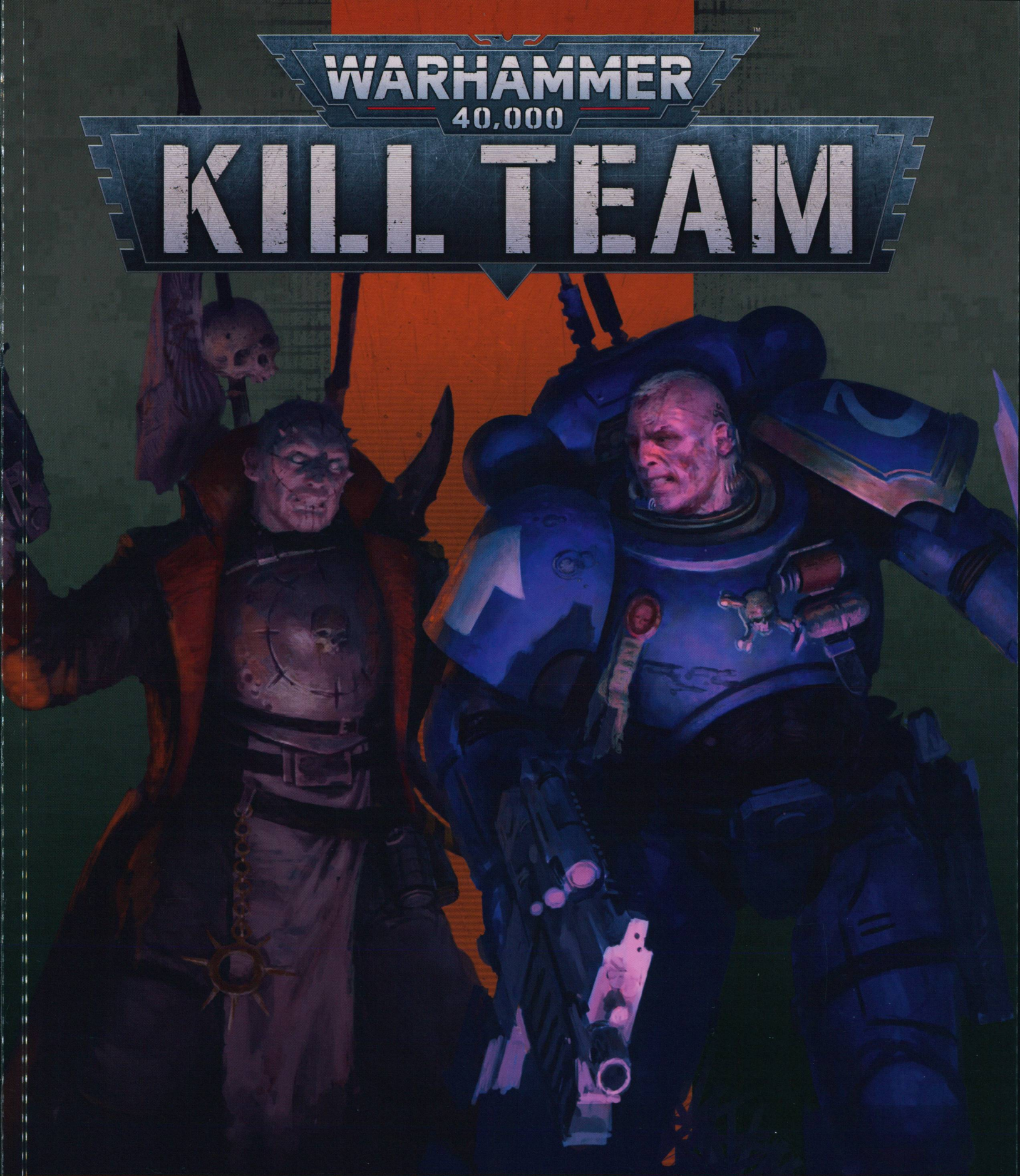
WARHAMMER 40,000

KILL TEAM



MOROCH



KILL TEAM: MOROCH

Saint Calgar has fallen. The Gauntlet burns. The Warmaster draws nigh. The last line of defence has become the only line. Reinforcements pour in to bolster the Sanctus Wall, yet even here is Abaddon's hand felt. Not all who line the battlements are loyal. The roots of heresy burrow deeper every day and, if the Adeptus Astartes cannot burn them out, they may yet cause the Imperial defences to crumble and fall.

CONTENTS

Introduction 3

WAR ZONE SANCTUS 4

War Zone Sanctus –
Frontier World Moroch 6
Factions at War 8
Adeptus Astartes 10
Space Marine Chapters 12
Phobos Strike Teams 14
Killzone Outpost Furia-Epsil VII 17
Showcase 18
Names and Demeanours 20
Militarum Traitoris 24
Blooded Kill Teams 26
Fall of the Styxx 777th 28
Showcase 30
Names and Demeanours 32

THE RULES 34

Tac Ops 35
Phobos Strike Team Kill Team 36
Actions and Abilities 37
Strategic Ploys 38
Tactical Ploys 38
Infiltrator Commsman 39
Infiltrator Helix Adept 39
Infiltrator Saboteur 40
Infiltrator Veteran 40
Infiltrator Voxbreaker 41
Infiltrator Warrior 41
Infiltrator Sergeant 42
Incursor Marksman 42
Incursor Minelayer 43
Incursor Warrior 43
Incursor Sergeant 44
Reiver Warrior 44
Reiver Sergeant 45
Equipment 46
Phobos Strike Team Spec Ops Rules 47
Battle Honours 47
Rare Equipment 48
Strategic Assets 49
Requisitions 50
Spec Ops 50
Blooded Kill Team 52
Ability 53
Strategic Ploys 54
Tactical Ploys 54
Traitor Brimstone Grenadier 55
Traitor Butcher 55
Traitor Commsman 56
Traitor Corpseman 56
Traitor Enforcer 57
Traitor Flenser 57
Traitor Gunner 58
Traitor Ogryn 58
Traitor Sharpshooter 59
Traitor Thug 59
Traitor Trench Sweeper 60
Traitor Trooper 60
Traitor Chieftain 61
Equipment 62
Blooded Spec Ops Rules 63
Battle Honours 63
Rare Equipment 64
Strategic Assets 65
Requisitions 66
Spec Ops 66

KILLZONE: MOROCH 68

SHADOW OPERATIONS: MOROCH MISSION PACK 74

Sentries 75
Mission 1.1: Plunder 76
Mission 1.2: Control the Outpost 78
Mission 1.3: Compound Assault 80
Mission 2.1: Emergency Transmission 82
Mission 2.2: Outrun the Storm 84
Mission 2.3: Smoking Ruin 86
Mission 3.1: Demolitions 88
Mission 3.2: Infiltrate the Landing Pad 90
Mission 3.3: Stealth Offensive 92

DATASLATES AND DATACARDS 94

Blooded Dataslate 94
Phobos Strike Team Dataslate 95
Blooded Datacard 96
Phobos Strike Team Datacard 96

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INTRODUCTION

Welcome to *Kill Team: Moroch*. Within this book you will discover an account of a secret war, which rages through the shadows of Moroch, a frontier world on the line of the Sanctus Wall. Adeptus Astartes covert specialists hunt seditious bands of Militarum Traitoris, hoping to purge their taint before the heretics can pick apart the defence lines from within.

The Nachmund Gauntlet is a crucial realspace corridor, bordered on all sides by the raging warp storms of the Great Rift. It connects the Imperium Sanctus to the Imperium Nihilus, and is one of only a handful of such bridges. It is also the focus of Warmaster Abaddon's latest overwhelming onslaught against Humanity. Vigilus and its surrounding worlds were meant to hold back this wave of darkness. They have failed.

As heretic fleets push further down the Gauntlet, panicked Imperial commanders seek to rally a fresh line of defence. Their linchpin is the war world of Sangua-Terra, yet already this formidable planet is embattled; it's a stage upon which Space Marines and unholy entities play out their savage conflict. Imperial authorities have thus chosen to pour all the resources they can into a trio of systems around the mouth of the Gauntlet, that have come to be known collectively as the Sanctus Wall.

The taint of Chaos runs deep, however. Inquisitorial agents have detected signs of cult activity and heresy within the ranks of Imperial Guard regiments. Amidst the mayhem and desperation of the muster, the Holy Ordos have turned to the Space Marines for aid. Now, Adeptus Astartes kill teams strike against heretic cells, even as the traitors ignite the flames of civil war on vulnerable worlds such as Moroch.

Kill Team: Moroch catapults you into the midst of the action as Imperial and heretic forces battle to the death. Within this book, you will find rules for using the Phobos-armoured Adeptus Astartes, and the Militarum Traitoris kill teams who worship the Dark Gods of Chaos. You will also find tables from which you can generate names, collective demeanours and bases of operations for your kill teams, whether loyalist or traitor. These are characterful resources to help you immerse yourself in the backstory and tabletop narrative, and can provide inspiration for the kinds of conflicts you play out against your opponents, and the ways in which your particular team of operatives approach their goals. You will find a wealth of new missions, filled with kill-zone-specific special rules and tactical challenges evocative of the often savage and desperate wars being fought on the frontier worlds that are the Sanctus Wall.

For inspiration, you will find a dynamic showcase of beautifully painted Citadel Miniatures that depict the war for Moroch. Alongside evocative artwork, these examples of the ruthless Phobos-armoured Space Marines and barbaric Traitor Guard can serve as reference for the colour schemes and narratives of your own collection.



WAR ZONE SANCTUS

The emergence of the Great Rift left countless Imperial worlds stranded beyond a raging belt of warp storms, cut off from the Astronomican. Vigilus remained a light in the darkness, a beachhead for Imperial forces on the more hostile side of the rift. Now, though, the systems around Vigilus have fallen and the Nachmund Gauntlet is contested.

Bypassing the embattled sanctuary of Vigilus, Warmaster Abaddon presses toward the hastily gathering defences of the Gorandahl Sub-sector. This is the region of Imperial space located at the mouth of the Nachmund Gauntlet upon its Imperium Sanctus side. Abaddon knows what many others do not; Vigilus is empyrically entangled with the war world of Sangua-Terra through the effects of ancient alien relics buried beneath the surfaces of both planets. It is this entanglement that keeps the Gauntlet open, and which means that Abaddon does not need to conquer Vigilus in order to dominate the wider Nachmund theatre. Rather than repeat mistakes that he made obsessing over the destruction of Cadia, the Warmaster now advances on Sangua-Terra and its surrounding worlds.

THE GORANDAHL SUB-SECTOR

The Gorandahl Sub-sector was once a region of relative prosperity and safety, fortified and well protected against external threats. The coming of the Great Rift changed everything. Overnight, half the sub-sector's systems were consumed by warp storms. Those that remained faced nightmarish invasions and reality-warping phenomena. Worlds which had long served as hubs of trade and industry were blasted into nightmarish ruinscapes, ravaged by heretic warbands, or simply vanished as though they had never been. Long-established trade routes were severed. Unnatural plagues and rashes of psychic mutation plunged entire planets into horrific civil wars.

It was from the world of Sangua-Terra in the Sanguis System that deliverance flowed during those dark days. Mysteriously untouched by the privations of the warp, this prosperous and populous world turned all its efforts to war production and recruitment. Planetary Governor Kalendela Tol drove her people mercilessly, not only to fortify their own world against invasion, but to counterattack the heretic forces threatening neighbouring planets. Establishing a coalition of military and religious leaders, which she christened the Sangua-Terran War Council, Governor Tol managed to stabilise the Gorandahl Sub-sector until aid from the wider Imperium could arrive. After several years of bitter warfare, the sub-sector was declared a stable Imperial province once again.

The truth was somewhat more complex, though the overwhelmed authorities in Sector Command had no wish to see it. The Gorandahl Sub-sector had become a perilous new frontier abutting the roiling madness of the Great Rift. Its surviving systems – Sanguis, Jaghaal, Coryxx and Leonid – formed a loose cordon around the mouth of the Gauntlet and could still be reached by daring supply convoys and Rogue Traders. However, outlying Imperial holdings were virtually cut-off by storm activity and rampaging foes. Many planets had been reclaimed from the Arch-enemy in ruins, or else scoured of all traces of civilisation. Such places required resettlement from the ground up and so became frontier worlds boasting only scattered colonies, spaceports and fortifications.

The War Council requested additional military aid. They wished to establish an ironclad fortress at the mouth of the Nachmund Gauntlet, proof against future heretic and xenos assaults. Help, however, was not forthcoming. By now, word had reached Holy Terra of the Nachmund Gauntlet's existence. Orders had winged their way back from the Throneworld that Vigilus must hold at all costs, and that the Gauntlet should be used as the supply channel by which this feat would be achieved. Sector Command designated the Gorandahl Sub-sector not as a fortress in its own right, but instead as the production and transport hub from which supplies and materiel should flow up the Nachmund Gauntlet to Vigilus.

The Sangua-Terran War Council did what they could to comply with Sector Command's orders while simultaneously defending their systems from heretic attack and xenos raids. They were sorely overstretched, however; disaster was inevitable. It came in the form of a billowing warp flare that reached out from the Great Rift to engulf the Sanguis System. Though short lived, the flare left the system in dire straits. Sangua-Terra itself resisted the worst effects of the empyric blast, but the worlds around it were crippled. Its moon – Sigil – was transformed into a hideous citadel for Tchorr'Kan, the daemon lord. Daemon legions poured from Sigil to invade Sangua-Terra and nearby planets. As they did, word spread that Abaddon's hosts were forging a path down the Nachmund Gauntlet and would fall upon the Gorandahl Sub-sector all too soon.

Finally, Sector Command reacted. While sending what forces they could to aid the Sanguis System, they designated the Jaghaal, Coryxx and Leonid Systems as the defence line ringing the mouth of the Gauntlet. This would be their Sanctus Wall. Yet Abaddon's agents were already at work amongst the Imperial ranks, and in their haste the Departmento Munitorum played right into his hands.



WAR ZONE
SANCTUS – FRONTIER WORLD MOROCH

The world of Moroch sits in the Jaghaal System. It was an outlying planet, and one that – like so many worlds in the Gorandahl Sub-sector – had suffered after the coming of the Great Rift. Efforts had been made to reclaim what had once been a thriving agri world, but Moroch remained a harsh frontier planet whose population and protectors alike faced a daily struggle for survival. Yet it was not always this way.

Before the opening of the Great Rift, Moroch had been a verdant world whose copious bounty supplied the entire Jaghaal System. Subterranean vatfarms churned out macrotonnes of fungal proteins every day. Tiered agriplexes produced macroyield crops. The planet's spaceport, known as Heavenfall Gate, was a constant hive of activity as fully laden bulk haulers lumbered skyward to rendezvous with the trade barges waiting in low orbit. Hab-complexes dotted the planet's surface in great numbers, providing homes and amenities for Moroch's teeming population of agri serfs. Here and there stood garrison fortresses that housed ample regiments of defence militia.

Then came the Great Rift and the terrible darkness known as the Noctis Aeterna. Blasted by empyric shock waves, the macrohauler Mercy of Saints plummeted from orbit to detonate on Moroch's Mundian agri plains. The explosion of the ship's fuel tanks spread wildfires that devastated thousands of miles of verdant cropland. The implosion of its warp core, meanwhile, triggered a plague of sentient nightmares that spread death and terror across the globe. These were but the first of myriad catastrophes. Irrigatia hab-plex was overrun by heretic cultists who sacrificed the still-loyal inhabitants to their God of Drowned Crops. The Winnowyards saw another cult arise, calling themselves the Bloody Harvest and employing repurposed agricultural machinery as tools of mass murder. An outbreak of seeping pox not only clogged the cavernous vatfarms with grossly bloated corpses, but also went on to contaminate the drinking water of three entire hab-plexes after the fluids of the dead permeated the soil. Several hundred agriserfs across the planet developed burgeoning psychic powers they could not control, wreaking havoc that resulted not only in their own grotesque deaths but those of all around them. A daemonic worm of titanic size manifested amidst the recyc-middens of Soilgulch and began a burrowing rampage that was only ended by the self-sacrifice of almost half the planet's defence militia. Barely had the shocked survivors registered victory when a warband of Night Lords Heretic Astartes and their cult followers pounced upon Moroch. The marauding heretics hunted the remaining soldiery to extinction, one terrified platoon at a time.

With the passing of the Noctis Aeterna came hope for the wider Jaghaal System, but there was little to spare for Moroch. The Night Lords retreated into the storms of the Great Rift, their ships' holds packed with countless slaves. By the time Imperial warships hove into orbit above the former agri world, all they found was haunted ruins. Not a single hab-plex or fortress remained standing. Those regions not reduced to blasted desolation were now overgrown wilderness dotted with shanty encampments, and crude shrines to the Dark Gods. There could be no question of repatriation for the tainted souls that had survived their world's descent into nightmare. They were given the Emperor's mercy, and their planet marked for recolonisation.

A NEW MOROCH

The first surge of Morochian resettlement was dynamic. Sanctifier-class void tugs circled the globe like immense thuribles, seeding the atmosphere with blessed vapour that formed clouds and fell as reconsecrating rain. Regiments of Vostroyan and Geskan Imperial Guard watched over servitor maniples as they

raised hundreds of prefabricated fronteris stockades and outposts. The spaceport was brought back into service. Fortifications were constructed and garrisoned. Moroch was no longer the verdant breadbasket it had once been, but mineral deposits remained untapped within its crust and its barren plains could support manufactora, industrial sprawls or even hive cities in time. For now, the newly installed Governor Tarkus ruled from Moroch's only substantial settlement, which he had optimistically christened Magnificentia.

Then came word of the catastrophe in the Sanguis System and dismaying reports of heretical hordes bearing down upon the Gorandahl Sub-sector. This was soon followed by astropathic orders direct from Sector Command; Moroch, like all the other worlds in the Jaghaal System, was to fortify at once. Reinforcements would be making planetfall shortly, but it was Governor Tarkus' responsibility to ensure they supplemented an already robust network of planetary defences.

For a nascent civilisation like Moroch's, the orders were unrealistic at best. Tarkus tried to follow them, all the same. Those of his populace not conscripted through increased tithes or set to manufacturing weapons, armour and ammunition were organised into labour gangs, and set to digging trenches and raising redoubts. Resentment built swiftly at the mounting hardships, both towards the Governor and the loyal soldiers who sought to enforce his will.

By the time the promised reinforcements arrived, several localised revolts had already been bloodily suppressed. Governor Tarkus assumed that the arrival of additional Astra Militarum regiments would cement his hold on power and strengthen his world's defences. On both counts he was to be sorely disappointed.

AGENTS OF SEDITION

The Departmento Munitorum is the logistical body responsible for distributing the armies of the Astra Militarum across the galaxy, and for ensuring they are properly equipped and supplied. This mammoth task can be achieved only through uncaring process, brute force, and belligerence. The Munitorum has precious little time to carefully assess the condition or quality of the armies it hurls into countless war zones each day. Abaddon's agents capitalised mercilessly upon that weakness.

Heretic Sorcerers in the Warmaster's employ had scried the paths of probability. They had determined which of the myriad Astra Militarum regiments fighting across the galaxy would most likely be redirected to the Sanctus Wall. Armed with this knowledge, agents of the insidious Alpha Legion had infiltrated the ranks of those regiments wherever they could. With carefully chosen words, they had stoked the fires of resentment, jealousy and despair. Using warp-infused tinctures they had tainted rations to trigger subtle mutations in those who consumed them. They had staged unfortunate accidents for loyal officers, before stepping forward with apparent heavy hearts to take up the burden of command. Not all of these plots succeeded – the Commissariat rooted out many heretics, filing enough reports of wanton sedition that agents of the Holy Inquisition began to take note. However, deployment orders had already been issued. Troop ships had already plunged into warp space. By the time the alarm was sounded it was far too late, and Militarum Traitoris regiments had been despatched to worlds all along the Sanctus Wall. Moroch was one such unlucky planet.

Open revolt came just days after Governor Tarkus' long-awaited reinforcements made planetfall. The 64th Deivan Heavy Infantry, the 99th Borgalen Armoured, and the Styxx 777th Warwolves all turned upon their loyalist counterparts. Worse, they took elements of Moroch's own defence militia with them, preying upon the anger and fear rife within their ranks. Heavenfall Gate fell to the traitors, its Vostroyan garrison overrun in less than a day. Geskan, Vostroyan and Morochian loyalists dug in around Governor Tarkus' stronghold in Magnificentia, besieged on all sides by Militarum Traitoris forces. Fronteris compounds, vox outposts and sensor shrines planetwide suddenly became vital strategic islands amidst the desolate wilds, in a war to control the flow of information and supplies. With each new dawn, more of these sites had fallen to surprise attacks or infiltration by hand-picked bands of renegades out to win glory. Matters looked dire for the defenders of Moroch.

FACTIONS AT WAR

Some of the Militarum Traitoris regiments were exterminated before they could reach Imperial worlds. Others slipped undetected into wider defence networks to spread sedition and bide their time. On a few, like Moroch, they launched hostilities at once. While local defenders struggled to stem the tide of these attacks, the agents of the Inquisition sought to bring the might of the Space Marines to bear.

Early on during the battle for War Zone Vigilus, Imperial reinforcements had rushed to try to reach the sentinel world and help in the fight against Abaddon. Not all had been successful. Even within the Imperium Sanctus, the tides of warp space roiled with a fury and unpredictability that delayed many Imperial warships, or hurled them off course entirely. Alien empires and heretic warbands launched fresh assaults throughout the Emperor's realm all the time; some loyalist armies who had set out for Vigilus had to divert their efforts to defend Imperial worlds along the way.

By the time open war engulfed the Nachmund Gauntlet itself, some of these delayed forces had redirected to the Gorandahl Sub-sector. Commanderies of Adepta Sororitas, Astra Militarum regiments and squadrons of the Imperial Navy took position along the Sanctus Wall. Others, most notably those Adeptus Astartes strike forces who had not reached Vigilus in time, gathered their strength for more proactive operations. It was to the latter that the agents of the Holy Ordos appealed for aid.

KILL TEAM JUSTARIAN

It was a force of Ultramarines under Infiltrator Sergeant Justarian who now came to Moroch's aid. He led a mixed kill team of Infiltrators, Reivers and Incursors. It was a diminutive complement when set against the hordes of the Militarum Traitoris, but with their veteran skills, specialised equipment, and post-human might, Kill Team Justarian possessed the ability to tip the balance of the war on Moroch.

They began with reconnaissance. Servo-skulls skimmed through traitor-held territory, feeding back intelligence on enemy strengths, ammunition stockpiles and routes of communication and resupply. Incursors slipped through the shadows of renegade encampments, snatching fallen officers into the darkness and leaving only slain sentries in their wake. Information gathering and merciless interrogation soon helped Sergeant Justarian to build a picture of the shape of the conflict, and to see where he could escalate his strikes to greatest effect.

The largest conflicts were those around Magnificentia. Its outer districts had already fallen to the Militarum Traitoris, whose armour and artillery were even now pounding the Imperial defence lines around the inner city. The loyalists were putting up an admirable fight, but without relief they could not hold out forever. Justarian recognised that, while he could throw his kill team into the meat grinder, it would ultimately do little good. The Ultramarines might wreak havoc amongst the enemy's rear lines, but eventually they would be overwhelmed by the sheer numbers and heavy ordnance. Indeed, handing the foe an opportunity to parade the butchered remains of Space Marines before the beleaguered defenders might even be the blow that would shatter Imperial morale.

The spaceport was an equally unappealing proposition. Justarian's brothers could conceivably overcome the traitor garrison there by a mixture of sabotage, terror raids and all-out offence. Yet they would suffer heavy casualties doing so, and to little appreciable gain. The facility had been so badly mauled during the recent fighting that it was virtually inoperable, needing months of repair; from a strategic standpoint the spaceport was of little importance.

Justarian's eyes instead turned to the network of frontier outposts dotted across the planet. Many contained stockpiles of ammunition and fuel, amassed against the coming of the Despoiler but now claimed by the traitors, and crucial to the continuation of their siege. Others boasted sensor shrines and vox-relays, or had been augmented with command bunkers to which were slaved the machine spirits of the planet's few operational orbital defence batteries. There was a reason elite bands of Traitor Guard had captured so many of these fortified positions. Between them, the outposts contained the resources to supply the siege for months to come, as well as forming an effective early-warning system against any Imperial counter-attack. Hitting these sites would allow the Space Marines to cut the Militarum Traitoris off from their supplies. Moreover, the renegades' warlords would be forced to respond, dividing their besieging hordes in order to bolster defences at the remaining outposts and hunt down the marauding Adeptus Astartes forces. If properly executed, the strategy would bleed the attackers dry until at last their siege collapsed entirely.

LOTHAR'S JACKALS

It took only a matter of days for it to become clear that the traitor generals could not ignore Justarian's efforts. Shadowy

killers struck isolated outposts and slaughtered their renegade garrisons. They sowed explosives amongst supply stockpiles, then detonated them as traitor reinforcements reclaimed their now booby-trapped prizes. The Space Marines silenced heretical broadcasts before slaving the machine spirits of the vox arrays to provide loyalist forces with new and encrypted communication channels. Time and again they struck from nowhere – Reivers howling their terrifying cries and slashing throats, Infiltrators picking off one traitor after another with pinpoint bolt fire. Employing shrouded gunships provided by the agents of the Inquisition, Kill Team Justarian relocated swiftly from one engagement zone to the next, leaving blazing strongpoints and butchered traitors in their wake.

Amongst the ranks of the Renegade Guard, the Ultramarines soon became a byword for terror. Tales proliferated of the armoured giants who moved in silence and killed at will. Yet there were those chieftains and lieutenants who, far from cowering in fear, saw in these reports a chance for glory. The traitor generals of the Deivan, Borgalen and Styxx regiments knew they could not abandon their siege to hunt this new foe in person, for without the threat of their presence others might seek to supplant them. Instead, they hand-picked the cruellest and most committed of their lieutenants – those who clamoured for the honour of hunting down the Space Marines. Even this was a risk, for the renegade lieutenant who succeeded in slaying these Adeptus Astartes might return with sufficient dark favour to challenge for leadership themselves. Yet it was a chance that traitor command would have to take.

The Styxx traitor general, Seriadne Hekht, chose her most zealous and – she hoped – loyal lieutenant to represent her personally in the hunt. Igmus Lothar had once been a staunch Imperial Commissar, but ultimately his inherent lust for cruelty had won out over his faith. Offered ample opportunity to vent his sadistic urges as Hekht's chief enforcer, Lothar had accompanied the rest of the Styxx 777th into heresy. Accompanied by his mutated Ogryn bodyguard, Drudge, Lothar hand-picked a kill team from amongst the most brutal, murderous, ambitious and psychotic soldiers of his regiment. These he named his Jackals, and led them out into the wilds of Moroch in search of their deadly quarry.

All told, hundreds of renegades spread out into the wilderness aboard transport tanks and gunships, both dreading and eager for their showdown with the hated Space Marines. This was just as Sergeant Justarian had hoped. Splitting into several, smaller forces, the Ultramarines kept up their doctrine of hit-and-fade. They ambushed renegade hunting parties, disabling their transports and picking them off as they stumbled from the blazing vehicles. They laid false trails that drew Militarum Traitoris forces away into the hinterlands, or tricked them into attacking one another. All the while, the Space Marines kept up their strikes against isolated outposts. Soon, front-line traitor units in Magnificentia found themselves running low on ammunition, rations and medical supplies.

Hyrgar's Red Blades, the Sevensworn, the Grey Warlocks and many more traitor warbands had earned blood and glory in the fight against the loyalist Astra Militarum, yet none proved a match for the Space Marines. Their traitoris remains were found scattered amidst the blazing ruins of fronteris outposts, if they were found at all. Lothar and his Jackals bided their time, studying the enemy, gathering intelligence of their own and waiting while their rivals inflicted injuries upon the Adeptus Astartes, ran down their ammunition reserves and revealed their favoured tactics. When he struck, Lothar was determined that he would find glory, not death, and win renown in the Dark Gods' eyes. This he was certain of.



ADEPTUS ASTARTES

The Adeptus Astartes are the Emperor's Angels of Death. Commonly known across the Imperium as Space Marines, they are elite post-human warriors forged upon the altar of war to fight Humanity's greatest foes. To many Imperial citizens they are little more than folklore, for their numbers are few when taken against the size of the Emperor's realm. Yet to their foes they are all too frighteningly real.

The battle-brothers of the Adeptus Astartes are typically recruited as youths from the cruellest of Humanity's many worlds. Those few who survive the brutal selection process are subjected to years of punishing surgical procedures and relentless psycho-indoctrination. They are implanted with additional organs grown from the Chapter's precious gene-seed, that either transform the aspirant into a towering warrior or grant the unworthy an agonising death. Those who endure become Space Marines, joining their battle-brothers upon the front-lines of the most desperate and nightmarish conflicts, the very battles they were created to fight.

Space Marines are superior to unaugmented Humans in almost every respect. They are strong enough to bend steel with their bare hands, and possess the resilience to shrug off or rapidly heal even the most grievous wounds. Their reaction times and speed of thought are inhumanly swift, their senses impossibly sharp. They have a second heart, can withstand hard vacuum for short periods, spit corrosive acids, and possess a host of other, even stranger abilities. Their psychology is barely comparable to that of normal Humans, for they are incapable of feeling fear and conditioned to know ferocious loyalty for the Emperor and his galaxy-spanning realm. Space Marines are the ultimate expression of Humanity transformed into living weapons of war, super-soldiers who have lost the chance of a normal life in order to defend the Imperium and its peoples.

The Adeptus Astartes not only represent the pinnacle of Imperial soldiery, but they are also provided with the finest weapons, armour and wargear Humanity can manufacture. They go to battle clad in varied marks of power armour – self-contained battle gear made from adamantine and bonded ceramite. Power armour is so resilient that it can shrug off small arms fire with contemptuous ease, and even withstand the impact of weapons intended to blast apart light battle tanks. It plugs into the black carapace implanted beneath every Space Marine's dermal layer, allowing them to manipulate its fibre bundles and servo-motors, and thus to move as though the armour were a second skin. Power armour incorporates a suite of vox-communication equipment and advanced autosenses that supply the wearer with a constant stream of battlefield intelligence. It can even protect a battle-brother from environments as inimical as the vacuum of space or crushing ocean depths.

The weapons of the Space Marines are similarly advanced and versatile. Their most iconic armaments are bolt weapons, which range from sidearms and light carbines to man-portable and even tank-mounted heavy weaponry. No matter their exact specifications, all of these weapons are lent their name by the types of projectiles they fire, which are known as bolt shells. Though specialist variants exist, most bolt shells are bulky self-propelled rounds with an explosive core and a rudimentary machine spirit. It is this spirit that detects when a bolt shell has punched into a solid object – be that a barricade, vehicle's hull or the body of a luckless foe – triggering the shell to detonate. Firing rapid salvoes of bolts with devastating accuracy, Space Marines do not so much gun their enemies down as blast them apart.

This arsenal is, of course, not limited to bolt weapons alone. The Adeptus Astartes employ plasma guns, tank-busting lasers and meltaguns, promethium-fuelled flamers and many other devastating firearms. At close quarters, the Space Marines are – if anything – even more fearsome with their array of combat blades, roaring chainswords, power weapons wreathed in molecular disruption fields and many other tools of butchery besides. These they wield with murderous skill and efficiency, showing no mercy for those who threaten the Emperor's realm.

The Adeptus Astartes make exceptional kill team operatives. They are inhumanly efficient, able to operate behind enemy lines without support for months – if not years – and are more than a match for enemy numbers many times their own. Moreover, once the Space Marines have their mission, they allow no obstacle to impede them. They strike hard, time and again, outmanoeuvring and outfighting their enemies until at last the Emperor's will is done.



'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

SPACE MARINE CHAPTERS

There are believed to be around a thousand Space Marine Chapters in service to the Emperor, though the immensity of the Imperium and its bloated bureaucracy makes it impossible to know for sure. Each Chapter is a self-contained and autonomous organisation numbering around one thousand battle-brothers under arms plus all the supporting serfs, acolytes, servitors and military hardware required to facilitate their never-ending wars. Each Chapter has its own heraldry, recruits its own warriors, and employs its own favoured philosophies and combat doctrines.

The Emperor created the Space Marines almost ten millennia ago. He first made the Primarchs – his demigod sons – and then used genetic information drawn from their miraculous forms to fashion the legions of warriors they would lead. So it was that each of the original Space Marine Legions took after their Primarch gene-sires, echoing their personality traits, strategic leanings and quirks. These eighteen mighty legions pushed out across the galaxy in a campaign of Human domination known as the Great Crusade.

Tragedy befell when Warmaster Horus, greatest of the Primarchs, was corrupted by the Dark Gods of Chaos. He led fully half his brothers into rebellion against the Imperium. The war that followed was called the Horus Heresy, and almost saw Humanity destroyed. In the wake of eventual, costly triumph, the bloodied Imperium imposed new rules upon its armed forces to ensure that never again could a single individual wield the power that Horus had. In the case of the Space Marines these rules took the form of the Codex Astartes, a tome penned by Roboute Guilliman, the Primarch of the Ultramarines Legion. There have been numerous foundings since this division of the legions, with the cryo-stored gene-seed of the loyalist Primarchs used as the genesis of each new Space Marine Chapter.

The Codex Astartes stipulates not only the size of each Space Marine Chapter, but also their systems of internal organisation, heraldic markings and battle doctrines. Not all Chapters adhere to the word of the Codex Astartes, of course, but the great majority obey at least enough of its strictures to avoid accusations of deviance. Certainly, most Chapters conform to the directive that their strength be divided into ten equally-sized companies, each with its own strategic role. The first company, for example, usually comprises the Chapter's most veteran warriors and is entrusted with the most perilous missions, while the second through fifth are line battle companies and the sixth and seventh reserves. The eighth company is typically an assault formation where the younger and more hot-blooded battle-brothers can work out their fury and learn restraint, while the ninth deals primarily in heavy fire support, vital for tank-hunting and siege-breaking. Unusually, the tenth company bears a dual responsibility. It is within the ranks of this company that novitiate Space Marines fight their first battles while learning the craft of war under more experienced Adeptus Astartes warriors. It is also the tenth company that maintains a full complement of one hundred Phobos-armoured battle-brothers ready to embark upon stealth missions, intelligence-gathering operations and campaigns of sabotage and assassination.

For all this organisational conformity, every Space Marine Chapter is distinct, possessing its own honour rolls of victories, its own customs and warrior cultures. The names of some Chapters echo down through the ages of the Imperium, from out of such lost and distant millennia that even the Space Marines themselves have only myth and allegory to hint at their origins. Others are newly founded, full of fire and determination to prove themselves worthy of the Emperor's trust. Whatever their nature and history, all fight for the Imperium against the myriad heretical and alien threats that assail it.

FIRST FOUNDING CHAPTERS

Those Chapters that retained the names and cultures of the original Space Marine Legions are amongst the oldest and most storied in the Imperium. Their strike forces have smashed countless hosts of foes over the millennia, and have been the saviours of Imperial worlds beyond counting.



Perhaps the best known of them all are the Ultramarines. Possessing their own stellar empire located on the Eastern Fringe of the Imperium, this Chapter are exemplars of the nobility, selflessness and Codex adherence that all are supposed to aspire to. Their Primarch was Roboute Guilliman, who has returned to the Imperium in its hour of greatest need and now serves as its Lord Commander. The Ultramarines exhibit a strategic excellence that few can match, and their heroism has seen them lauded across the stars. The Imperial Fists, by comparison, are a more stubborn and hard-headed Chapter yet no less noble than the Ultramarines, with whom they share a long-standing rivalry. Gene-sons of the Primarch Rogal Dorn, the Imperial Fists excel in siegecraft, both in the raising and defence of mighty fortresses, and in their encirclement and destruction.

Preferring a swifter and more aggressive form of warfare are the White Scars

– a Chapter who stalk their foes like nomadic hunters as their Primarch Jaghatai Khan taught before striking with the fury of the thunderbolt – and the Blood Angels, who marry the magnificence and nobility of their angelic Primarch Sanguinius with a darker and more bloodthirsty side. The Space Wolves, too, fight with overt aggression, and though their detractors consider them barbaric and feral they are adventurous, loyal and daring in equal measure.

The Dark Angels and Raven Guard are both known as shadowy and mysterious Chapters. The Dark Angels roam the stars aboard a vast asteroidal space monastery known as the Rock, employing specialist formations and keeping their secrets close as they pursue a millennia-old agenda only they understand. The Raven Guard, meanwhile, are stealth specialists who practice the cunning and shadowcraft taught by their long lost Primarch, Corax, in order to terrify, outmanoeuvre and then ambush their luckless foes.

The most unusual of these Chapters are also the most temperamentally opposed. The Iron Hands follow doctrines of emotionless logic and the merciless rationale that those not strong enough to defend themselves do not deserve to live. They believe mortal flesh is weak, and seek always to augment their bodies with bionic enhancements until they become more machine than living warriors. By comparison, the Salamanders of Nocturne echo their lost Primarch Vulkan in being the most Human and compassionate of the Adeptus Astartes. They are expert craftsmen who view suffering as the anvil upon which great warriors are wrought, and will gladly give their lives to protect those weaker than themselves.



PHOBOS STRIKE TEAMS

Moving in virtual silence and with remarkable agility and speed, Vanguard Space Marine kill teams stay several steps ahead of their enemies at all times. They are masters of sabotage and stealth. They work in concert to outmanoeuvre enemy forces many times their own size and pick them apart with a terrifying blend of overwhelming force and pin-point precision.

Space Marine strike forces typically hit their enemies hard and fast, annihilating all resistance and completing their objectives then relocating before retribution arrives. For such operations a combined arms approach is the most strategically flexible; battle-brothers clad in different marks of armour and armed with an array of weaponry are supported by battle-tanks, swift assault vehicles and combat aircraft. However, when it comes to sustained stealth operations behind enemy lines, a more focussed and specialist approach is required. Kill teams of Space Marines clad in Phobos-pattern armour make for exceptional assets in such theatres.

Sometimes these Vanguard teams are deployed in order to act as the eyes and ears of strike forces yet to deploy. Making planetfall amidst vibrant jungles, desolate ruins or some other remote locale, the Phobos Strike Team employs their stealth and tenacity to traverse even the most hazardous terrain and slip deep behind enemy lines. Their first priority is usually to establish a base of operations in a suitably secure location, within which ammunition and other supplies can be stockpiled, and captives secured for interrogation. Space Marines have minimal requirements when it comes to shelter or supplies, as there is little their post-human biology and the systems of their power armour cannot overcome. Yet even these elite warriors need somewhere to repair their wargear or perform medical procedures where neither the enemy, or more extreme planetary conditions, can intrude. It is also helpful to have a strongpoint to fall back on, should they be discovered prematurely.

Once established, the Phobos Strike Team begins covert operations. Smaller teams slip away into the shadows, vanishing for days at a time as they creep close to enemy positions and observe supply routes, vital personnel and command sites. Their Voxbreakers hack into enemy communication networks and pillage strategically vital intelligence. Here and there an enemy messenger may vanish while bearing missives or plans, or a disastrous malfunction may mysteriously befall a site of strategic importance to the foe. Rumours may spread amongst the enemy of marauding gheists, or hulking monsters with glowing eyes that pick off those who stray too far. Yet during reconnaissance operations, the Phobos Strike Team do all they can to maintain a cloak of anonymity. The longer their presence goes undetected the more valuable intelligence they can gather and pass back to the incoming Space Marine strike force.

At any time a Phobos Strike Team's mission may change from covert observation to one of sabotage, assassination or outright guerilla warfare. Indeed, they may be deployed with such tasks in mind from the start. This is especially true if the Vanguard Space Marines are the only Imperial forces available to invest a war zone, or if they have been sent in to smash key enemy targets in concert with the efforts of the wider Imperial war machine. During such operations, many Phobos Strike Teams prefer to employ an armoured mobile base of operations such as a squadron of gunships or transport tanks, trading subtlety for the ability to rapidly redeploy over long distances through hostile territory.

Phobos Strike Teams on the offensive are a terrifying sight. Power-armoured giants burst from the shadows and tear into the enemy's midst, often having encircled or outmanoeuvred their victims first. Volleys of deadly accurate fire pick off enemy sentries and eliminate heavy-weapon troopers or communications specialists, explosive bolt rounds ensuring that almost every hit the Vanguard score is a gory kill. Between their murderous efficiency and their honed terror tactics, even a handful of Vanguard Space Marines can dissect much larger enemy forces and scatter what remains, leaving the target of their assassination, sabotage or demolitions strike defenceless.

A number of different squad types within the ranks of the Adeptus Astartes make use of Phobos armour, and each boasts a different equipment load-out specific to their battlefield role. When assigned to a Phobos Strike Team, squads combine to form a strategically robust force that is greater than the sum of its parts.

INFILTRATORS

Infiltrator Squads are trained in advanced survival and covert operation techniques that help them to fight for extended periods of time in extremely hostile territory. Their primary weapon is the marksman bolt carbine, a mid-ranged bolt-firing weapon blessed with additional optic receptors and targeting spirits that augment the Infiltrator's already keen autosenses. Wielding a marksman bolt carbine, a Space Marine can fire explosive shells into enemies' eye-lenses, narrow gaps between armour plates, power packs for heavy weapons

and various other weak spots, ensuring even the most resilient targets are blown messily apart from within.

Complementing their carbines are the Infiltrators' smoke grenades, which belch thick chemical fumes and can be used to screen a sudden assault or withdrawal, while also choking and blinding the foe. Infiltrators are further equipped with backpack-mounted omni-scramblers, the presence of which reduces nearby enemy comms channels to choppy static and can interfere with the siting matrices of complex teleportation devices, orbital drop alignment sensors and other vital pieces of enemy equipment. Infiltrator Squads can further incorporate specialists such as the Helix Adept who – as an aspirant to the hallowed rank of Apothecary – possesses the skills and equipment to provide medical aid in the field to his battle-brothers.

REIVERS

Space Marine Reivers are terror troops who employ technology and cunning to encircle their enemies and attack from unexpected quarters. Some deploy from gunships by grav-chute, using directional fins mounted on their backpacks to skim silently into enemy territory and land far behind the lines. Many make use of grapnel guns that fire high-tensile adamantine cables and allow them to rappel up and down vertical structures or span yawning chasms. In this way, Reivers make their way to hidden vantage points and observe their enemies' movements and supply lines, before striking to maximum effect.

Though they can carry bolt carbines that allow them to engage in mid-range firefights, many Reivers prefer to wield vicious combat knives and special issue bolt pistols. Forged for Space Marines, their knives are so large they would serve a normal Human as a sword. With the speed and strength of a highly-trained Reiver behind them they can punch through a foe's defence to pierce organs and slash throats with ease. The Reivers' pistols are similarly lethal, firing rounds designed to pierce even heavy armour and deliver explosive shells to where they will do the most damage. Yet it is the Reivers' shock grenades and vox-amplifying masks that truly give them an edge. When these warriors burst from cover to attack, it is with deafening howls loud enough to burst eardrums and send the more cowardly of their enemies fleeing in terror. Next comes a volley of shock grenades that unleash a sensory bombardment of strobing light, deafening sound and carefully pitched psychostatic. This disorients even the most veteran warriors and leaves many foes on the verge of complete neural shutdown. With their victims incapacitated, the Reivers make short work of them.

INCURSORS

Aggressive light infantry, the Incursors wield the most esoteric wargear available to the Space Marine Vanguard. Although at first glance their occulus bolt carbines look little different from other Phobos-issue firearms, their targeting arrays are capable of penetrating thick stone or plasteel to give the Incursor an unimpaired view of what lies beyond. As if this were not enough, their divinator-class auspexes add to the datafeed flowing into each Incursor's transpectral combat visor. This allows them to see everything from radical energistic frequencies and empyric resonance echoes to cogitational motion-scrying generated by predictive dataspirits.



Whether foes assail them through the veil of reality, attempt to sneak up on them using dimensional oubliettes or alien camouflage technologies, or simply rely upon superhuman speed and agility, the Incursors can perceive where their enemies will be ahead of time and place their shots accordingly. So equipped, Incursors specialise in assaulting enemy-held positions and eliminating vital assets behind the lines. To help them in this task, some carry bulky haywire mines. These munitions generate blasts of electrodisruptive energy that banish even hardened machine spirits and leave comms arrays, defence emplacements or enemy vehicles as useless scrap metal.

MISSION TRANSPORTATION

Space Marine Chapters are self-contained military organisations with a plethora of highly specialised armoured transportation vehicles available to them. Amongst these are mighty warships that ply the cold void of space. It is these void craft that bear Space Marines through the hellish maelstrom of the warp, to respond to threats upon worlds scattered all across the Imperium of Mankind. Even the most remotely deployed and independent Phobos Strike Team must be borne to their theatre of war aboard such a craft, most often one of the ubiquitous Space Marine Strike Cruisers that do such glorious service to their Chapter.

'I CANNOT EXPLAIN IT, MY LORD! WE SURROUNDED THE ASTROPATHS WITH ENOUGH SOLDIERS, HUNTER-SERVITORS, AND ENSORCELLED FORTIFICATIONS TO REPEL AN ENTIRE ARMY OF LOYALIST SCUM. THEY SHOULD NOT HAVE BEEN ABLE TO GAIN ACCESS EVEN TO THE OUTER SILO, LET ALONE ELIMINATING THE PATROLS OR DOING . . . WHATEVER THEY DID TO NULLIFY OUR WARDS. THEY SHOULD NOT HAVE BEEN ABLE TO SLAY THE ASTROPATHS, LORD, IT IS IMPOSSIBLE! IT SIMPLY CANNOT BE!'

- Overseer Kalagath, excuses and last words to Iron Warriors Lord Orvodak Stonebreaker

Phobos Strike Teams most often deploy to the surface of their target world aboard armoured gunships. In some cases, these aircraft simply drop their passengers from high altitude, peeling off and streaking back to the vessel waiting in orbit, while the Vanguard Marines ride their grav-chutes down to the planet below. In other instances, however, Phobos Strike Teams have been known to make considerable use of gunships as a form of mobile operational base. This is especially the case when the Space Marines face battle over a widespread area. It is one thing to operate within a single citysprawl or region of deep jungle, but when a Phobos Strike Team has missions to complete in theatres hundreds of miles apart, or even separated from one another by immense oceans or trackless wastes, they need gunships in order to swiftly relocate. In such cases, the first action the Phobos Strike Team performs planetside will be to secure a base from which their aircraft can operate. Once such a location is captured, along with its fuel supplies and support servitors, the Phobos-armoured battle-brothers can press on, knowing that their transport craft will be ready at a moment's notice to scramble to their aid.

Those Phobos Strike Teams sent to particularly hostile war zones may instead choose to travel aboard Impulsor armoured transports. Swift and nimble, these gravitic-impulsion vehicles also boast formidable armour as well as an array of support systems that can prove valuable to battle-brothers operating behind enemy lines. Splitting their strength between a small squadron of Impulsors, Phobos Strike Teams can push deep into the perilous ruins of war-torn cities, contested industrial hellscapes, or regions so saturated with toxic pollutants or radiation that prolonged exposure would harm even a Space Marine. Snipers lurking in high vantage points are confounded as the Impulsors speed by below, their passengers safe behind armour plating or shimming force field domes. Enemies who believed themselves beyond the reach of even the most cunning and stealthy infiltrators instead find their strongholds assailed by swift, armoured transports in the moments before the Phobos Strike Team disembark to launch a point-blank assault. Such tactics may not be subtle – they are typically favoured by more direct Space Marine Chapters, such as the Iron Hands or Imperial Fists – but they are undeniably effective. And more than one Phobos Strike Team has escaped the vengeful counter-strike of overwhelming enemy forces aboard their armoured transports.

KILLZONE

OUTPOST FURIA-EPSIL VII

Lothar's Jackals finally clashed with members of Kill Team Justarian at Outpost Furia-Epsil VII. Typical of the outposts dotted across the Morochian wilds, this network of barricaded compounds lay amidst the last skeletal remains of what had once been the Seven-Rivers hab-district. That benighted settlement was all but lost to the region's shifting sands, but the new outpost stood firm atop its grave.

When it was first built, Furia-Epsil VII housed Morochian colonists destined to mine the desiccated salt flats of the Boiled Sea. The outpost was sited near the mouth of the vanished Pohnek river, at the point where that once-mighty flow had split into a tidal delta. Not only were the salt deposits around the dead ocean valuable, but the riverbed also formed a natural highway leading from the Seven-Rivers region all the way to Magnificentia. The salt mines would offer up their bounty, which could then be ferried with relative ease along the line of the riverbed back to Moroch's new capital. To help coordinate this effort, and to help ensure safety from the mutant bandits and altered wildlife still stalking the wilds, Furia-Epsil's inner compounds were furnished with a network of vox arrays and auspex shrines.

By the time Kill Team Justarian turned their attention to the outpost, it had fallen into traitor hands. Its vox arrays were broadcasting heretical sermons, while its sensors watched over traitor supply convoys racing along the riverbed to supply the siege lines around Magnificentia. Justarian led more than half of his Vanguard force in the attack, dividing them into two smaller kill teams that worked in concert. As one team drew traitor defenders to the barricades of a compound, so the other would snipe from elevated positions at their exposed flanks and rear, or creep behind their backs to seed booby traps amidst their stockpiles of ammunition and fuel. In this way, Justarian's force whittled down the Militarum Traitoris garrison over days of hit-and-fade warfare, never letting them rest or regather their strength. Justarian's goal was not only to eliminate the enemy forces, but also to seize the command and control assets at the heart of the outpost. At a stroke, he would silence the heretical broadcasts eating away at loyalist morale and gain access to augmented sensor data that would aid his planned ambush of the traitors' supply convoys.

The Militarum Traitoris garrison put up a fanatical resistance, despite being constantly outfought and outmanoeuvred. Their efforts were enough to see several battle-brothers wounded and their ammunition depleted. It was as the bloody battle reached its final stages that Lothar led his Jackals into concealed positions on the downslope of the Pohnek riverbank. They watched the flash of lasguns and the bloody detonations of bolt rounds shift into the innermost compounds, and as they did the Jackals let their blood in ritual, chanting dark prayers to Ka'rn the Hound-god and T'chak of the Eye. Then they left their transports on the riverbed and slipped silently through the dusk toward the ravaged outer compounds. The time to strike was now, Lothar knew, before the Space Marines' gunships could return to reinforce or resupply them, or spirit them away to another engagement zone. The Dark Gods had furnished him with an opportunity, and he meant to take it.

'ALREADY, THE DARK GODS HAVE WROUGHT MIRACLES IN THIS PLACE. WHERE ONCE THIS WAS A WORLD OF PIOUS SIMPLETONS WHOSE FOETID CROPS FED THE MINDLESS APPETITES OF INTERPLANETARY MASSES, NOW IT IS A WORLD OF DESTINY AND OF BATTLE, WHOSE VERY FABRIC HAS FELT THE DIVINE TOUCH OF THE WARP. YES, THE GODS HAVE DONE THEIR PART, BUT NOW WE MUST DO OURS. THEY HAVE BROUGHT MOROCH THIS FAR, BUT IT IS OUR DUTY TO BRING THIS WORLD TO FINAL, BLOODY APOTHEOSIS. AND TO THOSE OF US WHO ACHIEVE THIS GREAT TASK, THE GODS WILL BE GENEROUS INDEED...'

- Pre-battle address to the Styxx 777th renegade regiment

PHOBOS STRIKE TEAM

Clad in their distinctive Phobos-pattern power armour, Vanguard Space Marine kill teams are sleek and deadly in appearance. However, where other stealth operatives might rely upon camouflage or chameleonic fields to conceal themselves, this is not the way of the Adeptus Astartes. Thus each Phobos Strike Team proudly bears the uniform colours and markings of their Chapter, irrespective of their subtle battlefield role. They remain beyond their enemies' sight prior to battle by employing speed and raw skill; however, when they choose to strike, the Phobos-armoured Space Marines are more than happy for their enemies to see them coming. After all, power armour is such a formidable defence that no amount of concealment or cover could match its abilities to shrug off incoming enemy fire, and it is all the more shocking for the enemy to witness towering warriors clad in bright-hued and battle-scarred armour bearing down on them with blades ready. So it is that these kill teams fulfil the dual roles of forward operatives and bellicose terror troops, while clad in the proud heraldry of their Chapter.











Infiltrator Saboteur

Infiltrator Veteran

Infiltrator Voxbreaker

Infiltrator Warrior

Infiltrator Helix Adept

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Phobos-armoured Adeptus Astartes and the title of your kill team. It also provides you with ideas with which you can build the character and background of your kill team. If you wish to randomly generate a name for one of your operatives, you need only check which Chapter they belong to – or which Chapter they are successors to, if appropriate – and roll a D6 twice. The first number you roll tells you your Space Marine battle-brother's first name, and the second roll gives you their surname.

KILL TEAM NAME AND SPACE MARINE NAMES

Space Marines typically name their fighting formations after the senior commanding officer. Thus, Phobos Strike Teams will almost always be named Strike Force, followed by the name of their commanding Sergeant – for example, Strike Force Julianus, Strike Force Doran, Strike Force Gorrvos and so on. On occasion, especially inspirational or feared Phobos Strike Teams have been given epithets by wide-eyed allies or terrified enemies. During the conquest of Jaara, for example, Imperial Fists Strike Team Lythor became known to the Imperial defenders as the Resplendence of Angels. Meanwhile, the heretic hosts of Oghulis VI soon came to fear the Raven Guard strike team they knew only as the Talons. The Space Marines themselves would not employ these nicknames, of course, but through such renown does their legend grow. In order to generate a name for your Phobos Strike Teams, all you need to do is to roll on the naming table below that applies to your chosen Space Marine Chapter, then use your Sergeant's surname as the name of your Strike Team. Whether you or your opponents then feel they have earned a suitably fearsome epithet is up to you.

ULTRAMARINES NAMES

D6	FORENAME	SURNAME
1	Marius	Chronus
2	Agnathio	Tarentus
3	Ollonius	Dysorius
4	Cato	Cassus
5	Titus	Acastian
6	Gaius	Varenus

IMPERIAL FISTS NAMES

D6	FORENAME	SURNAME
1	Lydus	Hagen
2	Darnath	Mirhen
3	Lexandro	Garadon
4	Nereus	Lytanus
5	Tylaeus	Danithor
6	Vorn	Markov

RAVEN GUARD NAMES

D6	FORENAME	SURNAME
1	Ordias	Kaed
2	Kyrin	Solari
3	Vykus	Solaq
4	Tryris	Qeld
5	Navaer	Vaanes
6	Syras	Torvaec

DARK ANGELS NAMES

D6	FORENAME	SURNAME
1	Azkarael	Zaborial
2	Zakael	Azdallon
3	Rhellion	Zacharus
4	Zoreal	Astathor
5	Azathor	Seraphus
6	Nemator	Kaelon

SPACE WOLVES NAMES

D6	FORENAME	SURNAME
1	Gunnar	Ironaxe
2	Ulfrich	Icefang
3	Laars	Orksbane
4	Sven	the Red
5	Wulfgar	Wyrmslayer
6	Erik	Thunderhowl

BLOOD ANGELS NAMES

D6	FORENAME	SURNAME
1	Amareus	Belarius
2	Erasmus	Seraphan
3	Rafael	Moriar
4	Morlaeo	Raneil
5	Leonid	Castivar
6	Faustian	Arteros

SALAMANDERS NAMES

D6	FORENAME	SURNAME
1	Dak'Lyr	K'Gosi
2	Sho'Tan	Jurr
3	Tsu'Gar	Dallor
4	Xavus	Shenn
5	Nubari	Ta'Phor
6	Vorr'n	Rhoshan

IRON HANDS NAMES

D6	FORENAME	SURNAME
1	Arrven	Graevarr
2	Gorrloch	Bannus
3	Shorrgol	Lydriik
4	Galorr	Terrek
5	Dorrghun	Korvaan
6	Kaagos	Urloch

WHITE SCARS NAMES

D6	FORENAME	SURNAME
1	Khajog	Gatughan
2	Suberei	Ghol
3	Khoros	Jaghol
4	Jaygor	Kandakh
5	Selgei	Mologhai
6	Jurgah	Ujumm

BASE OF OPERATIONS

D6	LOCATION
1	**Impulsors:** This kill team employs a formation of Impulsor transport tanks as their base, benefitting from their advanced auspex and vox technologies.
2	**Gunships:** Prizing rapid-response, this kill team relies upon a squadron of armoured gunships to bear them swiftly into battle and extract them at speed.
3	**Shroud-zone:** By employing an ancient servo-shroud reliquary, the kill team are able to turn almost any remote locale into a sensor-deadened safe zone.
4	**Ever Mobile:** This kill team carry everything they need with them, never stopping for more than a few minutes at a time, thus staying ahead of their foes.
5	**Deep Wilds:** Be it the depths of a jungle, desert or some mountain eyrie, this kill team operate out of the most remote and inhospitable location they can find.
6	**Remote Ruin:** This kill team have established a base within a blasted fortification, bombed out shrine, fire-blackened spire or similar seemingly lifeless site.

BACKGROUND

D6	HUMBLE ORIGINS
1	**Dynamic Strategists:** This kill team comprises those renowned for their unconventional tactics and willingness to apply the tenets of the Codex in whatever unorthodox manner is required to secure victory.
2	**Predators:** Like the Emperor's vengeance made manifest, this kill team single out their prey and track them to the exclusion of all else, single-mindedly hunting them down and eliminating them.
3	**Individuals:** Some battle-brothers retain a streak of individualism that inevitably leads them toward Phobos Strike Teams and the increased operational freedom they offer, while ironically bonding them more closely with squadmates of a like mind.
4	**Speartip:** This kill team have the honour of spearheading a larger Strike Force deployment, making planetfall ahead of their brothers to wreak havoc and gather intelligence.
5	**Shockforce:** These warriors derive satisfaction from waging high-impact terror campaigns against enemy forces, and display flair for eroding morale.
6	**Proving Ground:** Either the battle-brothers of this kill team are seeking to expunge a shared shame through daring feats of behind-the-lines battle, or else they stand to gain honour and advancement through their efforts.

SQUAD QUIRK

D6	TRAIT
1	**Furious:** The warriors of this squad share a highly aggressive approach to their duties, preferring to strike hard and fast, and leave ruin and blood in their wake.
2	**Patient Hunters:** This kill team observe their enemies before striking, learning habits, determining weak points and waiting for the perfect opportunity.
3	**Guerilla Tactics:** Hit-and-run warfare typifies this approach, its operatives launching sudden onslaughts then vanishing before the foe can respond.
4	**The Calculus of War:** Applying a methodical approach, this kill team cogitate the risk of every action and eliminate enemies in priority order.
5	**Excruciators:** In order to gain strategic insight, this kill team prioritize the capture and aggressive interrogation of enemy leaders, strategists and the like.
6	**Vengeful:** The battle-brothers of this kill team seek to settle some matter of honour, and in doing so take vengeance for a wrong done to their Chapter.

Daylight was dying, Moroch's star sinking beyond the toxic mud-flats of the Boiled Sea. Sand hissed against metal structures, whipped along by a cold wind that brought the acrid tang of salt. It stung Lothar's nostrils, mixing with the scent of fyceline propellant and the blood-and-ordure reek of ruptured innards. It was the smell of battle. He welcomed it like an old friend.

Lothar's Jackals slunk forward through the twilight. They picked their way through the battle-damaged outer compounds, darting from one barricade or stack of crates to the next, halting only to rifle through the pockets of already dead Traitor Guardsmen. The corpses' last living comrades were still putting up a fight off on the flank in Inner Compound III – Lothar could see the flash of their guns, and hear the scream of battle from that other, more distant compound.

The longer they hold, the more time we have, he thought. His scarified features twisted into an cruel smile at the thought of his rivals' sufferings.

Ahead lay Inner Compound I, the Jackals' target. Asmol, Lothar's favoured veteran, had sighted Space Marines advancing into that area some minutes back, after they had apparently eliminated all resistance. It was lucky Asmol had such sharp eyes, for in the presence of these Space Marines the Jackals' vox and auspex had dissolved into a storm of static. As he and his followers crept through the gloom, Lothar whispered prayers to T'chak of the Eye, asking the deity to favour him with concealment from the Space Marines. With luck, the enemy were intent upon the compound they had just captured, checking for any traps the Traitor Guardsmen might have left for them. Lothar knew he couldn't count on them staying distracted for long, though. Mistime this attack, and his ambush would swiftly turn into a bloodbath.

Lumen strobed atop the vox arrays and auspex shrines in Compound I. They swept the darkness like lighthouse beams, allowing Lothar's warriors to see his hand-gestures. They each knew their part in his plan of attack. All knew the price should they fail.

Corpseman Yecht finished distributing doses of combat stimms, watching avidly as the Jackals stabbed ampoules into their forearms or thighs. Each Traitor Guardsman shuddered as the drugs hit their bloodstreams. Lothar noted that Yecht shuddered along with them, as though their rush was his own. This done, the kill team divided into three. Chieftain Velona cut left along the outer face of the compound's barricades. She was accompanied by Ghord the Butcher, Shamar the Brute, and the squad's Trenchsweeper – Karina. They would wait until the Space Marines were distracted and then assail them from behind at close quarters.

Asmol set off in the opposite direction, making for the vantage point offered by the stepped command bunker on the compound's right flank. With him went Markev, the Jackals' Brimstone Grenadier, and the two best marksmen in the squad. Once in position they would open fire to provide the distraction both Velona and Lothar's groups needed.

Lothar crept closer between barricades and stacked containers. Dregg, his mutant Ogryn bodyguard, loomed at his side. The brute stayed as low as he could. Corpseman Yecht followed, flanked by a pair of wary looking Jackals. Lumen beams swept over them again, leaving deeper shadows in their wake. Lothar wondered where Quil the Flenser had gone, then dismissed the thought. Wherever that murderous lunatic was, it would undoubtedly be bad news for –

Lothar's thought was broken as Dregg slammed into him, the Ogryn's bulk driving the traitor Enforcer to the ground behind a stack of fuel drums. There was a muffled bang and Lothar was splashed with hot gore. He looked up and saw Dregg sway, but not fall. A bloody crater had been blasted in the Ogryn's side.

'Sniper!' hissed one of the Jackals.

'Take cover,' Lothar snarled, pulling himself up into a crouch, eyes darting as he hunted for his assailant. The enemy had spotted them. As he thumbed the activation rune of his bolt pistol and woke his power fist's disruption field, Lothar willed his warriors to spring their ambush without delay.

Stuttering flashes of light banished the gloom as Asmol and his team opened fire on the group of Space Marines at the compound's heart. Lothar saw his warriors up on the first floor of the ziggurat-like command building, hunkered down behind its saviour rails. Markev hurled an alchemical explosive. It span through the air to land amidst the Adeptus Astartes. The bulky figures were silhouetted against the emerald fire of the blast, imprinted onto Lothar's retinas as they reacted to the Jackals' attack. He counted four of them, blasting back at Asmol's team. One Space Marine was limping, Lothar saw, a slick of blood running from his knee. Another's armour was wreathed in the bile-green flames from Markev's

grenade, though it hadn't yet stopped the post-human warrior from fighting.

Bolt detonations rippled around Asmol and his followers. One, then another, Jackal was blasted backwards in eruptions of blood and viscera.

'Fire!' Lothar ordered his team. With the Space Marines now flanking them, the Jackals leant out of cover and let fly. Their lasbolts splashed off the bonded ceramite of Adeptus Astartes armour. One shot found a weak spot and another Space Marine staggered, but didn't fall. Dregg, seemingly untroubled by his ghastly wound, loomed protectively over Lothar, scowling skyward as he searched for the unseen sniper. When the enemy marksman's next shot came, it whipped over Lothar's cover and took off Corpseman Yecht's head. As the stimm-doctor's corpse toppled sideways, Lothar felt a mixture of irritation and pleasure. Yecht was a loss, but in slaying him the marksman had given away his position; Lothar spotted the gun's muzzle flare, not high up as Dregg seemed to think, but on the ground near the base of a nearby vox tower.

'You two, keep shooting,' he snarled at the Jackals, who had paused to loot ampoules from Yecht's corpse. Momentarily chastened, they resumed their firing positions. Lothar turned and set off along the line of the nearest barricade, aiming to loop around and reach the marksman's position. Thudding footfalls told him Dregg was following.

Then came wild howls from the left flank signalling that Chieftain Velona's group had engaged. As Lothar lunged between barricades, the tower lumen swept the compound again and he saw Space Marines pivoting to fire upon the charging Jackals. Bolt shells burst against Trenchsweeper Karina's shield, almost knocking her from her feet. Blood misted the air as Chieftain Velona fell.

Lothar ran along another barricade, dashing once again between cover. At the compound's heart, Ghord and Shamar were now battering at a Space Marine and had brought him to his knees. Lothar had a fleeting glimpse of the loyalist as Ghord's axe crunched deep into the power armoured helm.

Again the lumen swept the compound. Lothar crouched now behind a towering stack of containers, Dregg at his shoulder and a ten foot dash separating them from the base of the vox tower. He gestured with his bolt pistol. Blood still running from his wound, Dregg gave a grunt of understanding and lumbered from cover. The abhuman rounded the base of the tower – Lothar a pace behind him, using his bulk for cover. A combat knife flashed through the air, burying itself in Dregg's throat. The Ogryn staggered as Lothar surged forward. The Space Marine marksman was already preparing for the shot. The gap was too great; Lothar was about to die.

Quil the Flenser hit the marksman from behind, dropping from a stack of crates and wrapping one arm around the Space Marine's throat as he clung awkwardly to the giant warrior's back. Quil buried his longknife in the marksman's eye-lens. The Space Marine roared, the cry vox-amplified to deafening volume. He reached up and tore Quil free, hurling him into the base of the tower. The Flenser hit with a clang and thudded to the floor, but he had done enough. Lothar swung his power fist in a crackling arc into the Space Marine's chest plate. Bonded ceramite crumpled like parchment. Blood squirted through rent metal. The Space Marine fell and didn't rise.

Lothar spat on his slain foe, heart hammering. Then came the sound of fresh bolt fire from the direction of Inner Compound III. Sparing a brief glance for Dregg's corpse, Lothar took to his heels. Quil followed, one arm hanging broken at his side. Something exploded away on the right flank. Shots flew wild, las-blasts and bolt shells criss-crossing in the gloom. The tower lumen swept the scene with aloof detachment, revealing the fallen bodies of Space Marines and Jackals alike.

Lothar ran past the soldiers he had left, the survivors of Velona and Asmol's groups rallying to him as well.

'Rearguard, cover our retreat,' he barked. Trenchsweeper Karina turned and set her shield between two barricades. She and the other rearguard troopers sent a parting volley of shots into the half-seen giants now closing on their position. Lothar kept running, uncaring of their fate. His followers would make it back to the Chimeras with him, or they would not. When you fought in the name of the Black Legion, you lived or died by your own merits. What mattered were the slain Space Marines he left in his wake. Lothar could get reinforcements easily enough, but every one of the Adeptus Astartes who fell on Moroch was irreplaceable.

We bled them today, he thought triumphantly as he ran all the harder for the safety of the riverbed. *Next time, Ka'rn willing, we will finish them.*

MILITARUM TRAITORIS

It is said that entities both dark and terrible dwell within the depths of the warp. Across the Imperium, desperate or avaricious Humans turn to these beings, worshipping them as the Dark Gods of Chaos and offering up their souls in hopes of even the most fleeting glimpses of power and reward.

The Imperium has but a single faith, the worship of the God-Emperor of Mankind who sits upon the Golden Throne of Terra. The galaxy-spanning Ecclesiarchy enforces this creed upon the untold Human masses. Yet it is a cruel age. The Imperium is mired in a war for survival, riven by oppression and ruled by totalitarian masters. These despots wield the Emperor's name like a cudgel to beat down dissenters, while those of lower station who pray to their god rarely find miraculous intervention forthcoming. It is inevitable that many amongst the Human herd come to feel resentment, despair, and a desperate desire to control their own fates. The worship of the Dark Gods provides at least the illusion of this. It offers a chance for real – albeit fleeting and ultimately perilous – reward. So does heresy fester in the Imperium's dark corners.

SEDITION IN THE RANKS

The Astra Militarum – or the Imperial Guard – is an incalculably vast organisation. Its regiments make up the bulk of Mankind's armed forces, and there is precious little subtlety in how they are deployed. The Imperium's plight is too dire, and its bureaucracy too leviathan and uncaring for such niceties. While every man and woman recruited into the Imperial Guard is a Human with their own thoughts and feelings, to their masters they are logistical assets to be spent as easily as bullets. Pyrrhic last stands, meat grinder offensives, years-long sieges and brutal wars of attrition all take their toll. The grotesque aliens and heretical warriors against whom the Astra Militarum fights can drive soldiers mad with fear. Some foes display strange and powerful abilities that set the disillusioned to wondering why the God-Emperor does not appear to bestow such gifts upon his faithful.

Commanding officers and regimental Commissars do what they can to maintain order amongst their soldiery, while Ecclesiarchal Priests lead the Imperial Guard in prayers, seeking to bolster their faith in battle. Once the rot sets in, however, it can be hard to expunge. Imperial Guardsmen may perceive themselves as abandoned by their superiors, or by the God-Emperor himself. This is one route by which the hidden worship of the Dark Gods may find its way into loyal regiments. There are many others. A regiment may be deployed to a world whose indigenous peoples harbour heresy, passing it like a sickness to their protectors. Badly depleted regiments replenish their ranks by joining with other, similarly mauled bodies of soldiery, and may inadvertently invite heretics into their midst in the process.

Moreover, the influence of the warp itself is insidious. Sudden outbreaks of physical or mental mutation within a regiment can force them into rebellion for the sake of survival, for the Imperium is intolerant of anything unclean. Agents of the Dark Gods may circulate prohibited texts that lead those who read them down a dark path, or else may taint rations with heretical tinctures that steal the choice from those who consume them. Crueller still are the fates of those regiments whose own deeds or experiences cause them to fall, even as they strive to do their duty. Nearly all Human souls have some presence in the warp. By the same token, empyric energy leaks through from that strange dimension, especially around warp storms and other tears in the fabric of realspace. Touched by these energies, soldiers immersed in long years of butchery may become ever more violent until they fall into the grip of Khorne, the Chaos God of wrath and bloodshed. Those exposed to squalor and disease may endure through intense suffering only to become pawns of Nurgle, the Chaos God of plagues and misery. Tzeentch, Chaos God of fate, manipulation and sorcery is said to ensnare those who evince too much cunning or attempt to employ warp magicks to fight their foes. Slaanesh, meanwhile, is the Chaos God of excess and sensory experience, whose corrupting influence can touch any whose desires become obsession. Soldiers may not know of these beings, or be conscious of their influence at all, but Humans need not perceive the machinations of Chaos to fall prey to them.

No matter if traitors consciously cast aside the God-Emperor, or are tricked into heresy, the results are the same. Astra Militarum regiments that turn against the Imperium are declared Militarum Traitoris, sworn enemies of Humanity itself.



'I GAVE THE GOD-EMPEROR MY BLOOD. HE REWARDED ME WITH SUFFERING, AND MISERY, AND WITH COMRADES TURNED CORPSES. I SPIT ON HIM. HE IS A PARASITE, A FATTED LEECH THAT WILL DRAIN HUMANITY DRY AND STILL EXPECT THEIR FAWNING GRATITUDE. BUT HE WILL NEVER TASTE MY VEINS AGAIN. I HAVE NEW MASTERS NOW, AND FOR THEM I WILL SPILL THE BLOOD OF FAITHFUL FOOLS UNTIL THE MONSTER ON THE GOLDEN THRONE STARVES!'

- Seriadne Hekht, Traitor General of the Styxx 777th

BLOODED KILL TEAMS

The influence of the warp is corrosive. Even those who fall to it through the noblest intentions eventually succumb to jealousy, envy and the lust for personal power. Militarum Traitoris regiments are no exception. What begins as a disciplined body of soldiers, soon enough degenerates into something altogether more feral and anarchic. Amongst their ranks, ruthlessness, cunning and physical strength determine who rules and who is doomed always to obey.

The Astra Militarum recruits from countless worlds. Aside from monitoring homogeneity of worship, and some basic standards of equipment and language, they leave regiments from different worlds to retain much of their original cultures. The same is not true when it comes to regimental organisation, however. No matter what localised honorifics people of different planets may use, the logistics and command structures of the Imperial Guard remain broadly the same from one end of the Imperium to the other.

This standardised organisation is often the first casualty when a regiment rebels – along with any loyalist sympathisers, of course. Though some regimental commanders turn traitor and take their regiments with them, in other cases – and without the menace of Imperial authority behind them – more unpopular officers find themselves set upon by their subordinates. Most end their days as adornments for regimental standards or barbarous trophy racks, their fate a warning to any who dares challenge the newly installed traitor general. This process continues down through the ranks, especially in more rough-edged regiments such as those recruited from amongst former hive gangs, criminals or feral world tribes. Those who have long coveted the Sergeant's stripes but failed to earn them through merit now seize them by force. Old grudges are worked out between rival squads. Troopers long forced to hide murderous tendencies or heretical leanings are suddenly free to revel in them.

Coupled with the short-but-bloody internecine conflicts that mark many regiments' rebellion, this process leaves ragged organisational wounds. Many Militarum Traitoris regiments swiftly adopt a more tribal power structure as a result. Ruling the regiment is a single individual, the traitor general adopting whatever title they believe speaks loudest to their followers – be it commander, war chief, high priest or myriad others. Below them are their hand-picked lieutenants, each a petty warlord vying for their master's favour while coveting their mantle of power. These may be disciplined officers turned sadistic tyrants, Primaris Psykers freed to explore the full extent of their powers at last, or even former line troopers who have found favour through bloody deeds. Each commands their own followers, employing cunning, violence, promises or threats to gather a warband of squads and vehicles from amongst what remains of the regiment.

Over time, successful Militarum Traitoris forces reinforce their ranks with additional heretical soldiery and their attendant assets. A renegade tank regiment might seek to augment itself with bands of supporting infantry, or an infantry regiment with squadrons of renegade armour and artillery. Some may seek to bring mutants and abhumans into their warbands, or may be fortunate enough to secure wings of combat aircraft and gunships, or even super-heavy tanks. Many come into the orbit of more powerful heretic warlords, often fighting in thrall to the Heretic Astartes in return for their favour, and the opportunity to be ferried through the void from one world to the next. This is nearly always a perilous bargain for the traitor guard. Ironically, almost all Chaos Space Marines are as dismissive of mortal lives as is the Imperium against which the traitors originally rebelled. Yet those Militarum Traitoris who do not swear themselves to the Heretic Astartes must stand alone against a vengeful Imperium, an even less appealing prospect.

The fate of most Militarum Traitoris regiments is, eventually, to be whittled away in the vengeful wars of uncaring masters, or else to degenerate into pirate bands or cults of worship dedicated to one of the Dark Gods. Yet there are those regiments that have prospered and grown under the leadership of especially tyrannical and artful traitor generals. Names such as the Carrion Guard, the Vostokh 33rd, the Scarhide 1st or the Priests of Filth resound across entire sectors, and strike fear in the hearts of all who hear them.

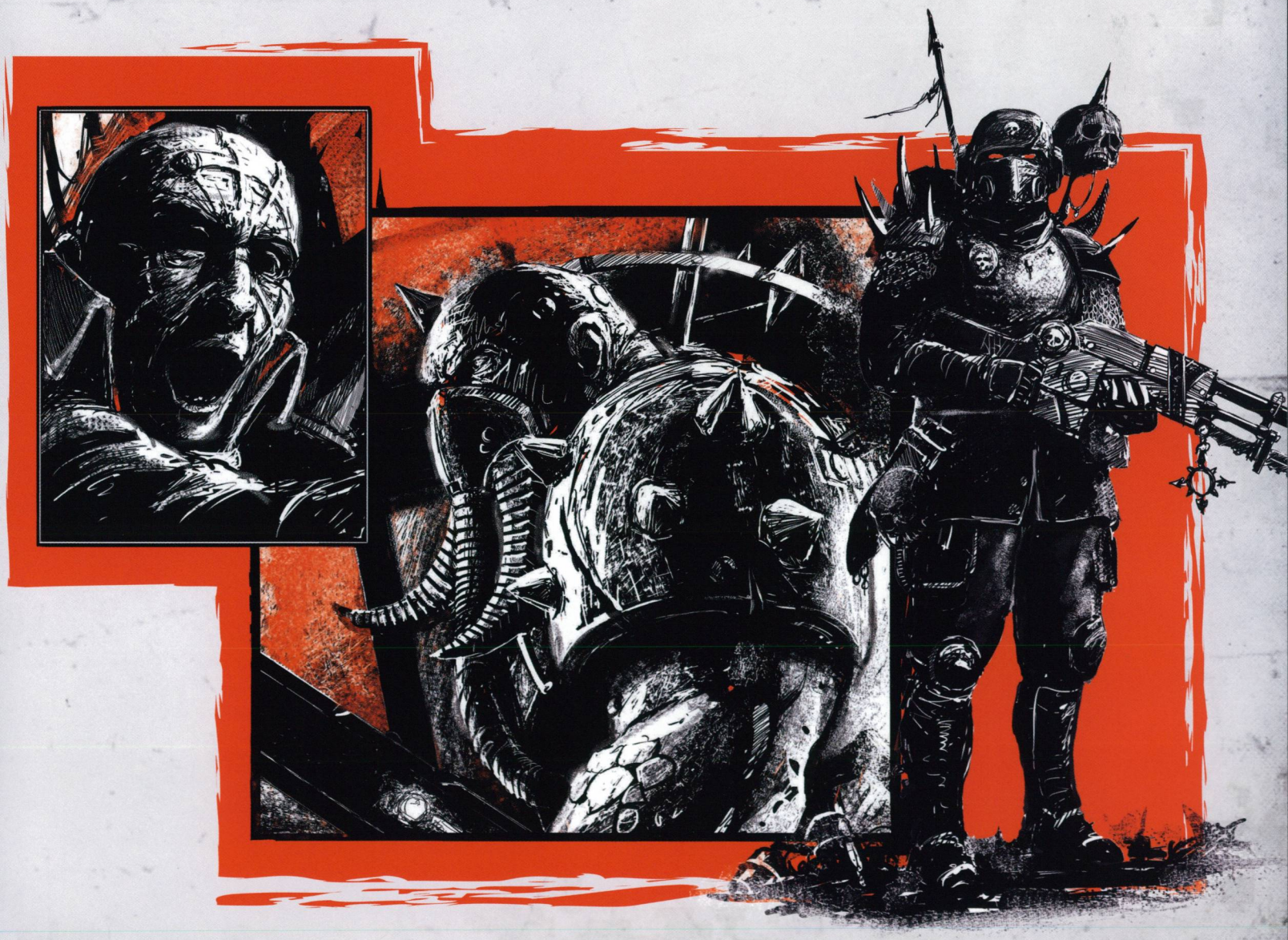
THE BLOODED

In every traitor regiment some individuals stand out. They may be the most vicious and bloodthirsty, given to such acts of savagery that even their own comrades come to fear them. They may be true believers, their zealous fervour directed either towards the Dark Gods that have replaced their Emperor, or else to the regiment itself. Others are dead-eyed veterans who have simply seen too much, combat engineers or medicae personnel now experimenting with forbidden alchemy, or brutish thugs who – while lacking the ambition or intellect to seize power for themselves – make excellent right hands for those with greater vision. Released from the constraining strictures of the Imperial Guard, such soldiers soon attain prominence amongst their fellows and dark reputations to match.

Either because they consider them useful, a threat, or both, the leaders of Traitor Guard warbands pluck these unusual soldiers from amidst the ranks. They form them into squads that echo the Chosen retinues of their Heretic Astartes masters. These hand-picked bands are known as Blooded, and given menacing names such as the Howling Skulls, the Soul Thieves or the Favoured. They act as bodyguards and enforcers for their warband's often tyrannical leader. Their sees them get first pick when plunder is forthcoming, and allows them to lord over the rank and file, who dare not gainsay them lest they anger their warband's leader. This practice also helps their patron to keep an eye on these potential rivals, and to claim the glory for their victories while mercilessly punishing their failures. When a particularly difficult or dangerous job needs doing, a traitor warlord may hand it to such chosen soldiers, permitting them whatever weaponry and transportation they require but making clear that the price of failure is death.

Not all Blooded kill teams are formed in this way, of course. Some begin as the lowest of the low, motivated by aspirations of glory and a willingness to sacrifice friend and foe alike to win it. Others are the only survivors of their once glorious regiment, deserters turned rogues or the only ones to walk – blood-spattered and triumphant – from the civil war that claimed their comrades. Others might be operative cells, sworn body and soul to Heretic Astartes such as the Alpha Legion or Word Bearers. These Traitor Legions are well known for employing Human operatives to strike at the Imperium from within.

Whatever their origins, Blooded kill teams fight with the murderous focus of those who know that failure – or even a small display of weakness – means certain death. What they have sacrificed in loyalty and discipline, they more than make up for in underhanded cunning, raw violence, and a willingness to risk all in the pursuit of personal power.

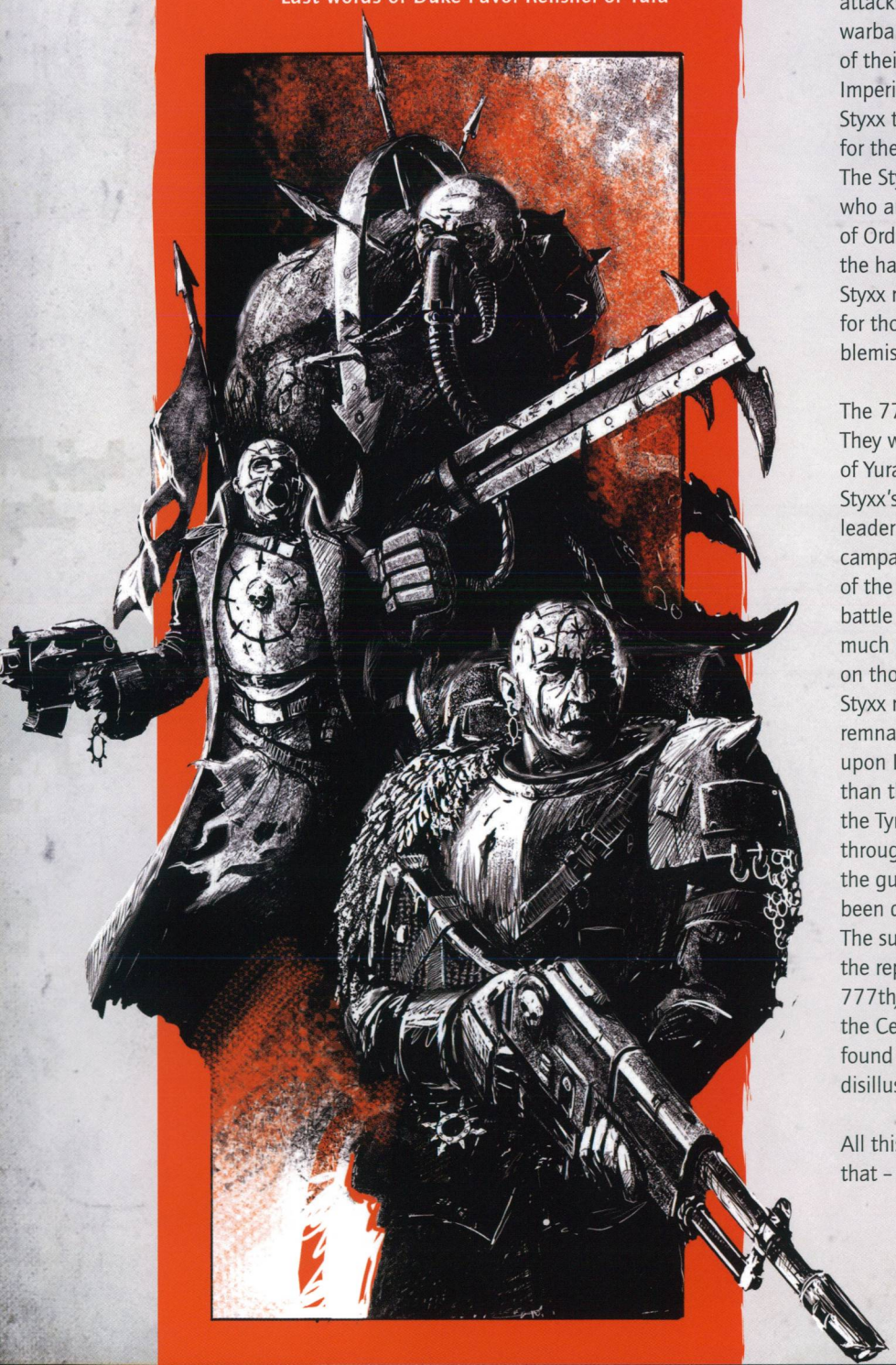


FALL OF THE STYXX 777TH

The Styxx 777th were once an Astra Militarum infantry regiment with a proud history of victories in the Emperor's name. It was no single event that drove them to heresy, but rather a series of misfortunes and bloody losses that transformed a loyal body of Imperial soldiers into the blood-sworn thralls of the Black Legion and the Dark Gods.

'DO NOT SPEAK TO ME OF INTENT! DEEDS ARE ALL THAT MATTER IN THIS LIFE, AND YOURS ARE HERESY!'

- Last words of Duke Pavol Renshei of Yura



THE ROAD TO RUIN

Styxx is an overcrowded hive world located perilously close to the warp anomaly known as the Maelstrom. The planet has a long history of resisting attacks by pirates, mutants, xenos slavers and even warbands of the Heretic Astartes. Its rulers make use of their vast population to easily fill their tithe to the Imperial Guard. These are not mere dregs, however. Styxx takes pride in producing regiments renowned for their fortitude, aggression and ironclad faith. The Styxx regiments are commanded by spire nobles who are trained at the prestigious Aquila Academy of Ordras Hive. Meanwhile, the ranks are filled with the hard-bitten soldiers of Styxx's military guilds. Styxx regiments have served the Imperium loyally for thousands of years, and rarely has there been a blemish upon their record.

The 777th infantry were a typical Styxx regiment. They were commanded by Duke Pavol Renshei of Yura, a charismatic and zealous officer born of Styxx's most pious noble house. Under the duke's leadership, the 777th fought through a half-dozen campaigns before they led the assault on the gates of the Ossuarian Fortress of Drayv. This bloody battle cost them dear. Though it earned the 777th much honour it left both mental and physical scars on those who survived. At the conflict's end, the Styxx replenished their ranks with the shattered remnants of the Tyrodis 44th, whose experience upon Drayv had been more painful and ignominious than their own. A strategic miscalculation had seen the Tyrodis advance without promised support, through punishing enemy fire, only to discover the gun batteries they had captured had already been destroyed by the Tallarn 290th Armoured. The survivors were angry and embittered. As the replenished 777th – now technically the 777th/44th – prepared to join a new crusade into the Cerabas sub-sector, these voices of malcontent found a receptive audience amongst the most disillusioned of the Styxx.

All this might still have come to naught, except that – while en route to the Cerabas Sub-sector – the

crusade flotilla was smashed out of the warp by the shock wave created by the opening of the Great Rift. Half the fleet was annihilated, or flung millions of miles off course. The remainder performed crash translations, void ships tearing back into realspace trailing flames and ectoplasmic tendrils. What remained of the Cerabas crusade found themselves marooned in an unknown Imperial system, traumatised and with no idea what had happened.

Misfortune now piled upon misfortune. Mutation ravaged the ranks of the Astra Militarum regiments that formed the bulk of the crusade. The Styxx 777th lost almost ten percent of their number to grotesque physical and psychic deviance. Next came attacks by Ork pirates, whose ramshackle fleet surged from the system's asteroid belt and fell gleefully upon the damaged Imperial voidships. The 777th were amongst ten full regiments committed to a desperate boarding action that saw the greenskins' flagship scuttled. Their casualties during that fight were punishing, Duke Renshei's fanaticism blinding him to his soldiers' suffering. Barely had the Imperial flotilla seen off the Ork attack when a weak astropathic distress call reached them from the nearby abattoir world of Klot. Again, the battle-weary regiments of the Astra Militarum went to war, this time against a heretical slaughter cult that had erupted from Klot's meat factories. The conflict became known as the Butcher's War for it was nightmarishly bloody and savage. A year into the campaign, and with victory still a distant hope, the 777th were forced to replenish their ranks again from the remnants of formations they had fought alongside through the charnel hell of Klot. Many of the new recruits were deeply shaken by what they had endured, while others had to be swiftly executed for unrepentant rebellious agitation. The regiment itself was now re-designated the Klot 11th, as its ranks had been so widely augmented.

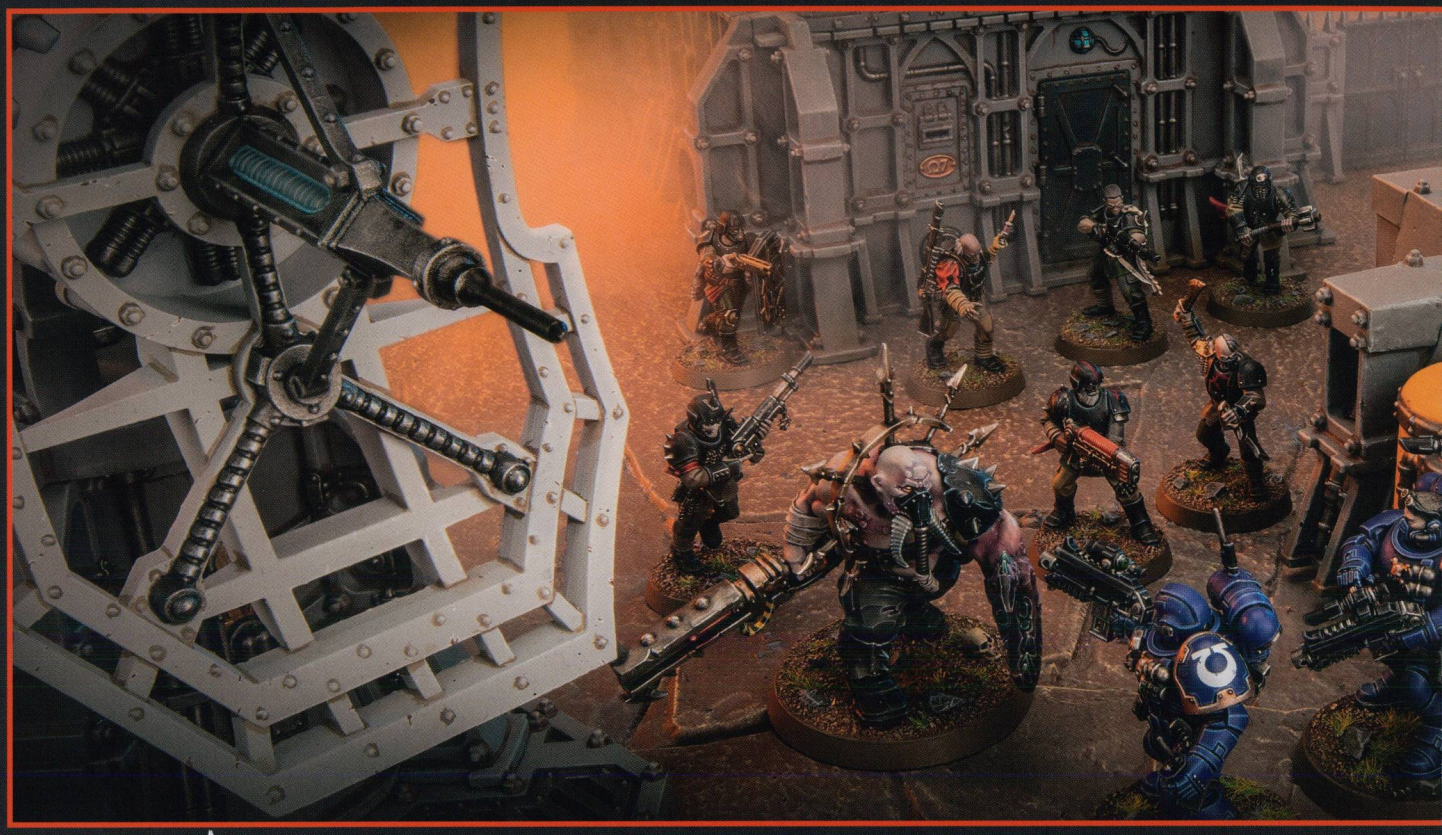
By now, some amongst the Styxx officer-class were plotting a coup, and the horror of having their regiment renamed after the hell-world they fought on didn't help. Chief amongst the conspirators was Marquess Second-class Seriadne Hekht. She had fought loyally at Duke Renshei's side for years, but had become increasingly disillusioned as she watched him dismiss ever more appalling losses as merely the will of the God-Emperor. Hekht could no longer watch in silence as comrades and loyal followers were literally butchered by their bestial foes. She declared she would rather risk a Commissar's bolt to the skull than lead her soldiers into another slaughter.

This was when Frater Calt introduced himself. None could say afterwards who the humble priest had accompanied to their clandestine meeting. Calt simply emerged from the shadows and addressed the conspirators, telling them there was another way.

Calt, it transpired, was no true priest but rather an agent sent by Heretic Astartes masters to make an offer to the Klot 11th. Redeployment was coming, Calt promised, and soon. It could either be the regiment's final death-knell, or a new beginning as servants of the mighty Black Legion and of Abaddon the Despoiler. Calt did not reveal this all at once, and nor did he persuade his audience at his first attempt. Instead he wore Hekht's group down over the days that followed, weaving painful truths and cunning blandishments with such skill that at last the conspirators accepted Calt's offer. So fell the Klot 11th, though few amongst the regiment knew it yet.

TO MOROCH

The orders came, just as Calt had promised, to take ship for the Gorandahl sub-sector. Yet it was a changed regiment that answered the call. The Duke was gone, and Hekht now led in his place, having proudly renamed her regiment the Styxx 777th in defiance of Munitorum dictates. None but the conspirators knew how slaughter cultists had gained access to Renshei's command bunker. Seriadne Hekht had learned fragments of lore from Calt regarding the Dark Gods. He had explained how the slaughter cult had been blessed one of those deities. If mere serfs could achieve all they had with the boons of just one dark deity, Hekht could well imagine what her trained soldiers might achieve with the favour of all four. Driven by her bitterness towards the God-Emperor and his teachings, she allowed Calt to instruct disciples in his teachings and spread them amongst the ranks. Many soldiers were branded with the hidden marks of favour – the staring eye, the eight-pointed star and the many-headed serpent – the better to earn the protection of the gods. Those who resisted, or who retained their Imperial faith, were dealt with swiftly; the anarchy of the ongoing war was used to cover their murders. Thus the regiment that arrived in a troop hauler above Moroch many months later was sworn entirely to Abaddon the Despoiler and his Black Legion. They knew the secret signs and encrypted vox channels by which to identify their fellow Militarum Traitoris amongst the so-called reinforcements, and through which they planned their rebellion upon Moroch in the Dark Gods' name.





Traitor Ogryn



Traitor Enforcer



Traitor Commsman and Traitor Gunner with plasma gun



The Blooded go to battle clad in savage warrior garb far removed from their former loyalist uniforms.





BLOODED KILL TEAM

The Blooded are degenerate and feral, barbaric brutes and scheming murderers who have cast aside the orderly regimentation of the Imperial Guard in favour of something altogether darker. Some may still wear the uniform colours of their former regiment, either to trick loyalists into thinking them comrades, or out of a sense of mocking irony. Many others adopt new panoply, chosen by their Traitor Generals, and often marked with symbols and colours that offer praise to one or more of the Dark Gods. The eight-pointed star of Chaos is commonly seen blazoned upon ragged uniforms, or branded or scarified upon the flesh of the Blooded themselves, as are the runes of the individual Dark Gods where their favour is sought. Many Blooded carry warrior trophies, talismans and stolen weapons looted from the bodies of fallen friends and foes alike. Others bear the stigmata of mutation, the marks of the raw power and corruption of Chaos beginning to manifest upon their bodies.



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Traitor Guardsmen and the title of your kill team. It also provides you with ideas with which you can build their character and background. If you wish to randomly generate a name for your kill team, roll 1D6 twice on the table below. The first roll gives you the first component (for example The Chosen) while the second roll gives you the second component (for example Hounds). Alternatively, use these names as inspiration for a unique kill team name of your own, perhaps named after the leading Traitor Enforcer, as with Lothar's Jackals.

KILL TEAM NAME

Blooded kill teams typically either take a name for themselves to strike terror into their enemies, or else their heretic officer assigns them a suitably fearsome title so as to underline that they are their blooded champions. The individual traitors, meanwhile, may retain their given names, or may exchange them for more barbaric epithets that they believe are better suited to catch the notice of the Dark Gods. If you would like to do so, you can use the Operative Name Generator below to select fitting names for each of your warriors, or else derive inspiration from it to invent some names of your own. In order to randomly generate a name for one of your operatives first roll 1D6. A roll of 1-3 means you are using Table A, while a roll of 4-6 means you are using Table B. Then roll another D6 to determine which name from that table you give to your operative. Repeat this process for their Forename and Surname to get a complete operative name. Alternatively, pick their names using whichever combination of tables feels appropriate to generate your preferred heretical names.

KILL TEAM NAME

D6		D6	
1	The Chosen	1	Hounds
2	The Carrion	2	Malevolents
3	The Eight-blessed	3	Jackals
4	The Accursed	4	Serpents
5	The Dread	5	Slayers
6	The Tainted	6	Daemons

OPERATIVE NAME

D6	FORENAME A	D6	SURNAME A
1	Zerakor	1	Gorl
2	Verlan	2	Shadach
3	Garrik	3	Torg
4	Shyara	4	Aril
5	Elihm	5	the Flenser
6	Korva	6	the Blessed

D6	FORENAME B	D6	SURNAME B
1	Lothar	1	the Beast
2	Jonah	2	Vrannad
3	Leanor	3	Hagyri
4	Verika	4	the Fiend
5	Urgan	5	Skull-taker
6	Tamren	6	the Betrayer

BASE OF OPERATIONS

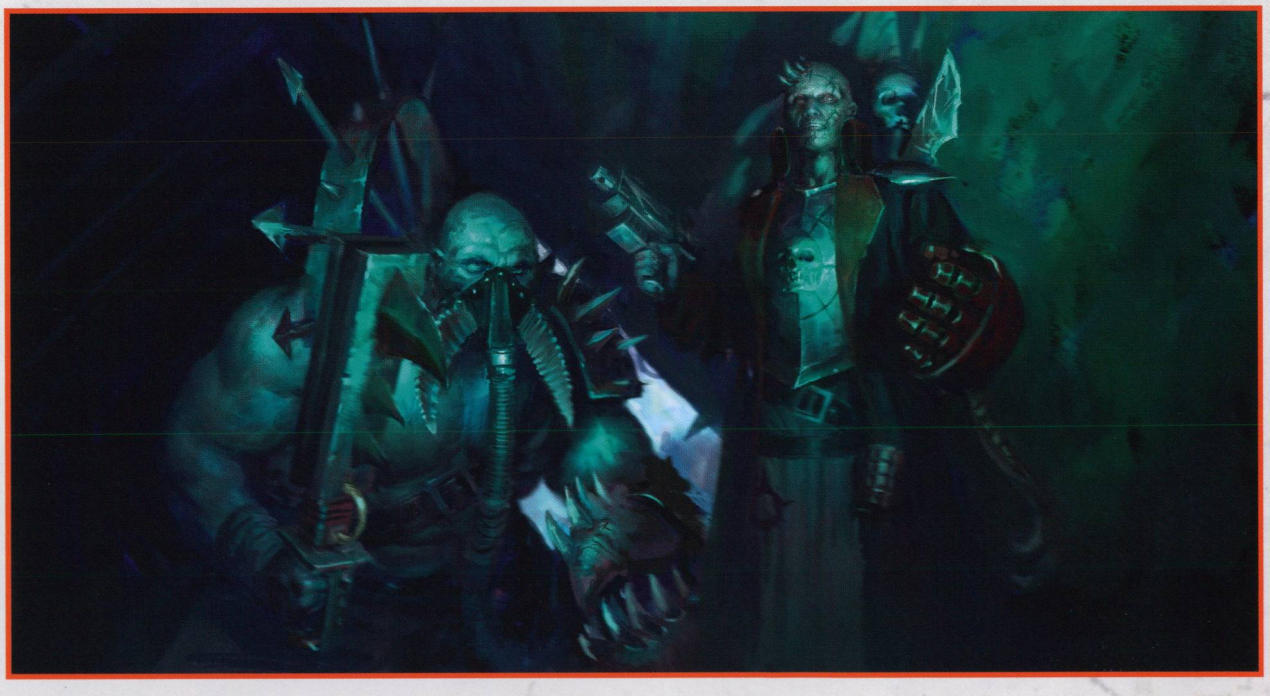
1D6	LOCATION
1	**Renegade Chimeras:** This kill team have claimed a convoy of Chimera APCs to act as their mobile base of operations, using them for transport, stowage and as auspex and vox hubs.
2	**Valkyrie Squadron:** A wing of renegade Valkyrie gunships bears this kill team to battle, swooping down into contested hot-zones to disgorge the Blooded straight into battle.
3	**Despoiled Shrine:** Having corrupted a place of enemy worship with blood rites and unclean acts, the kill team have taken this tainted site as their trophy hall, the better to please the Dark Gods.
4	**Ruined Fortification:** Somewhere amidst the carnage and rubble of war, the kill team have located a serviceable strongpoint from which to operate.
5	**Traitor Stronghold:** Be it a renegade command nexus, a shrine to the Dark Gods, a hellish forge complex or some other seat of infernal power, this kill team return there between battles.
6	**Subterranean Hideout:** This kill team operates out of a hidden place of dark worship or a subterranean complex of tunnels and fortifications ruled over by an entrenched Militarum Traitoris force.

BACKGROUND

1D6	PATH TO POWER
1	**The Worm, Turned:** Before their regiment turned traitor, the members of this kill team were the lowest of the low. Now they claw their way towards the top of the heap, leaving the bodies of their supposed betters strewn in their wake.
2	**The Tyrant's Fist:** This kill team are an extension of their traitor general's will, gleefully enforcing it with acts of cruelty and violence that sow fear amongst their foes.
3	**Born of Treachery:** When this traitor regiment rebelled it was riven by a bloody civil war between loyalists and turncoats. This kill team ended the bloodbath by an act of treachery so foul that it has come to define their reputation – and their strategic uses – ever since.
4	**Blades of the Serpent:** This kill team are, in actuality, agents of the Alpha Legion working in deep cover within the ranks of a Traitor Regiment for purposes only they and their true masters know.
5	**Dark Zealots:** The warriors of this kill team were amongst the first and most fervent renegades in their regiment, and their diabolical fervour has marked them for glory ever since.
6	**Lost and Damned:** Comprised of the most deranged, murderous and savage sociopaths from amongst the ranks of their former regiment, this kill team are bloody-handed monsters, as feared by their supposed comrades as they are by their foes.

SQUAD QUIRK

1D6	DIABOLICAL NATURE
1	**Bloodthirsty:** The warriors of this kill team become more murderous by the day, slowly abandoning their former discipline and training in favour of barbaric savagery.
2	**Agents of Entropy:** Whatever deeds of befoulment, corruption and despoilment can be performed, no matter how minor or spiteful, this kill team will see them done, wishing only to bring all to ruin and despair.
3	**Addiction to Excess:** This kill team's operatives have developed an inhuman taste for sensory overload, be it the deafening roar of battle, the adrenaline thrill of danger or the intoxicating pleasure they derive from pain – theirs or their enemies'.
4	**Obsessive Scheming:** Manipulation, plotting, and devious misdirection have become as natural to the warriors of this kill team as breathing and slaying their foes.
5	**Scavengers:** Without Imperial supply lines to rely on, all Traitor Guardsmen must steal and pillage to stay well-equipped. This kill team have made an art form of this practice, falling upon wounded friends and foes alike with ravenous fervour.
6	**Aspiring Champions:** The warriors of this kill team believe themselves to be the elite of their regiment. Indeed, some of them are coming to believe that they should be the ones in charge, the better to win the Dark Gods' favour.



THE RULES

Welcome to the rules section of *Kill Team: Moroch*. Over the following pages, you will find all the rules content for this expansion of Warhammer 40,000: Kill Team.

TAC OPS

On the page opposite, you will find additional Tac Ops available to you when using **PHOBOS STRIKE TEAM** and **BLOODED** kill teams, allowing you to better reflect these two factions' individual aims and fighting styles.

ARMY LISTS

On pages 36-46 and 52-62, you will find army lists for **PHOBOS STRIKE TEAM** and **BLOODED** kill teams respectively, providing you with new rules to bring these elite kill teams to the killzone and wage skirmish warfare against your enemies, no matter your preferred way to play. In each of the army lists, you will find the following content:

- **Kill Team Selection Requirements:** The operatives required to build the faction's kill team.
- **Abilities:** Any important abilities that kill team has.
- **Strategic Ploys:** Bespoke Strategic Ploys available to you when using that kill team.
- **Tactical Ploys:** Bespoke Tactical Ploys available to you when using that kill team.
- **Datacards:** The rules for each operative that can be selected in that kill team.
- **Equipment:** A selection of equipment that operatives from that kill team can be equipped with.

SPEC OPS

On pages 47-51 and 63-67, you will find Spec Ops rules for **PHOBOS STRIKE TEAM** and **BLOODED** kill teams respectively, providing you with new narrative play rules for these kill teams in Spec Ops campaigns. In each of the sections, you will find the following content:

- **Battle Honours:** Unique Battle Honours available to operatives from that kill team that gain a rank, no matter their chosen specialism.
- **Rare Equipment:** A collection of rare equipment you can add to that kill team's stash.
- **Strategic Assets:** Unique strategic assets you can add to that kill team's base of operations.
- **Requisitions:** Specific Requisitions you can use to further support that kill team on their Spec Ops journey.
- **Spec Ops:** Bespoke Spec Ops you can assign to that kill team.

KILLZONE: MOROCH

On pages 68-73, you will find all the rules for Killzone: Moroch, detailing the terrain features it includes and all the relevant traits that each terrain feature has.

SHADOW OPERATIONS MISSION PACK

On pages 74-93, you will find a new mission pack titled Shadow Operations: Moroch. This mission pack includes nine exciting new missions for your games of Warhammer 40,000: Kill Team. They can be used with any mission sequence, meaning they are suitable for any of the three ways to play.

'NOW IS THE HOUR! THE DARK GODS BEND THEIR GAZE UPON US AND AWAIT THEIR DUE. STRIKE FORTH WITH ME AND SEIZE GLORY UNDREAMT OF, OR ELSE FALL BY THE WAYSIDE LIKE THE CARRION YOU ARE AND KNOW THE HORRORS OF THEIR DISPLEASURE!'

- Traitor Chieftain Embral Udari
during the storming of the Shrine of Angels

TAC OPS

PHOBOS STRIKE TEAM

If your faction is **PHOBOS STRIKE TEAM**, you can use the Phobos Strike Team Tac Ops listed below, as specified in the mission sequence.

SHOCK AND AWE

Phobos Strike Team – Faction Tac Op 1

You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

- At the end of any Turning Point, if friendly operatives control one or more objective markers that were controlled by enemy operatives at the start of the Turning Point, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

SABOTEURS

Phobos Strike Team – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Starting with your opponent, alternate placing one of your Saboteur tokens in the killzone until three have been placed. Each time a player places a Saboteur token, it must be touching a terrain feature, more than ■ from the killzone edges, more than ⬟ from your drop zone and each of your other Saboteur tokens, and it must not be on a Vantage Point.

- If two or more of your Saboteur tokens are removed, you score 1VP.
- If three of your Saboteur tokens are removed, you score 1VP.

Friendly operatives can perform the Saboteurs mission action (pg 37).

GUERRILLA TACTICS

Phobos Strike Team – Faction Tac Op 3

You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

- At the end of any Turning Point, if more enemy operatives were incapacitated than friendly operatives during that Turning Point, and more than half of your operatives have a Conceal order, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

BLOODED

If your faction is **BLOODED**, you can use the Blooded Tac Ops listed below, as specified in the mission sequence.

WORTHY CHAMPION

Blooded – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- If a friendly **BLOODED** operative that is under the gaze of the gods (pg 53) incapacitates one or more enemy operatives during the Turning Point, and is within ⬟ of the centre of the killzone or your opponent's drop zone at the end of the Turning Point, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

MALIGN COMMAND

Blooded – Faction Tac Op 2

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if friendly **BLOODED** operatives control half or more of the objective markers, and each of those objective markers is controlled by one or more friendly **BLOODED** operatives that have a Blooded token, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

BLOODBATH

Blooded – Faction Tac Op 3

Reveal this Tac Op at the end of the battle.

- If more than half of the enemy kill team has been incapacitated at the end of the battle, you score 1VP.
- If more than three quarters of the enemy kill team has been incapacitated at the end of the battle, you score 1VP.

ARCHETYPE: INFILTRATION / RECON / SEEK AND DESTROY

PHOBOS STRIKE TEAM KILL TEAM

Below you will find a list of the operatives that make up a **PHOBOS STRIKE TEAM** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **PHOBOS STRIKE TEAM** operative selected from the following list:
  - **INFILTRATOR SERGEANT**
  - **INCURSOR SERGEANT**
  - **REIVER SERGEANT** equipped 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** equipped 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 above once.

'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



ACTIONS AND ABILITIES

Below, you will find common actions and abilities of the **PHOBOS STRIKE TEAM** kill team.

GUERRILLA WARFARE

Every member of a Phobos Strike Team is highly trained in the arts of hit-and-run, guerilla-style warfare. They attack swiftly, fight with incredible coordination, then fade back into the shadows before retribution can find them.

GUERRILLA WARFARE — **1AP**

Change this operative's order. This operative cannot perform this action during the first Turning Point or while within ⬟ of an enemy operative.

OMNI-SCRAMBLER

These devices allow Primaris Infiltrators to corrupt enemy vox-networks. They choke off signals beneath a shroud of machine-spirit interference and spread tactical paralysis through the ranks of the foe.

Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, if any friendly operatives with this ability are in the killzone, you can use this ability instead. If you do so, select one enemy operative Visible to any friendly operative with this ability; in the following Firefight phase, that enemy operative is treated as having a Group Activation characteristic of 1, and cannot be activated or perform actions until one of the following is true:

- A number of enemy operatives have been activated equal to the number of friendly operatives with this ability in the killzone at the start of the phase.
- It is the last enemy operative to be activated.

MULTI-SPECTRUM ARRAY

Feeding directly into the autosenses of its bearer, the multi-spectrum array combines energistic augury with oracular vid-sweeps to reveal even cunningly concealed foes.

When determining if an intended target is in this operative's Line of Sight:

- For the intended target to be Obscured, it must be more than 2◯ (instead of ◯) from a point at which a Cover line crosses a terrain feature that is Obscuring.
- Areas of smoke (e.g. smoke grenade, page 46) have no effect.

SABOTEURS

Incalculable damage can be done to the enemy's strategic and logistical infrastructure with the application of a single, well-placed explosive by a Vanguard operative.

SABOTEURS — **1AP**

An operative can perform this action while within ▲ of one of your Saboteur tokens. Unless the operative is a **SABOTEUR** or **MINELAYER** operative, an operative cannot perform this action while within Engagement Range of an enemy operative. If this action is performed, remove that Saboteur token.

TERROR

Exposed to the counter-sensory barrage unleashed by Primaris Reivers, even the staunchest enemy is likely to back fearfully away, or fumble for weapons and wargear with shaking fingers.

TERROR — **1AP**

Until the end of the Turning Point:

- Each time an enemy operative would perform a mission action or the **Pick Up** action, if any friendly operatives that performed this action during this Turning Point are within ■ of that enemy operative, one additional action point must be subtracted for that enemy operative to perform that action.
- When determining control of an objective marker that any friendly operatives that performed this action during this Turning Point are within range of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

STRATEGIC PLOYS

If your faction is **PHOBOS STRIKE TEAM**, you can use the following Strategic Ploys during a game.

BOLTER DISCIPLINE 1CP

Until the end of the Turning Point, each time a friendly **PHOBOS STRIKE TEAM** operative is activated, if it does not perform a **Fight** action during that activation, it can perform two **Shoot** actions during that activation if a bolt weapon is selected for each of those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. bolt carbine, special issue bolt pistol etc.

SHOCK ASSAULT 1CP

Until the end of the Turning Point, each time a friendly **PHOBOS STRIKE TEAM** operative is activated, if it does not perform a **Shoot** action during that activation, it can perform two **Fight** actions during that activation.

VANGUARD 1CP

Until the end of the Turning Point, each time a friendly **PHOBOS STRIKE TEAM** operative is activated, during that activation:

- It can ignore the first distance of ○ it travels for a climb, drop or traverse.
- It automatically passes jump tests.
- Add ▲ to its Movement characteristic.

AND THEY SHALL KNOW NO FEAR 1CP

Until the end of the Turning Point:

- You can ignore any or all modifiers to the APL of friendly **PHOBOS STRIKE TEAM** operatives.
- Friendly **PHOBOS STRIKE TEAM** operatives are not injured.

TACTICAL PLOYS

If your faction is **PHOBOS STRIKE TEAM**, you can use the following Tactical Ploys during a game.

STEALTH ASSAULT 1CP

Use this Tactical Ploy when a friendly **PHOBOS STRIKE TEAM** operative with a Conceal order that is not within Engagement Range of an enemy operative is activated.

- That operative cannot make shooting attacks during that activation.
- The first time that operative performs a **Fight** action during that activation, in the Resolve Successful Hits step of that combat, the first time you resolve one of your successful hits, you can immediately resolve another of your successful hits.

Designer's Note: *Unless the operative can perform a **Charge** action while it has a Conceal order (e.g. the Assassin Battle Honour), when it is activated, you will need to change its order to Engage to use this Tactical Ploy.*

TRANSHUMAN PHYSIOLOGY 1CP

Use this Tactical Ploy in the Roll Defence Dice step of a shooting attack, after rolling defence dice for a friendly **PHOBOS STRIKE TEAM** operative. You can retain one of your successful normal saves as a critical save instead.

ONE STEP AHEAD 1CP

Use this Tactical Ploy at the end of the Select a Kill Team step of the mission sequence, after kill teams have been revealed. You can remove one friendly **PHOBOS STRIKE TEAM** operative from your kill team and add a different **PHOBOS STRIKE TEAM** operative to your kill team (adhering to the requirements of selecting your kill team). If both players have this or a similar ability, the Defender resolves this ability first.

ELITE RECONNAISSANCE 1CP

Use this Tactical Ploy at the end of the Scouting step of the mission sequence. Select one of the following (if both players have this or a similar ability, the Defender resolves this ability first):

- You can redeploy up to two friendly **PHOBOS STRIKE TEAM** operatives that are wholly within your drop zone as if it were the Set Up Operatives step of the mission sequence.
- Select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection.

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.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
⚔ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Comms Array (1AP): Select one other friendly **PHOBOS STRIKE TEAM** operative Visible to this operative. That operative can immediately perform a free 1AP action; it cannot perform an action it has already performed during this Turning Point or an action in which it moves, and it cannot perform that action again during this Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, COMMSMAN

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.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
⚔ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

Combat Restoratives: Once per Turning Point, the first time a friendly **PHOBOS STRIKE TEAM** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That operative is not incapacitated, has D3 wounds remaining, and if it was a shooting attack, any remaining attack dice are discarded. That operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

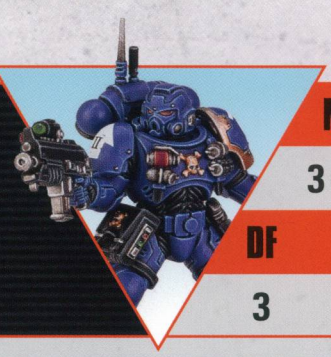
Guerrilla Warfare (1AP): See page 37.

Helix Gauntlet (1AP): Select one friendly **PHOBOS STRIKE TEAM** operative Visible to and within ▲ of this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this action if it was revived using the Combat Restoratives ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, MEDIC, INFILTRATOR, HELIX ADEPT

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.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
⌖ Remote explosives	4	2+	5/6	AP1, *Detonate, Silent	-
⚔ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

***Detonate:** If this operative performs a **Shoot** action with this weapon, make a shooting attack against each operative within ■ of the centre of its Saboteur Explosives token with this weapon. When making those shooting attacks, each operative is treated as being Visible, but when determining if it is in Cover, treat this operative's Saboteur Explosives token as the active operative. Then remove this operative's Saboteur Explosives token. An operative cannot make a shooting attack with this weapon by performing an **Overwatch** action, or if its Saboteur Explosives token is not in the killzone.

UNIQUE ACTIONS

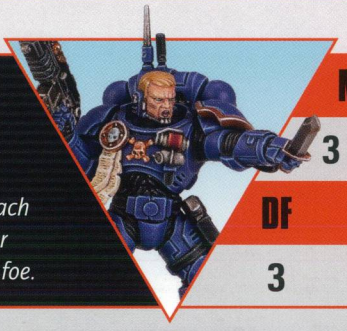
Guerrilla Warfare (1AP): See page 37.

Plant Saboteur Explosives (1AP): Place a Saboteur Explosives token within ▲ of this operative. This operative cannot perform this action while within Engagement Range of an enemy operative. If this operative is incapacitated and removed from the killzone, remove its Saboteur Explosives token. This operative can only perform this action once.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, SABOTEUR

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.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Custom bolt carbine	4	3+	3/4	Custom*	-
⚔ Combat blade	4	3+	3/5	-	-

ABILITIES

Omni-scrambler (pg 37)

***Custom:** If this operative is selected for deployment, select up to two of the following special rules or critical hit rules for this weapon to gain for the battle: Balanced, Lethal 5+, No Cover, MW1, P1, Rending.

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, VETERAN



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.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
⚔ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

UNIQUE ACTIONS

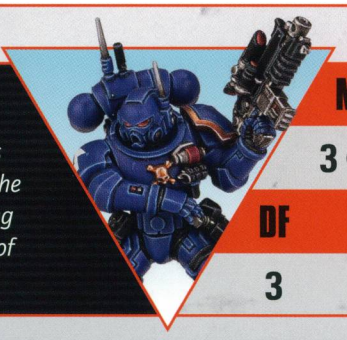
Guerrilla Warfare (1AP): See page 37.

Voxbreak (1AP): While an enemy operative is within ⬟ of this operative, each time that enemy operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

UNIQUE ACTIONS

Auspex Scan (1AP): Select one enemy operative with a Conceal order within ⬟ of this operative, then select one friendly **PHOBOS STRIKE TEAM** operative Visible to and within ■ of this operative. Until the end of the Turning Point, that friendly operative treats that enemy operative as if it has an Engage order. This operative cannot perform this action while within Engagement Range of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, VOXBREAKER



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.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Marksman bolt carbine	4	3+	3/4	Lethal 5+	-
⚔ Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

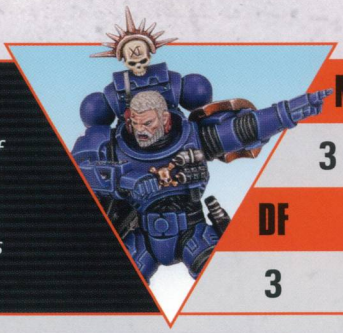
UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INFILTRATOR, WARRIOR

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.



M	APL	GA
3"	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Marksman bolt carbine	4	2+	3/4	Lethal 5+	-
Fists	4	3+	3/4	-	-

ABILITIES

Omni-scrambler (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within ⬟ of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, INFILTRATOR, SERGEANT

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.



M	APL	GA
3"	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Stalker marksman bolt carbine	4	2+	3/4	AP1, Lethal 5+	-
Fists	4	3+	3/4	-	-

ABILITIES

Multi-spectrum Array (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

UNIQUE ACTIONS

Track Target (1AP): Once this Turning Point during an enemy operative's activation, after that enemy operative performs an action, you can interrupt that activation. If you do so, this operative can perform an **Overwatch** action (if it has a Conceal order, change it to an Engage order to do so). It must make that shooting attack against that enemy operative using its stalker marksman bolt carbine (if it is a valid target). If that enemy operative is not incapacitated or revived as a result, finish its activation. This action is treated as a **Shoot** action with a bolt weapon (pg 38) for the purposes of action restrictions, although this operative can perform this action if it has a Conceal order.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INCURSOR, MARKSMAN

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.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Haywire mine	4	2+	2/4	Lethal 5+, No Cover, Proximity*	Stun
⌖ Occulus bolt carbine	4	3+	3/4	No Cover	-
⚔ Combat blade	4	3+	3/5	-	-

ABILITIES

Multi-spectrum Array (pg 37)

***Proximity:** The first time an enemy operative moves within ■ of this operative's Haywire Mine token, make a shooting attack against that operative with this weapon (even if this operative is not in the killzone). When making that shooting attack, that enemy operative is always a valid target. Then remove this operative's Haywire Mine token. An operative cannot make a shooting attack with this weapon by any other means, or if its Haywire Mine token is not in the killzone.

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Plant Haywire Mine (1AP): Place a Haywire Mine token within ▲ of this operative. This operative cannot perform this action while within Engagement Range of an enemy operative. This operative can only perform this action once.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INCURSOR, MINELAYER

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.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⌖ Occulus bolt carbine	4	3+	3/4	No Cover	-
⚔ Combat blade	4	3+	3/5	-	-

ABILITIES

Multi-spectrum Array (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, INCURSOR, WARRIOR

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.



M	APL	GA
3	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Occulus bolt carbine	4	2+	3/4	No Cover	-
Combat blade	4	3+	3/5	-	-

ABILITIES

Multi-spectrum Array (pg 37)

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within ⬟ of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, INCURSOR, SERGEANT

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.



M	APL	GA
3	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
Bolt carbine	4	3+	3/4	-	-
Special issue bolt pistol	4	3+	3/4	Rng ⬟, AP1	-
Combat knife	5	3+	4/5	-	-
Fists	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Terror (1AP): See page 37.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, REIVER, WARRIOR

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.



M	APL	GA
3"	3	1

DF	SV	W
3	3+	13

NAME	A	BS/WS	D	SR	!
Bolt carbine	4	2+	3/4	-	-
Special issue bolt pistol	4	2+	3/4	Rng ⬟, AP1	-
Combat knife	5	2+	4/5	-	-
Fists	4	2+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

Guerrilla Warfare (1AP): See page 37.

Terror (1AP): See page 37.

Strategise (1AP): You gain 1CP. This operative cannot perform this action while within ⬟ of an enemy operative.

PHOBOS STRIKE TEAM, IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>, PRIMARIS, LEADER, REIVER, SERGEANT



EQUIPMENT

PHOBOS STRIKE TEAM operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

GRAPNEL LAUNCHER [1EP]

REIVER operative only. The operative gains the following ability for the battle:

Grapnel Launcher:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 ○ it travels is counted as ○ for that climb.
- This operative does not need to be within ▲ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

GRAV-CHUTE [2EP]

REIVER operative only. The operative gains the following ability for the battle:

Grav-chute:

- During the mission sequence, after resolving your selected option in the Scouting step, if this operative is wholly within your drop zone, it can perform a Grav-chute insertion. If it does so, you can perform a free **Normal Move** action with this operative. For that action, it has a Movement characteristic of 2 ○ and can **FLY**.
- Each time this operative moves off a Vantage Point, for that move, it can move as though it can **FLY**, so long as it does not move higher than that Vantage Point and ends that move lower than that Vantage Point.

SMOKE GRENADE [3EP]

The operative can perform the following action during the battle:

SMOKE GRENADE — **1AP**

Place the centre of one Smoke token on a point within ⬟ of this operative. That token creates an area of smoke with a ○ radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is not Visible if a Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

SHOCK GRENADE [3EP]

The operative can perform the following action during the battle:

SHOCK GRENADE — **1AP**

Select one point on the killzone within ⬟ of this operative. Roll one D6 for each operative within ○ of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ○, Indirect, Limited			

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng ⬟, AP1, Indirect, Limited			

THROWING KNIFE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Throwing knife	4	3+	2/5
Special Rules			
Rng ⬟, Limited, Silent			

PURITY SEAL [3EP]

The operative gains the following ability for the battle:

Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

PHOBOS STRIKE TEAM SPEC OPS RULES

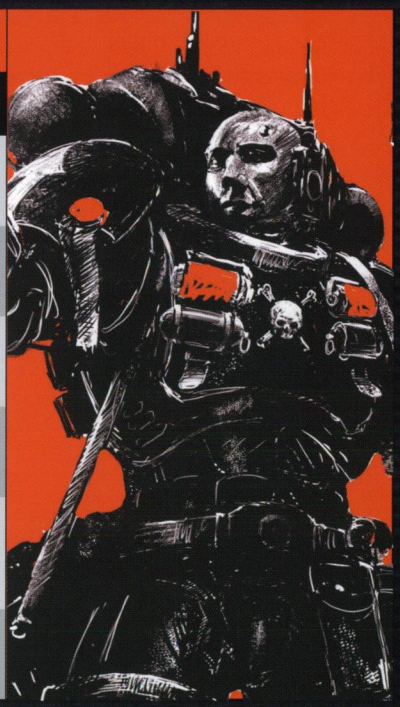
Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **PHOBOS STRIKE TEAM** as your Faction keyword.

BATTLE HONOURS

Each time a **PHOBOS STRIKE TEAM** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Phobos Strike Team Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

PHOBOS STRIKE TEAM SPECIALIST

D6	Battle Honour
1	**Ghost:** Once per battle, this operative can perform the Guerrilla Warfare action (pg 37) for one less action point (to a minimum of 0AP).
2	**Assassin:** This operative can perform the **Charge** action while it has a Conceal order.
3	**Mobile:** This operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).
4	**Raider:** This operative can perform the **Charge** action while within Engagement Range of an enemy operative.
5	**Guerrilla:** For the purposes of the Guerrilla Warfare action (pg 37), this operative cannot perform that action while within ■ of an enemy operative (instead of ⬟).
6	**Dynamic:** Each time this operative is activated, you can ignore any or all modifiers to its APL and Movement characteristics.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **PHOBOS STRIKE TEAM**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. ARTIFICER'S BLADE [3EP]

REIVER or **INCURSOR** operative only. Select a combat knife or combat blade the operative is equipped with. It gains the following improvements for the battle:

- Add 1 to its Critical Damage characteristic.
- It gains the Lethal 5+ special rule.

2. UMBRA SHROUD [3EP]

The operative gains the following ability for the battle:

Umbra Shroud: Each time a shooting attack is made against this operative, in the Roll Attack Dice step of that shooting attack, your opponent must re-roll their critical hits.

3. EXOGHEIST SCRAMBLER [2EP]

INFILTRATOR operative only. The operative gains the following ability for the battle:

Exogheist Scrambler: For the purposes of this operative's Omni-scrambler ability (pg 37), if this operative is in the killzone:

- An enemy operative does not have to be Visible to a friendly operative with the Omni-scrambler ability to be selected.
- This operative counts as two operatives when determining the number of friendly operatives with the Omni-scrambler ability in the killzone at the start of the phase.

4. AERIAL TRACKING AUGUR [3EP]

INFILTRATOR COMMSMAN operative only. The operative gains the following ability for the battle:

Aerial Tracking Augur: Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does so, you can re-roll your dice.

5. ENHANCED OPTIC [2EP]

Select a ranged weapon the operative is equipped with. Change its Ballistic Skill characteristic to 2+ for the battle.

6. REAPER ROUNDS [3EP]

REIVER operative only. Select a special issue bolt pistol the operative is equipped with. It gains the following improvements for the battle:

- It gains the Silent special rule.
- It gains the MW1 critical hit rule.



'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

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **PHOBOS STRIKE TEAM**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

LODESTAR-CLASS AUSPEX

An ancient and little-seen model of advanced auspex, this device provides the Phobos Strike Team with exceptional strategic inloads, almost the equal of having a voidship scanning the region from on high.

Once per battle, you can do one of the following:

- Use the Elite Reconnaissance Tactical Ploy (pg 38) without spending any Command points.
- In the Strategy phase of the first Turning Point, use the Vanguard Strategic Ploy (pg 38) without spending any Command points.

SHROUD-SKULLS

This small flock of specialised servo-skulls deploy around the kill team's encampment and employ auspex dampers, vox-stummers and electroshrouding incense to conceal it from inquisitive foes.

Once after each battle, you can add 1 to the result of a Casualty or Recovery test.

ENHANCED SURVEILLANCE SYSTEM

This web of data-choral beacons and servo-scrutinary familiars infests the region around the kill team's encampment to warn of approaching foes, giving the Space Marines the chance to turn an enemy ambush into a counteroffensive of their own.

In the Select Drop Zone step of the mission sequence, after rolling off to determine who decides Attacker and Defender, you can re-roll your dice.



REQUISITIONS

In a Spec Ops campaign, if your faction is **PHOBOS STRIKE TEAM**, you can use the following Requisitions in addition to those presented in other sources.

ADAPTATION IN THE FIELD 1RP

Vanguard Space Marines are highly adaptable operatives trained in all aspects of covert warfare. They can adopt new roles with ease.

Purchase this Requisition before or after a game. Remove one **PHOBOS STRIKE TEAM** operative from your dataslate, then add a different **PHOBOS STRIKE TEAM** operative to your dataslate. That new operative has a number of XP equal to the lowest XP of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed an operative that had 20XP, the new operative would have 16XP. It also has the same Battle Scars (if any) of the removed operative.

RAPID RESUPPLY 1RP

Prior to making planetfall, some Phobos Strike Teams seed small servitor-satellites into low orbital trajectories. At a coded signal these units fire equipment reliquaries planetwards, the armoured cases landing at the kill team's location and allowing rapid strategic refit.

Purchase this Requisition before or after a game. Select one of the following:

- Remove one or more items of equipment (excluding rare equipment) from your stash, then add one or more items of equipment (excluding rare equipment) to your stash. The total points worth of the new equipment cannot exceed the points worth of the removed equipment.
- Remove one or more strategic assets from your base of operations, then add one or more strategic assets to your base of operations. You cannot add more than you removed, and you cannot exceed your asset capacity.

SOLEMN OATH 1RP

As part of the warrior culture of their Chapter, many Space Marines swear oaths before their battle-brothers to achieve feats of honour or duty, striving to fulfil them during the conflict that follows.

Purchase this Requisition before a game. Select one **PHOBOS STRIKE TEAM** operative from your dataslate to take an Oath of Moment. Select an Oath of Moment below and make a note of it in the Notes section of that operative's narrative datacard.

- **Valour:** The operative must incapacitate the highest number of enemy operatives in the battle.
- **Duty:** The operative must score you more victory points from the mission objective than any other friendly operative during the battle.
- **Honour:** The operative must be wholly within your opponent's drop zone at the end of the battle.

At the end of a battle, if that operative completed its Oath of Moment, it earns 2XP (this is not affected by a passed Casualty test); alternatively, you can choose for it to fail its Oath of Moment, in which case it suffers the Cerebral Affliction Battle Scar. In either case, it has no longer taken an Oath of Moment. You can only have one operative from your dataslate take an Oath of Moment at once, each operative can only take each Oath of Moment once, and an operative cannot take another Oath of Moment until a different friendly operative completes or fails an Oath of Moment first.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **PHOBOS STRIKE TEAM**, you can select one from those found on the following page instead of selecting one from another source.

TORMENTUS DOCTRINE

The Codex Astartes mandates a dynamic and insidious assault across multiple fronts, undermining the enemy and spreading panic and confusion through their ranks before striking the killing blow.

OPERATION 1: SHOCK AND DESTRUCTION

The kill team must sabotage assets, assassinate enemies and disrupt their plans across an ever shifting front.

Complete five games in which you scored victory points from the 'Shock and Awe', 'Rout' and/or 'Saboteurs' Tac Op.

OPERATION 2: WRATH OF ANGELS

With the enemy reeling from constant assault and their morale collapsing, the kill team descends for the killing blow.

Complete a game in which you scored victory points from the 'Execution' and/or 'Guerrilla Tactics' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can distribute 4XP across the operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

SCOUT AND SABOTAGE

A priority target has been established and must now face the Emperor's fury. However, to achieve this challenging mission, sufficient intelligence must first be gathered to facilitate a surgical strike through hazardous enemy territory.

OPERATION 1: STRATEGIC SCRYING

Through subtle probing, targeted abductions and auspicatory scrying of enemy data-coffers, the kill team must gather the necessary intelligence without overcommitting their forces.

Complete five games in which you scored victory points from the 'Plant Signal Beacon', 'Triangulate' and/or 'Vantage' Tac Op.

OPERATION 2: SABOTAGE STRIKE

With their target identified and its vulnerabilities inloaded, the Phobos Strike Team are ready to launch their pinpoint offensive and reduce the enemy asset to blazing ruin.

Complete a game in which you scored victory points from the 'Sabotage' and/or 'Saboteurs' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative that scored you victory points from the 'Sabotage' and/or 'Saboteurs' Tac Op to earn 6XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Demolition' Spec Op.

ARCHETYPE: SEEK AND DESTROY

BLOODED KILL TEAM

Below you will find a list of the operatives that make up a **BLOODED** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **BLOODED TRAITOR CHIEFTAIN** operative equipped with one of the following options:
  - Autopistol or laspistol; chainsword or power weapon
  - Bolt pistol; chainsword
  - Boltgun; bayonet
  - Plasma pistol; improvised blade

- 9 **BLOODED** operatives selected from the following list:
  - **TRAITOR BRIMSTONE GRENADIER**
  - **TRAITOR BUTCHER**
  - **TRAITOR COMMSMAN**
  - **TRAITOR CORPSEMAN**
  - **TRAITOR FLENSER**
  - **TRAITOR GUNNER** equipped with a bayonet and a flamer
  - **TRAITOR GUNNER** equipped with a bayonet and a grenade launcher
  - **TRAITOR GUNNER** equipped with a bayonet and a meltagun
  - **TRAITOR GUNNER** equipped with a bayonet and a plasma gun
  - **TRAITOR SHARPSHOOTER**
  - **TRAITOR THUG**
  - **TRAITOR TRENCH SWEEPER**
  - **TRAITOR TROOPER**

- 4 **BLOODED** operatives selected from the following list:
  - **TRAITOR ENFORCER** (counts as two selections)
  - **TRAITOR OGRYN** (counts as two selections)
  - **TRAITOR TROOPER**

Other than **TRAITOR TROOPER** operatives, your kill team can only include each operative above once.

Your kill team can only include up to two **TRAITOR GUNNER** operatives.

'THE BLOODED CARE FOR ONE THING ALONE, AND THAT IS PERSONAL GLORY. THEY ARE CONCERNED ONLY ABOUT STANDING HIGHER THAN THEIR FELLOWS, AND ARE QUITE CONTENT TO DO SO BY PERCHING ATOP A HEAP OF CORPSES OF FRIEND AND FOE ALIKE.'

- Traitor Enforcer Oraghal Kzarkyn



ABILITY

Below, you will find a common ability of the **BLOODED** kill team.

BLOODED

Having cast aside their oaths of loyalty to the Golden Throne, these Traitor Guardsmen now seek to catch the eye of a Dark God. To this end, they make the battlefield into their sacrificial altar, risking acts of insane bravado to spill enemy blood, and perhaps earn fleeting rewards of unholy power.

Keep a pool of Blooded tokens. Add a Blooded token to your pool as follows:

- At the start of each Initiative phase.
- The first time an enemy operative is incapacitated in each Turning Point.
- The first time a friendly operative is incapacitated within ⬟ of an enemy operative in each Turning Point.

Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can assign any or all of your Blooded tokens from your pool to friendly **BLOODED** operatives in the killzone. Each operative can have no more than one Blooded token.

In each Strategy phase, after assigning your Blooded tokens (if any), if four or more friendly operatives in the killzone have Blooded tokens, you can select one of them to be under the gaze of the gods until the end of the Turning Point.

Each time a friendly **BLOODED** operative that has a Blooded token fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it. If that friendly **BLOODED** operative is under the gaze of the gods, you can retain one as a successful critical hit instead.

'TO SEE WHAT HAS BECOME OF THE ONCE-PROUD VYMORAN 80TH . . . TO THINK THAT SOLDIERS ONCE LOYAL TO THE GOD-EMPEROR COULD SINK SO LOW. THEY ARE GHOULS, MURDERERS AND MADMEN WHO FLAY THE SKINS FROM THEIR PREY AND BASK IN ITS BLOOD. FOR ALL THAT, THRONE ALIVE THEY'RE NOT TO BE UNDERESTIMATED!'

- Captain Brasko, 147th Horavi Light Infantry



STRATEGIC PLOYS

If your faction is **BLOODED**, you can use the following Strategic Ploys during a game.

OVERCHARGE LASGUNS 1CP

Until the end of the Turning Point, each time a las weapon is selected for a friendly **BLOODED** operative to shoot with (excluding a Sharpshooter's long-las), you can choose to overcharge it. If you do so, that weapon gains the AP1 and Hot special rules for that shooting attack. A las weapon is a ranged weapon that includes 'las' in its name, e.g. lasgun, laspistol etc.

GLORY KILL 1CP

Select one enemy operative Visible to a friendly **BLOODED** operative. Until the end of the Turning Point, each time a friendly **BLOODED** operative fights in combat with or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

RECKLESS ASPIRANTS 1CP

In the next Firefight phase, while a friendly **BLOODED** operative that does not have a Blooded token is within ⬟ of your opponent's drop zone, treat it as if it has a Blooded token.

DIRTY FIGHTERS 1CP

Until the end of the Turning Point, each time a friendly **BLOODED** operative fights in combat, in the Roll Attack Dice step of that combat, if another friendly operative is supporting them, you can retain one of your successful normal hits as a critical hit (excluding a normal hit retained as a result of a Blooded token).



TACTICAL PLOYS

If your faction is **BLOODED**, you can use the following Tactical Ploys during a game.

CALLOUS DISREGARD 1CP

Use this Tactical Ploy when a **Shoot** action is declared for a friendly **BLOODED** operative. For that shooting attack:

- Having other friendly operatives within Engagement Range of an enemy operative does not prevent that enemy operative from being selected as a valid target.
- When determining Line of Sight, enemy operatives cannot use friendly operatives' bases as Cover.
- In the Roll Attack Dice step of that shooting attack, failed hits are instead retained separately as successful normal hits.
- In the Resolve Successful Hits step of that shooting attack, those retained hits inflict damage on one friendly operative within Engagement Range of the target operative.

MOMENT OF REPUTE 1CP

Use this Tactical Ploy when a friendly **BLOODED** operative that is under the gaze of the gods (pg 53) is activated. Add 1 to its APL.

REWARD EARNED 1CP

Use this Tactical Ploy when an enemy operative is incapacitated by a friendly **BLOODED** operative within ■ of it. Add 1 Blooded token to your pool.

DARK FAVOUR 1CP

Use this Tactical Ploy when a friendly **BLOODED** operative that has a Blooded token is selected as the target of a shooting attack. Select one other friendly **BLOODED** operative that:

- Does not have a Blooded token.
- Is within ○ of that friendly operative.
- Is Visible to the active operative.

Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

TRAITOR BRIMSTONE GRENADIER

Brimstone Grenadiers have an unhealthy penchant for explosive slaughter, and think nothing of wielding unstable explosives capable of showering their victims with unclean alchemical acids and poisons, or even swallowing them up in roiling clouds of infernal warp sorcery.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⚔ Bayonet	3	4+	2/3	-	-
⚔ Diabolyk bomb	4	3+	3/3	Rng ⬟, Blast ○, Indirect, Limited	Splash 2

ABILITIES

Grenadier: This operative is equipped with frag and krak grenades (pg 62) and they do not cost any equipment points.

Explosive Demise: If this operative is incapacitated, you can use this ability. If you do so, roll one D6, subtracting 1 from the result if this operative is within Engagement Range of an enemy operative: on a 3+, each operative Visible to and within ○ of this operative suffers D3 mortal wounds.

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR BRIMSTONE GRENADIER

TRAITOR BUTCHER

Some amongst the Militarum Traitoris shrug off their humanity altogether, taking monstrous pleasure in hacking their enemies apart at close quarters and devouring chunks of hot, bloody flesh – sometimes while their luckless victims are still screaming their last.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
⚔ Power weapon and cleaver	4	3+	4/6	Lethal 5+, Blood Offering*	-

ABILITIES

Unholy Sustenance: Each time this operative fights in combat, if it incapacitates the enemy operative in that combat, it regains D3 lost wounds.

***Blood Offering:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, the first time you strike with a critical hit, add one Blooded token to your pool.

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR BUTCHER

TRAITOR COMMSMAN

Acting as the mouthpieces for their tyrannical masters, Traitor Commsmen spit relayed orders through the corrupted vox networks of Blooded kill teams, broadcasting amplified exhortations for their comrades to fight harder in the name of the blessed Octed.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Signal (1AP): Select one friendly **BLOODED** operative Visible to and within ⬟ of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

UNIQUE ACTIONS

Sacrilegious Actuation (1AP): You can select one friendly **BLOODED** operative Visible to and within ⬟ of this operative, remove its Blooded token (if any) and add it to your pool. It cannot be a token that operative is only treated as having. Select one friendly **BLOODED** operative that does not have a Blooded token that is Visible to and within ⬟ of this operative. Assign one Blooded token to it from your pool. This operative cannot perform this action while within Engagement Range of an enemy operative, or if you cannot assign a Blooded token.

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR COMMSMAN

TRAITOR CORPSEMAN

Having cast aside the ethics and oaths of the true medicae, these twisted field surgeons specialise in concocting potent combat stimulants. These they dole out to drive their comrades into a savage battle-frenzy, and also to control them through increasing dependency.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Lasgun	4	4+	2/3	-	-
Bayonet	3	4+	2/3	-	-
Stim needle	3	5+	1/4	Lethal 5+	-

ABILITIES

Regular Dosage: At the end of the Select a Kill Team step of the mission sequence, if this operative is selected for deployment, you can select one friendly **BLOODED** operative to gain a stimm effect (see below).

UNIQUE ACTIONS

Stimms (1AP): Select one friendly **BLOODED** operative Visible to and within ▲ of this operative, then select one of the stimm effects opposite. You can only select each stimm effect for each operative once per battle. This operative cannot perform this action while within Engagement Range of an enemy operative.

- The selected operative regains 2D3 lost wounds.
- Until the end of the battle, the melee weapons the selected operative is equipped with gain the Relentless special rule.
- Until the end of the battle, each time the selected operative would lose a wound, roll one D6: on a 6, that wound is not lost.

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, MEDIC, TRAITOR CORPSEMAN

TRAITOR ENFORCER

Enforcers are sadistic morale officers. Some began as allegedly incorruptible Commissars, tempted or broken by diabolical artifice. Others are petty tyrants risen from the ranks and garbed mockingly in the tattered garb – or even the flayed hides – of their former masters.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⚔ Power fist	4	4+	5/7	Brutal	-

ABILITIES

Gruelling Disciplinarian: While a friendly **BLOODED** operative is Visible to and within ■ of this operative, it is not treated as being injured (only ignore the modifier to its Movement characteristic as a result of being injured if it is activated within ■ of this operative).

UNIQUE ACTIONS

Enforce (1AP): Select one other friendly **BLOODED** operative that is not ready and is Visible to and within ■ of this operative. Then select one of the following:

- That operative can immediately perform a free **Dash** action.
- If that operative has an Engage order, it can perform an **Overwatch** action.

This operative cannot perform this action while within Engagement Range of an enemy operative.

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR ENFORCER

TRAITOR FLENSER

Even their fellow Traitor Guardsmen look askance at Flensers, who mutter and cackle as they clash their skinning blades together in anticipation of the torments they will inflict in the Dark Gods' names. Many have died beneath their wicked knives, but few swiftly.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⚔ Skinning blades	4	3+	3/4	Ceaseless, Stalk*	-

ABILITIES

***Stalk:** Each time this operative fights in combat with this weapon, if it is within ○ of Light or Heavy terrain, this weapon gains the Lethal 5+ special rule for that combat.

Wretched: This operative can perform a **Charge** action while it has a Conceal order. If this operative is incapacitated in combat, if you have any remaining attack dice, you can strike with one attack dice before this operative is removed from the killzone.

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR FLENSER

TRAITOR GUNNER

Where Imperial Guardsmen may be issued special weapons such as flamers or plasma guns, renegades claim them from their victims as trophies, bearing them as symbols of power and status. Wielding such a potent weapon assists them in offering more gory sacrifices to the Gods.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Flamer	5	2+	2/2	Rng ⬟, Torrent ○	-
⌖ Grenade launcher *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Frag	4	4+	2/4	Blast ○	-
- Krak	4	4+	4/5	AP1	-
⌖ Meltagun	4	4+	6/3	Rng ⬟, AP2	MW4
⌖ Plasma gun *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

-

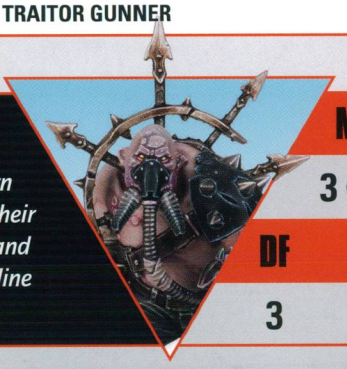
UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR GUNNER

TRAITOR OGRYN

Savage brutes even before turning traitor, Ogryns sworn to Chaos are quick to earn mutant blessings through their strength and savagery. However, they are slow-witted and easily exploited as bodyguards, living shields or crude line breakers by their more cunning Human comrades.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	16

NAME	A	BS/WS	D	SR	!
⚔ Power maul and mutant claw	4	3+	5/6	-	Rending, Stun

ABILITIES

Avalanche of Muscle: Each time this operative finishes a **Charge** action, select one enemy operative within Engagement Range of it to suffer D3 mortal wounds.

Chem-enhanced: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

Brute: This operative cannot perform mission actions or the **Pick Up** action. Unless otherwise specified, this operative cannot be equipped with equipment.

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR OGRYN

TRAITOR SHARPSHOOTER

Skilled marksmen are often scorned by the Blooded for their unwillingness to seek glory at close quarters. Yet Sharpshooters know their own worth, offering up the departed souls of each new victim as they pick them off with their long-las.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Sharpshooter's long-las	4	3+	3/3	Silent	MW1
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR SHARPSHOOTER

TRAITOR THUG

Amongst the Militarum Traitoris, strength and brutality count for more than discipline or loyalty. Many are the Thugs amongst their ragged ranks – violent men and woman who have become virtual ogres thanks to their inner savagery and the taint of heresy.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Heavy club	4	3+	4/4	Brutal	-

ABILITIES

Tough: Each time this operative fights in combat or a shooting attack is made against it, subtract 1 from the Normal Damage characteristic of the enemy operative's weapons for that combat or shooting attack (to a minimum of 1).

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR THUG

TRAITOR TRENCH SWEEPER

Trench Sweepers are that rarest of things – a traitor still loyal to their comrades. Retaining something of their former discipline, they focus on shielding their direct superiors during the advance, before surging ahead to clear a bloody path at close quarters.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Shotgun	4	2+	3/3	Rng ⬟	-
⚔ Bayonet and shield	3	3+	2/3	Shield*	-

ABILITIES

***Shield:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

Shielding: Each time this operative is activated, you can use this ability. If you do so, until this operative is next activated:

- Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.
- Subtract ○ from this operative's Movement characteristic.

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR TRENCH SWEEPER

TRAITOR TROOPER

Even the troopers of the Blooded are hardened killers, tempered amidst the fires of heresy and consumed by a selfish desire to claw their way to power. Cruel and driven, they will risk everything to catch the eye of a Dark God.



M	APL	GA
3 ○	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
⌖ Lasgun	4	4+	2/3	-	-
⚔ Bayonet	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, TRAITOR TROOPER

TRAITOR CHIEFTAIN

Through force of will, threat of violence and sheer charisma, Chieftains rule over kill teams of Blooded and lead them to war. Their position gives them the pick of the battlefield riches, ensuring they charge into the fray wielding the most potent of weapons and wargear.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

Name	A	BS/ws	D	SR	!
⌖ Autopistol	4	3+	2/3	Rng ⬟	-
⌖ Bolt pistol	4	3+	3/4	Rng ⬟	-
⌖ Boltgun	4	3+	3/4	-	-
⌖ Laspistol	4	3+	2/3	Rng ⬟	-
⌖ Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	3+	5/6	Rng ⬟, AP1	-
- Supercharge	4	3+	5/6	Rng ⬟, AP2, Hot	-
⚔ Bayonet	3	4+	2/3	-	-
⚔ Chainsword	4	3+	3/4	Balanced	-
⚔ Improvised blade	4	3+	2/3	-	-
⚔ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Blooded Icon: Once per Turning Point, when a friendly BLOODED operative with a Blooded token is incapacitated within ⬟ of this operative, you can add that token to your pool. This has no effect if the operative is only treated as having a Blooded token.

Lead With Strength: Each time this operative fights in combat or makes a shooting attack, if it has a Blooded token and is more than ⬟ from your drop zone, treat it as if it's under the gaze of the gods (pg 53) for that combat or shooting attack.

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UNIQUE ACTIONS

-

BLOODED, CHAOS, MILITARUM TRAITORIS, <WARBAND>, LEADER, TRAITOR CHIEFTAIN

EQUIPMENT

BLOODED operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ○, Indirect, Limited			

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng ⬟, AP1, Indirect, Limited			

ARMOUR PLATES [2EP]

The operative gains the following ability for the battle:

Armour Plates: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of you defence dice results of 1.

CHEM-BREATHER [1EP]

The operative gains the following ability for the battle:

Chem-breather: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

SINISTER TROPHY+ [3EP]

The operative gains the following ability for the battle:

Sinister Trophy: While an enemy operative is within Engagement Range of this operative, subtract 1 from the Attacks characteristic of melee weapons it is equipped with.

INCENDIARY SHELLS [2EP]

TRAITOR TRENCH SWEEPER operative only. A shotgun the operative is equipped with gains the following special rule for the battle:

Incendiary Shells: Each time this weapon is selected to shoot with, you can choose to fire incendiary shells. If you do so, for that shooting attack:

- This weapon gains the Blast ▲ special rule.
- Subtract 1 from this weapon's Normal Damage characteristic.

BEAST PELT [1EP]

The operative gains the following ability for the battle:

Beast Pelt: Each time a shooting attack is made against this operative, if the ranged weapon has the Blast or Torrent special rule, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice. This operative is unaffected by the Splash critical hit rule.

WICKED BLADES [1/2EP]

Select a bayonet, bayonet and shield, or improvised blade the operative is equipped with. Add 1 to that weapon's Normal Damage characteristic for the battle. If you selected a bayonet and shield, this equipment costs 2EP; otherwise, it costs 1EP.



BLOODED SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **BLOODED** as your Faction keyword.

BATTLE HONOURS

Each time a **BLOODED** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Blooded Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

BLOODED SPECIALIST

D6	Battle Honour
1	**Ardent on the Trigger:** Each time this operative makes a shooting attack against a target within ⬟ of it, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).
2	**Motivation for Violence:** Each time this operative performs a **Charge** action, it can move an additional ▲ for that action.
3	**Bitter Resolve:** Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if this operative has less than its starting number of wounds, you can re-roll one of your defence dice.
4	**Marauder:** Once per Turning Point, one friendly operative with this Battle Honour (excluding a **TRAITOR OGRYN** operative) can perform one mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).
5	**Zealous:** If this operative is incapacitated, if it has a Blooded token and incapacitated one or more enemy operatives during the battle, add that token to your pool.
6	**Audacious:** In each Firefight phase, while this operative does not have a Blooded token and is within ⬟ of your opponent's drop zone, treat it as if it has a Blooded token.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **BLOODED**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. ALCHEMYK BOMB [3EP]

TRAITOR BRIMSTONE GRENADIER operative only. The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Alchemyk bomb	4	3+	3/4
Special Rules			
Rng ⬟, Blast ○, Indirect, No Cover, Limited			
!			
Rending			

2. UNHOLY SIGIL [2EP]

The operative gains the following ability for the battle:

Unholy Sigil: Each time this operative is activated, you can use this ability. If you do so, until the end of that activation:

- If this operative does not have a Blooded token, treat it as if it has a Blooded token.
- If this operative has a Blooded token, treat it as if it's under the gaze of the gods (pg 53). This has no effect if the operative is only treated as having a Blooded token.
- At the end of this operative's activation, if this operative has not caused an enemy operative to lose any wounds, this operative suffers D3 mortal wounds.

3. DARK ORATOR [2EP]

TRAITOR COMMSMAN or **TRAITOR CHIEFTAIN** operative only. The operative gains the following ability for the battle:

Dark Orator: For the purposes of this operative's Blooded Icon ability or Sacrilegious Actuation action, you can select any friendly operatives in the killzone, instead of one Visible to and/or within ⬟ of this operative.

4. CURSED ROUNDS [3EP]

TRAITOR CHIEFTAIN operative only. A bolt pistol or boltgun the operative is equipped with gains the following improvements for the battle:

- Add 1 to its Critical Damage characteristic.
- It gains the AP1 special rule.

5. DIABOLIC ICON [3EP]

The operative can perform the following action during the battle:

DIABOLIC ICON 1AP

Until the end of the Turning Point, each time a friendly **BLOODED** operative Visible to and within ■ of this operative is activated, or while a friendly **BLOODED** operative is Visible to and within ■ of this operative, that friendly operative is motivated by a diabolic icon during that activation. Each time an operative motivated by a diabolic icon fights in combat, if it has a Blooded token, in the Roll Attack Dice step of that combat, before rolling your attack dice, you can retain one as a successful normal hit without rolling it. This is in addition to any retained as a result of the Blooded ability.

6. BALEFLAME [3EP]

TRAITOR GUNNER operative equipped with a flamer only. The flamer the operative is equipped with gains the following improvements for the battle:

- Add 1 to its Critical Damage characteristic.
- It gains the AP1 special rule.

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **BLOODED**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

UNHOLY ALTAR

Once a portable auto-shrine to the God-Emperor, now the Unholy Altar is borne to every battlefield by the Blooded, there to be further tainted by acts of dark sacrifice.

In the Update Dataslates step of the mission sequence, when updating experience, you can select one friendly operative that was under the gaze of the gods (pg 53) during the battle and earned XP from that battle to gain 2 additional XP.

DEFILED TROPHIES

Captured enemy standards; gory remains of slain heroes; stolen and defiled holy artefacts: these and countless other debased treasures make fine offerings for the Gods and draw their favour.

In the Ready Operatives step of the first Initiative phase, add one additional Blooded token to your pool.

MALIGN INFLUENCE

A sinister presence slithers through the empyrean in this kill team's wake, drawn by their blood offerings and wicked deeds. Its dark patronage empowers the Blooded, though it has yet to whisper its price...

In the Update Dataslates step of the mission sequence, you can re-roll one Casualty or Recovery test made for one **BLOODED** operative of Veteran rank or higher. If that operative was under the gaze of the gods (pg 53) during the battle, you can re-roll or add 1 to the result of that test.



REQUISITIONS

In a Spec Ops campaign, if your faction is **BLOODED**, you can use the following Requisitions in addition to those presented in other sources.

RIVAL ASPIRANTS 1RP

New Blooded have been hand-picked to join the ranks. They are little welcomed by their new comrades, who see only rivals for the Gods' blessings, but if they fight hard and dirty enough they may yet carve themselves a place.

Purchase this Requisition before or after a game. Add up to three **TRAITOR TROOPER** operatives to your dataslate. These operatives cannot earn more than 1XP from their first battle.

RUTHLESS ADVANCEMENT 1RP

Amongst the Blooded, those too weak, wounded or broken to continue are quickly slain, a stronger and hungrier rival taking up their place in the ranks after dragging the knife from their back.

Purchase this Requisition when a **BLOODED** operative (excluding a **TRAITOR OGRYN** operative) is removed from your dataslate. Make a note of its type (e.g. **TRAITOR FLENSER**, **TRAITOR GUNNER** etc.) and the weapons it is equipped with. Select one other **BLOODED** operative on your dataslate (excluding a **TRAITOR OGRYN** operative) and change its type and wargear to that of the removed operative. If that would cause it to have any Battle Honours it could no longer have, select new ones as appropriate.

ONLY THE STRONG PROSPER 0RP

The kill team picks over their slaughtered foes like scavengers, looting corpses, tearing off bloody trophies and growing stronger from their victims' ruin.

Purchase this Requisition after a battle in which you scored 2VPs from one of the following Tac Ops: Bloodbath (pg 35); Execution; Rob and Ransack (see the Kill Team Core Book). You gain 1 Requisition point. You can only use this Requisition once after each battle.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **BLOODED**, you can select one from those found on the following page instead of selecting one from another source.

TURNCOATS

Making cynical use of their former standing as loyalist soldiers of the Imperium, the Blooded apply their inside knowledge of codes and facilities to strike at their foes' weaknesses before escaping retribution.

OPERATION 1: MARAUDERS

Like pack-predators, the Blooded strike again and again at enemy weak points to ransack, murder and leave blazing ruin in their wake.

Complete five games in which you scored victory points from the 'Rob and Ransack', 'Rout' and/or 'Sabotage' Tac Op.

OPERATION 2: ESCAPE VENGEANCE

Better even than wreaking havoc amongst the foe, the Blooded now look to escape their victims' clumsy efforts at revenge and leave them cursing impotently in their wake.

Complete a game in which you scored victory points from the 'Behind Enemy Lines' and/or 'Interloper' Tac Op.

COMMENDATION

- You gain two Requisition points.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Demolition' Spec Op.

DRAW THE GAZE OF THE GODS

Fresh traitors hand chosen as warrior elites, the Blooded seek to exploit their new-found power and freedom in a rampage of slaughter sure to draw the regard of the Dark Gods.

OPERATION 1: RECOGNITION THROUGH DESTRUCTION

Nothing short of an unbridled bloodbath will slake these traitors' hunger for carnage, plunder and glory. Eager for dark glory, the Blooded rampage through their foes like barbaric lunatics.

Complete five games in which you scored victory points from the 'Bloodbath' and/or 'Execution' Tac Op.

OPERATION 2: A CHAMPION EMERGES

Bloody battlefield sacrifice; cunning plots and trickery; wild excesses of violence and savage sensation; deeds of ruin and wanton desecration: the Blooded have offered them all up to the Dark Gods and, at last, one amongst their number has a chance to step onto the Path to Glory.

Complete a game in which you scored victory points from the 'Worthy Champion' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative that scored you victory points from the 'Worthy Champion' Tac Op to earn 5XP .This is not affected by a passed Casualty test.
- You can distribute 5XP across the other operatives on your roster.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

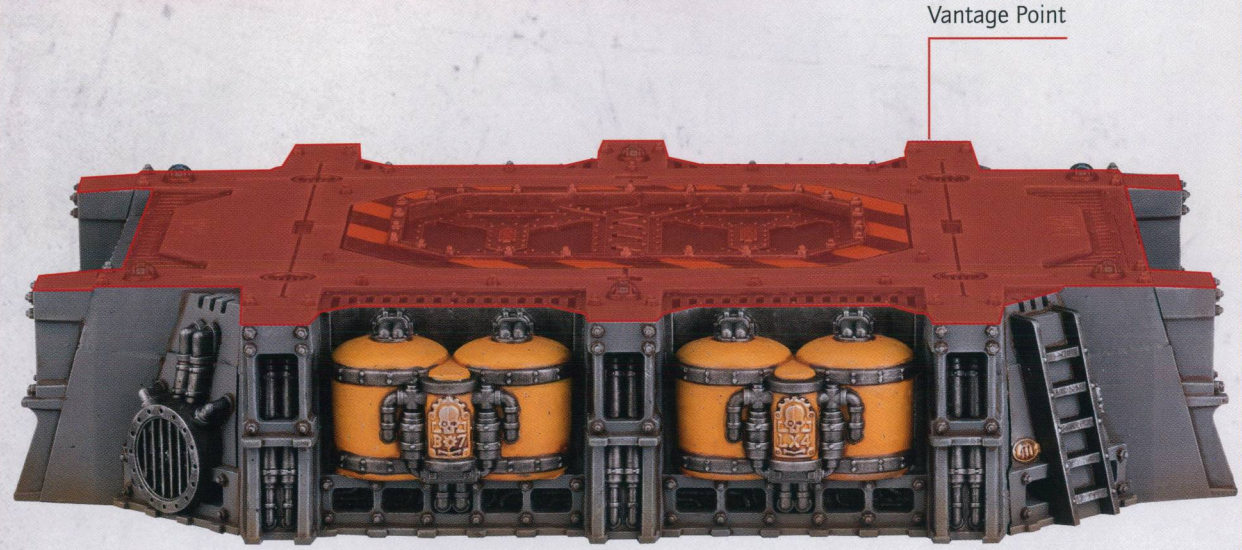
KILLZONE: MOROCH

Killzone: Moroch is a Fronteris outpost. The Fronteris Landing Pad and STC Hab-bunker dominate the killzone, providing Vantage Points and Heavy Cover. Fronteris Stockades can connect these to create a compound, or they can be placed independently. Fronteris Stockades have both the Stockade and Defendable traits, making them substantially more protective than regular barricades. Finally, the killzone has a Auspex Shrine and Vox-antenna, both of which provide Heavy Cover, with the latter providing another Vantage Point. The end result is a killzone in which positioning is key. Flanking an enemy to create advantageous firing lanes will remove their ability to hide with Heavy Cover, while a brave operative garrisoning the Fronteris Stockades can see off any charging aggressors. Killzone: Moroch consists of the following terrain features, with their traits detailed below:

- One Fronteris Landing Pad
- One STC Hab-bunker
- One Auspex Shrine
- One Vox-antenna
- One Fronteris Landing Pad Steps
- Four Fronteris Stockades
- Four Fronteris Stockade Connectors
- Four Fronteris Stockade Curves

FRONTERIS LANDING PAD

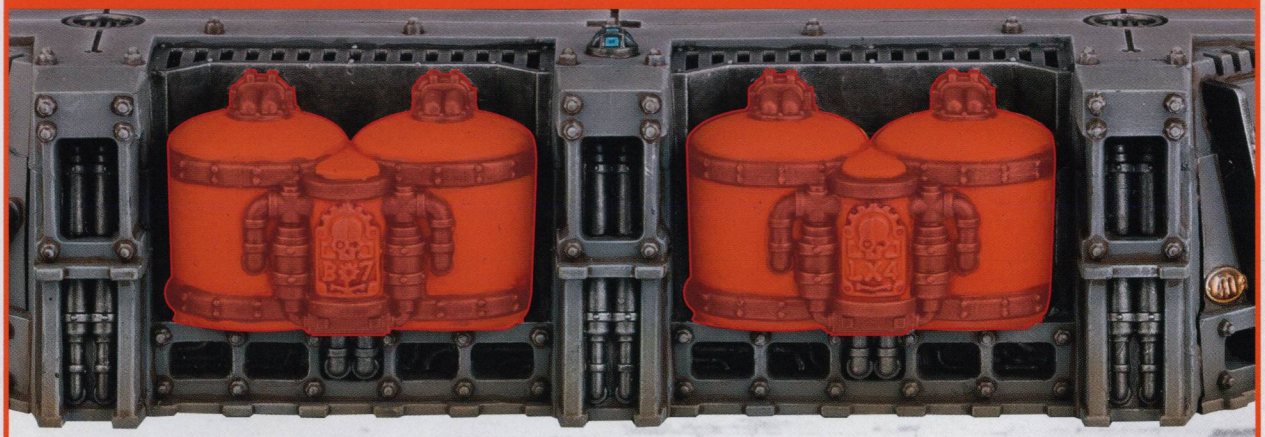
- The roof of a Fronteris Landing Pad terrain feature has the Vantage Point trait.
- All other parts of it have the Heavy and Low traits.



Low: An operative climbing onto or dropping from this terrain feature treats its height as ◯, even if the vertical distance it would need to travel would be slightly more than ◯. Note that this means when dropping, the vertical distance travelled is ignored.

FRONTERIS LANDING PAD FUEL TANKS

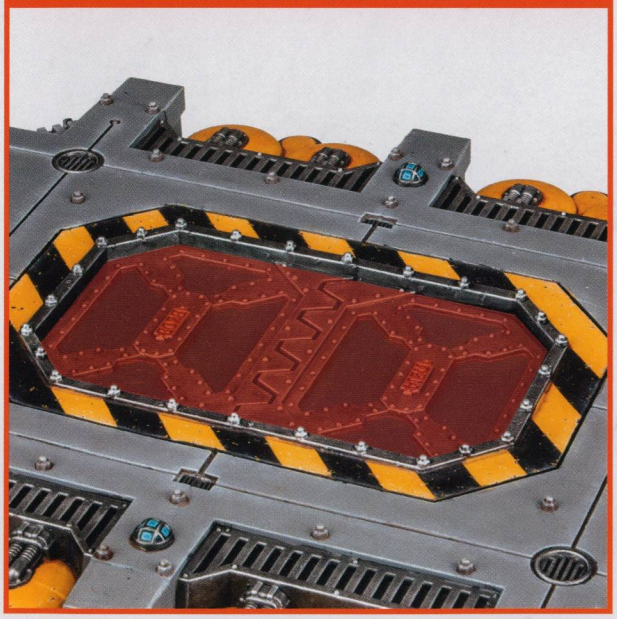
The Fronteris Landing Pad has Fuel Tanks. Some missions require operatives to control Fronteris Landing Pad Fuel Tanks. In such missions, each Fronteris Landing Pad Fuel Tank is treated as an objective marker, except that a friendly operative controls a Fronteris Landing Pad Fuel Tank if it is within ▲ of the Fuel Tank and the total APL characteristic of friendly operatives within ▲ of that Fuel Tank is greater than that of enemy operatives within ▲ of that Fuel Tank.



Designer's Note: *A Fronteris Landing Pad's Fuel Tanks are not a Vantage Point, therefore operatives can climb them, but cannot finish a move or be set up upon them.*

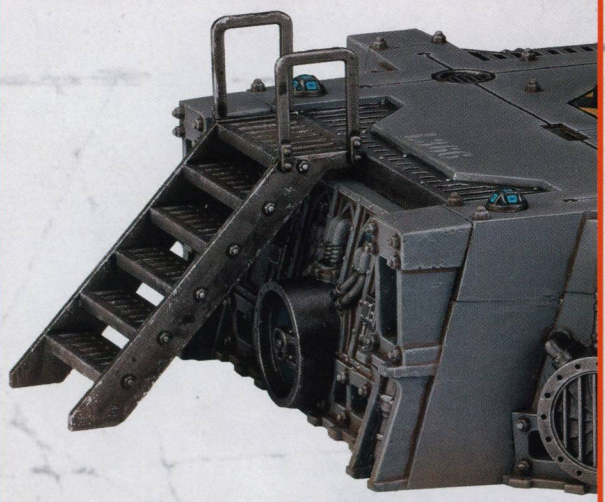
FRONTERIS LANDING PAD DOOR

The Fronteris Landing Pad has a Door. Some missions require operatives to control the Fronteris Landing Pad Door. In such missions, the Fronteris Landing Pad Door is treated as an objective marker, except that a friendly operative controls the Fronteris Landing Pad Door if it is on the Door and the total APL characteristic of friendly operatives on that Door is greater than that of enemy operatives on that Door.



FRONTERIS LANDING PAD STEPS

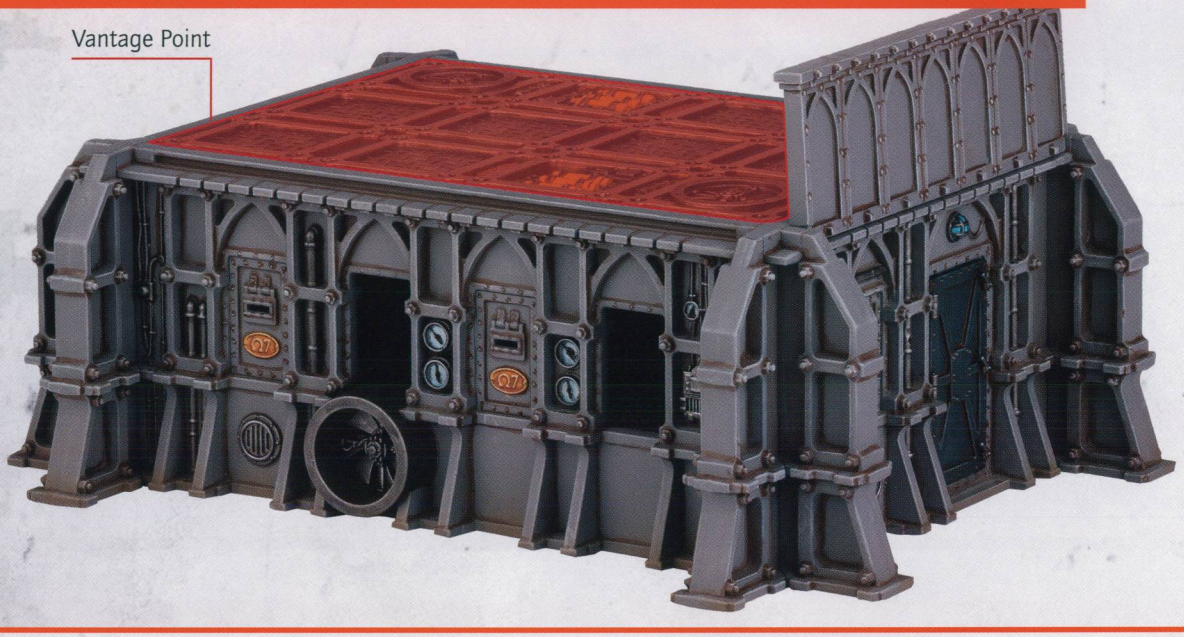
- Fronteris Landing Pad Steps are a separate terrain feature that is sometimes attached to a Fronteris Landing Pad.
- The handrails of Fronteris Landing Pad Steps have the Insignificant trait.
- All other parts of it have the Light and Steps traits.



Steps: Each time an operative climbs a terrain feature with this trait, it ignores the vertical distance it travels.

STC HAB-BUNKER

- The roof of a STC Hab-bunker terrain feature has the Vantage Point trait.
- All other parts of it have the Heavy trait.
- In the Shadow Operations: Moroch mission pack (pg 74-93), the STC Hab-bunker's rampart is indicated with a thick blue line.



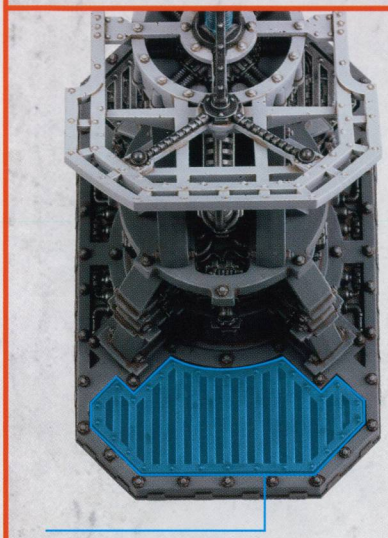
STC HAB-BUNKER DOORS

The STC Hab-bunker has Doors. Some missions require operatives to control STC Hab-bunker Doors. In such missions, each STC Hab-bunker Door is treated as an objective marker, except that a friendly operative controls a STC Hab-bunker Door if it is within ▲ of the Door and the total APL characteristic of friendly operatives within ▲ of that Door is greater than that of enemy operatives within ▲ of that Door.



AUSPEX SHRINE

- The base of a Auspex Shrine terrain feature has the Insignificant trait.
- The pipe has the Light and Traversable traits.
- All other parts of it have the Heavy trait.



Auspex Shrine control area

Auspex Shrine Control Area

Some missions require operatives to control the Auspex Shrine. In such missions, the Auspex Shrine control area is treated as an objective marker, except that a friendly operative controls the Auspex Shrine if it is on the control area and the total APL characteristic of friendly operatives on that control area is greater than that of enemy operatives on that control area.

VOX-ANTENNA

- The platform of a Vox-antenna has the Vantage Point and Confined traits.
- The handrails on the platform have the Insignificant trait.
- The ladder has the Heavy and Scalable traits.
- All other parts of a Vox-antenna terrain feature have the Heavy trait.



Confined: While an operative is on this terrain feature's Vantage Point, no other operatives can finish a move or be set up upon this Vantage Point.

Scalable: Each time an operative climbs this part of the terrain feature, the final increment of distance less than ◯ is ignored, instead of being rounded up to ◯.

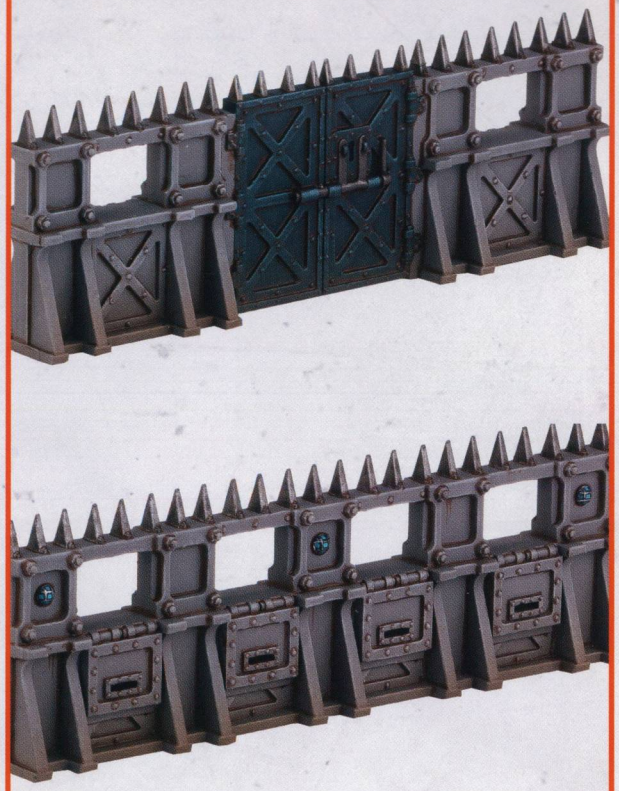
Designer's Note: *This means an operative looking to climb onto a Vox-antenna's Vantage Point via the ladder will travel vertically 2 ◯, instead of the usual 3 ◯.*

Vox-antenna Control Area
Some missions require operatives to control the Vox-antenna. In such missions, the Vox-antenna Vantage Point is treated as an objective marker, except that a friendly operative controls the Vox-antenna if it is on its Vantage Point.

Vantage Point and Confined

FRONTERIS STOCKADE

All parts of a Fronteris Stockade terrain feature have the Heavy, Stockade and Defendable traits.

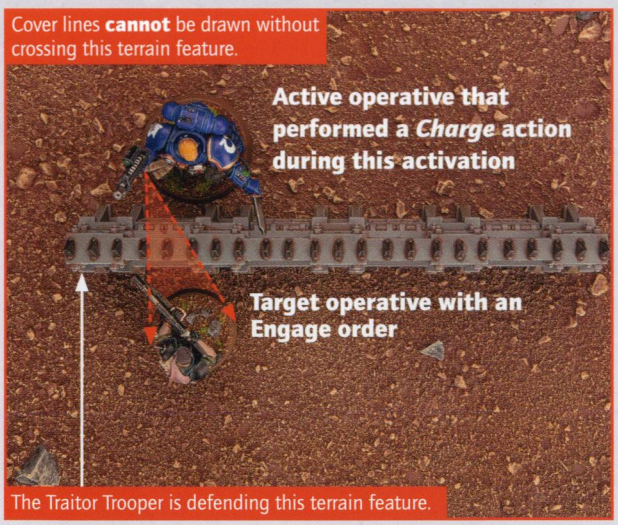


Stockade:

- An operative climbing over this terrain feature needs to travel 2 ◯ vertically (◯ up and ◯ down).
- When determining Line of Sight, if the active operative and/or the intended target is higher than the highest point of this terrain feature, it is not treated as Obscuring. Note that measurement is determined from the operatives' bases.

Defendable: Each time an operative fights in combat, if it is not the active operative but is defending this terrain feature, it is always the Attacker, regardless of any rules the enemy operative has. For an operative to be defending this terrain feature, all of the following must be true:

- It has an Engage order.
- The active operative performed a **Charge** action during this activation.
- The active operative's controlling player cannot draw any Cover lines to the target operative without them crossing this terrain feature.

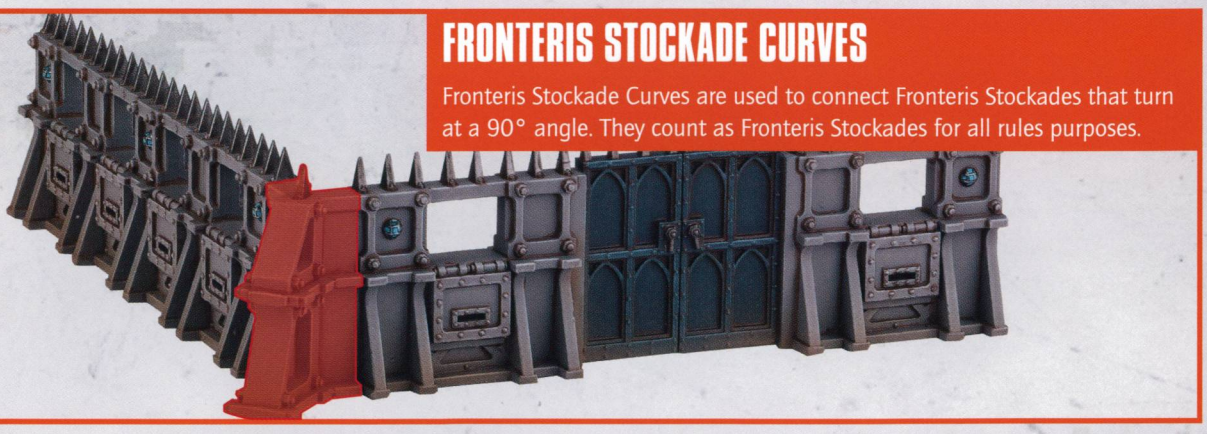






FRONTERIS STOCKADE CONNECTORS

Fronteris Stockade Connectors are used to connect Fronteris Stockades to the Fronteris Landing Pad and STC Hab-bunker. They count as Fronteris Stockades for all rules purposes.



FRONTERIS STOCKADE CURVES

Fronteris Stockade Curves are used to connect Fronteris Stockades that turn at a 90° angle. They count as Fronteris Stockades for all rules purposes.

SHADOW OPERATIONS: MOROCH MISSION PACK

On pages 76-93, you will find nine missions from the Shadow Operations: Moroch mission pack. These are heavily themed, story-driven narrative missions set within Killzone: Moroch that contain a mixture of symmetric and asymmetric mission rules and mission objectives. In the case of the latter, this means that the Attacker and Defender will have different goals to achieve and different strategies to achieve them. The missions increase in detail, with the first three missions being the most simple and straightforward, the second three missions requiring more thought and consideration, and the final three missions being the most detailed with an entirely new mission rule called 'Sentries', described opposite.

All of the missions use a specified arrangement of terrain using the Killzone: Moroch terrain set, each tailored to enhance the mission at hand. The scoring parameters of the mission objectives vary across the mission pack, therefore having an expansive roster will allow you to select the right operatives for the mission at hand. They have been designed to immerse you in the story of your operatives as they fight across Killzone: Moroch, with a particular mind to rewarding players who use them as part of a Spec Ops campaign. Therefore, they are especially suited to narrative play.

You will find that each mission is accompanied by a short description. These are deliberately vague and by no means exhaustive, and we encourage you to imagine what your kill team might be attempting to achieve. For example, the 'intel' your Tyranid kill team might have recovered may in fact be the biomatter of a dangerous predator that they wish to bring back to be consumed by the rest of the swarm to make new, even deadlier, organisms. It really is up to you – you can interpret what follows in whichever way you feel is most characterful for your kill teams.

To randomly determine a Shadow Operations: Moroch mission, one player rolls one D3 to determine one of the tables below, then the other player rolls one D3 to determine the mission from that table.

TABLE 1		TABLE 2		TABLE 3	
D3	**Mission**	**D3**	**Mission**	**D3**	**Mission**
1	**Plunder**	1	**Emergency Transmission**	1	**Demolitions**
2	**Control the Outpost**	2	**Outrun the Storm**	2	**Infiltrate the Landing Pad**
3	**Compound Assault**	3	**Smoking Ruin**	3	**Stealth Offensive**

Designer's Note: *While some of the missions in this mission pack specify the use of the sentry rules opposite, if both players agree, the players should feel free to use those rules to supplement other missions, adapting the rules (where appropriate) to fit their chosen mission.*

SENTRIES

Some missions from the Shadow Operations: Moroch mission pack use the Sentries mission rule, which is a prologue to the battle in which you will play through a series of sentry patrols. The Attacker's intruders can attempt to infiltrate the killzone, take up key positions and complete objectives ahead of the main assault. The Defender's sentries must attempt to stop the intruders by patrolling the killzone and discovering them.

Each mission will specify how many intruders and sentries the Attacker and Defender have respectively. If a mission uses the Sentries mission rule, the following changes take effect for the mission sequence:

- In the Set Up Operatives step, the players only set up their specified number of intruders or sentries. These are operatives from their kill team, and they must be set up wholly within the player's drop zone (they cannot use any rules that allow them to set up elsewhere). Intruders must be set up with a Conceal order (if they cannot have a Conceal order, they cannot be selected as an intruder) and sentries must be set up with an Engage order (unless otherwise specified by the mission).
- In the Scouting step, the players do not select and resolve pregame scouting options. Instead, they resolve sentry patrols, as described below.
- Victory points cannot be scored during a sentry patrol.
- Once the alarm is raised, continue the battle as described opposite.

SENTRY PATROL

Sentry patrols are conducted in rounds, each of which consists of a Sentry phase and an Intruder phase.

Sentry Phase

The Defender selects one of their sentries and both players roll off. If their results are the same, that sentry performs a **Pass** action. If the Defender's result is higher than the Attacker's, the Defender performs a **Normal Move** action with that sentry. If the Attacker's result is higher than the Defender's, the Attacker performs a **Normal Move** action with that sentry. Each time a sentry performs a **Normal Move** action in the Sentry phase, the player moving it rolls one D6 and moves that operative up to a number of ▲ increments equal to the result of the D6. The players repeat this process until all of the Defender's sentries have been moved or passed, or until the alarm is raised (see opposite), whichever comes first.

*Example: The Defender selects one of their sentries and both players roll one D6. The Attacker's result is a '4' and the Defender's result is a '2', therefore, the Attacker performs a **Normal Move** action with that sentry. The Attacker rolls one D6 and the result is a '3', therefore they can move that sentry up to 3 ▲.*

Once all of the Defender's sentries have been moved or passed and if the alarm has not been raised, the Sentry phase ends.

Intruder Phase

The Attacker selects one of their intruders and activates them. Intruders are activated as if it were the Firefight phase and are subject to the following rules:

- They must have a Conceal order.
- They can only perform **Dash, Normal Move, Pass** or mission actions (excluding Tac Op mission actions), or the **Pick Up** action.

Once the Attacker has completed that intruder's activation, if the alarm has not been raised, the Attacker repeats this process until all of their intruders have been activated, or until the alarm is raised, whichever comes first.

Once all of the Attacker's intruders have been activated, and if the alarm has not been raised, the Intruder phase ends and a new sentry patrol round begins.

Raising the Alarm

The alarm is raised if any of the following conditions are met:

- An intruder is in a sentry's Line of Sight (note that as intruders always have a Conceal order, they must be Visible, not Obscured and not in Cover to be in a sentry's Line of Sight).
- An intruder is Visible to and within ■ of a sentry.
- The Attacker chooses to begin the assault, which automatically raises the alarm.
- Any other conditions specified by the mission.

When the alarm is raised, the sentry patrol immediately ends after that action and the players set up their remaining operatives as specified by the Set Up Operatives step of the mission sequence (they cannot use any rules that allow them to set up operatives elsewhere). The players then begin the battle as normal with the following rules:

- In the first Initiative phase, the players roll off and the winner decides who has the initiative.
- During the first Turning Point, each time an operative that was selected as an intruder or sentry is activated, the controlling player can change its order (rather than needing to have the order given to it when it was set up before the battle).

MISSION 1.1

PLUNDER

The enemy are within our very walls, slitting throats and pilfering vital supplies! They cannot be allowed to rampage unchecked, and must be swiftly driven off.

MISSION RULES

Lookout: In the Set Up Operatives step of the mission sequence, the Defender can set up one of their operatives on the Vantage Point of the Vox-antenna terrain feature. At the start of each Firefight phase, if the Defender has a ready friendly operative on that Vantage Point, they can activate that operative first, regardless of who has the initiative.

The Attacker's operatives can perform the following mission action:

PLUNDER **1AP**

An operative can perform this action if it controls a Fronteris Landing Pad Fuel Tank or STC Hab-bunker Door that has not been plundered. If this action is performed, that Fuel Tank or Door has been plundered.

MISSION OBJECTIVE

At the end of the battle, for each Fronteris Landing Pad Fuel Tank:

- If it has been plundered, the Attacker scores 2VPs.
- If it has not been plundered, the Defender scores 2VPs.

At the end of the battle, for each STC Hab-bunker Door:

- If it has been plundered, the Attacker scores 3VPs.
- If it has not been plundered, the Defender scores 3VPs.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

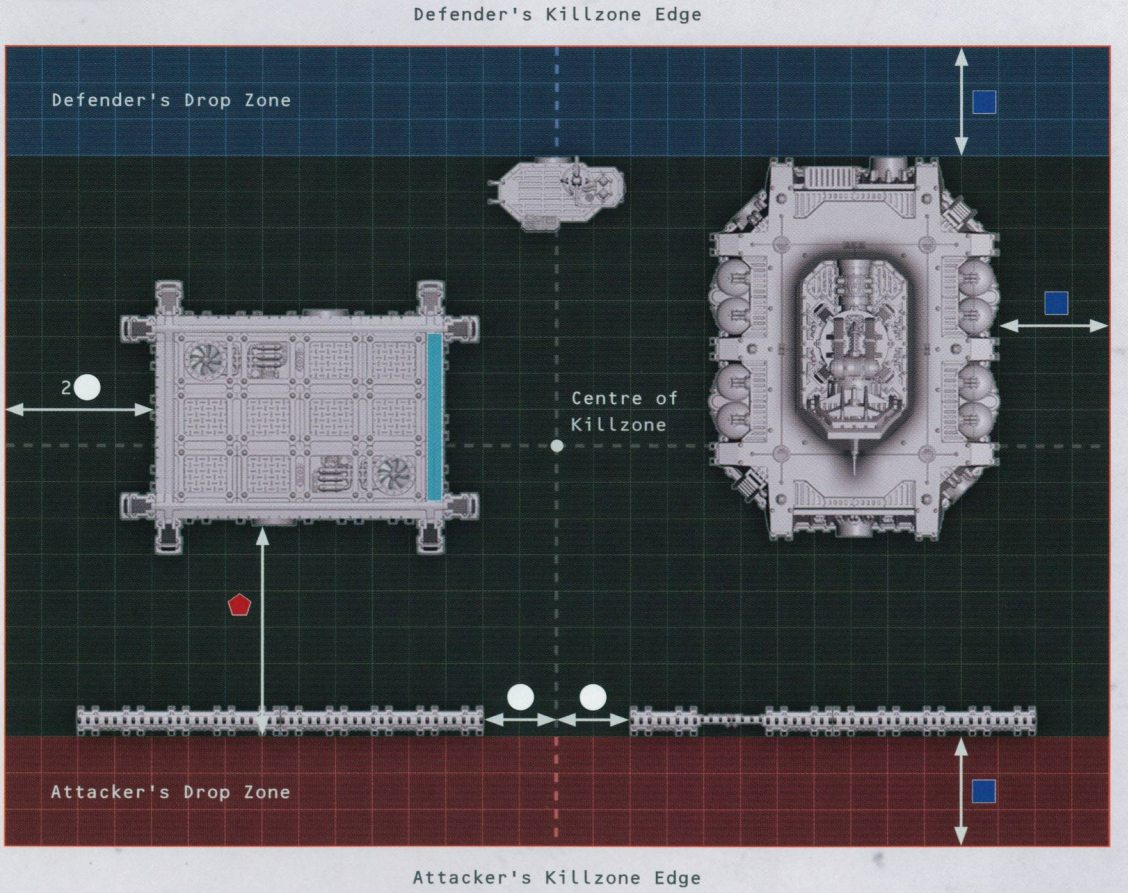
MISSION BONUS

If you scored 8 or more VPs from the mission objective, you gain 1 additional Requisition point.

SPEC OPS BONUS

Plunder Assets: If you are the Attacker, are victorious and are currently undertaking the Demolition Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Assets Protected: If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 1.2

CONTROL THE OUTPOST

After severe attrition, at last we have a foothold within the enemy compound. Victory is not yet ours, however, for the enemy are regrouping deeper within the complex. Expect a counter-attack at any moment.

MISSION RULES

STC Hab-bunker Control: Friendly operatives control the STC Hab-bunker if the total APL of friendly operatives on its Vantage Point is greater than that of enemy operatives on its Vantage Point.

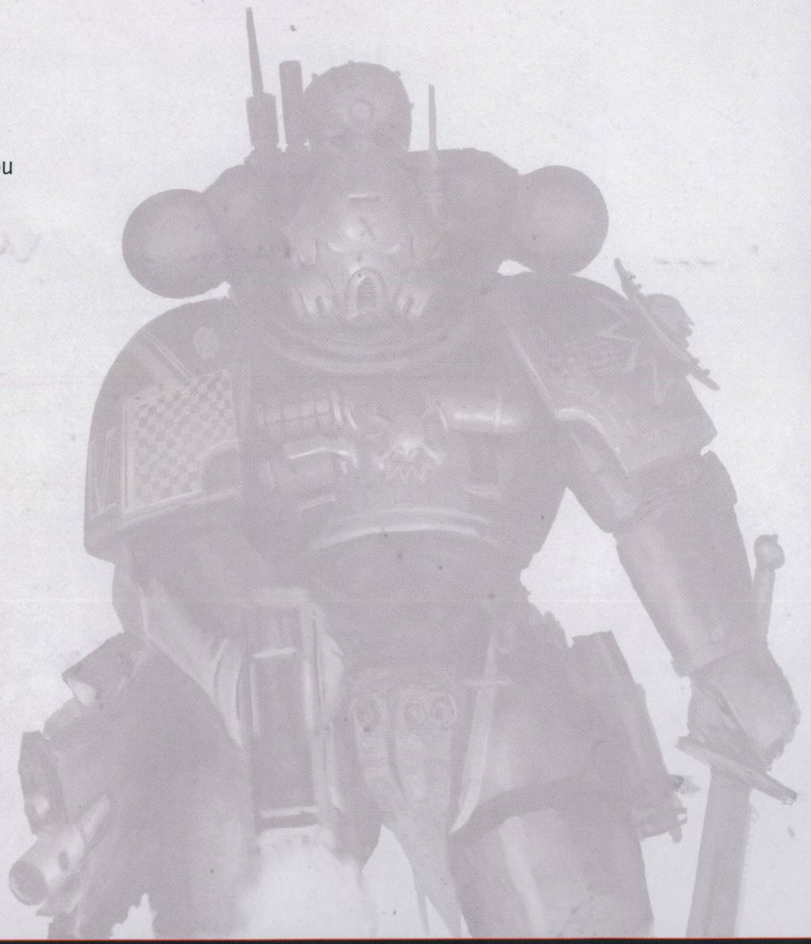
MISSION OBJECTIVE

At the end of the second and fourth Turning Points, you score VPs as follows:

- If friendly operatives control the STC Hab-bunker, you score 1VP.
- If friendly operatives control the Fronteris Landing Pad Door, you score 1VP.
- If friendly operatives control the Vox-antenna, you score 1VP.
- If friendly operatives control the Auspex Shrine, you score 1VP.
- If you are the Attacker and friendly operatives control the Fronteris Landing Pad Door, you score 2VPs.
- If you are the Defender and friendly operatives control the STC Hab-bunker, you score 2VPs.

'BLOOD AND SKULLS FOR THE RED HOUND! ROT AND RUIN FOR FATHER FILTH! LIES AND CUNNING FOR THE SHADOW IN THE EYE! ALWAYS MORE FOR LADY PLENTY! TRIBUTE, BROTHERS AND SISTERS! GIVE TRIBUTE!'

- P'tor Hesh, Traitor Flenser



SPEC OPS CAMPAIGN

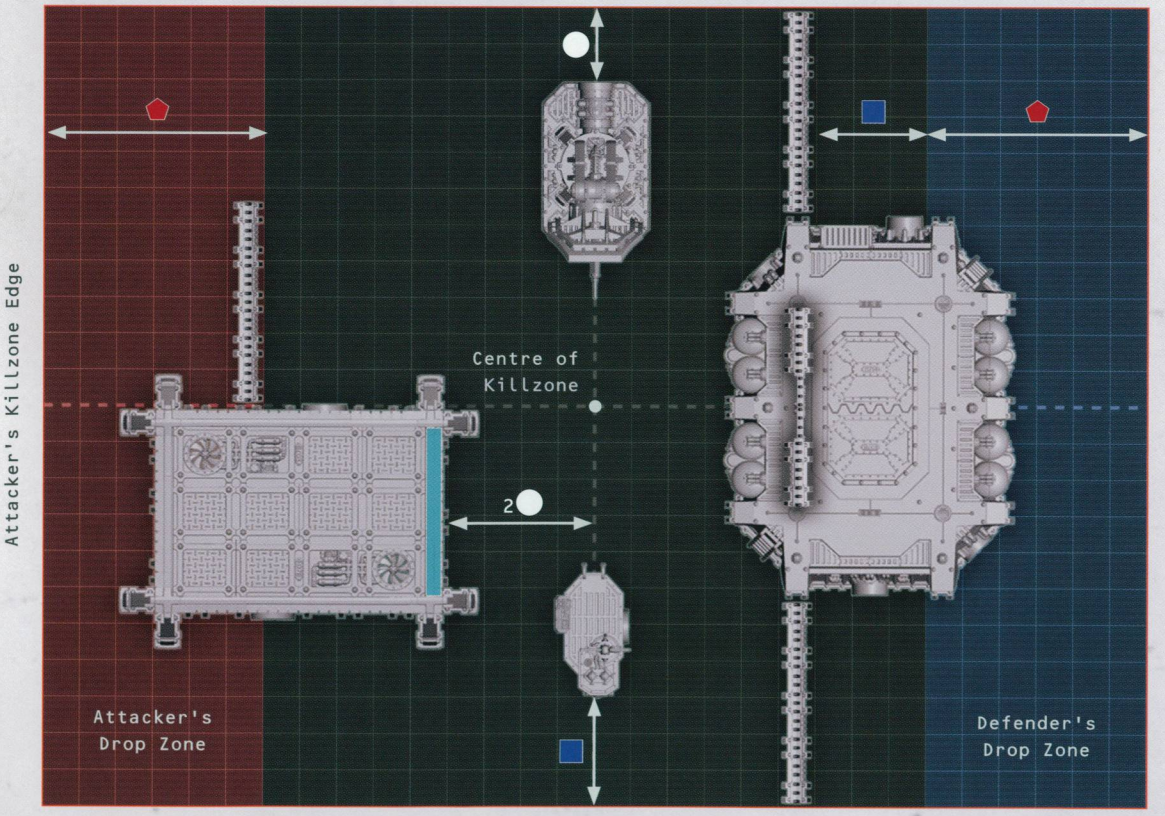
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

- If you scored 8 or more VPs from the mission objective, you gain 1 additional Requisition point.
- At the end of the battle, if you control both the STC Hab-bunker and the Fronteris Landing Pad Door, your operatives pass all Casualty tests after the battle.

SPEC OPS BONUS

Outpost Controlled: If you are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 1.3

COMPOUND ASSAULT

They are gathering their forces, and soon they will launch an all-out attack upon our strongpoint. We must hold them here, or the entire outpost will be lost.

MISSION RULES

Prepared Assault: In the Scouting step of the mission sequence, after the Attacker resolves their selection, they can select and resolve an additional scouting option. This can be the same or a different option. Initiative is still determined by their original selection.

MISSION OBJECTIVE

At the end of the battle:

- For each objective marker friendly operatives control, you score 3VPs.
- If any of the Attacker's operatives are on the Fronteris Landing Pad's Vantage Point, the Attacker scores 3VPs.
- If none of the Attacker's operatives are wholly within the Defender's drop zone, the Defender scores 3VPs.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

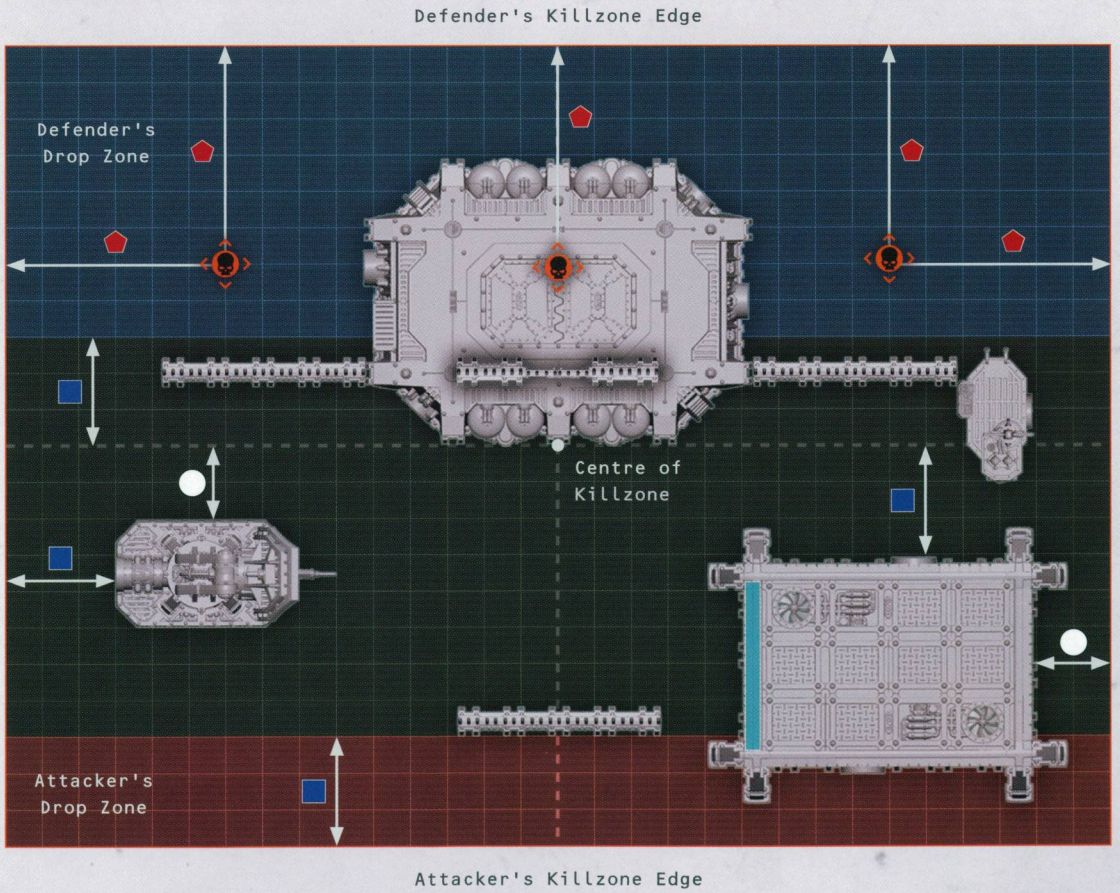
MISSION BONUS

- At the end of the battle, each of the Attacker's operatives that are on the Fronteris Landing Pad's Vantage Point gains 1XP.
- At the end of the battle, if none of the Attacker's operatives are wholly within the Defender's drop zone, the Defender's operatives pass all Casualty tests after the battle.

SPEC OPS BONUS

Compound Assaulted: If you are the Attacker, are victorious and are currently undertaking the Purge Order Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Assets Protected: If you are the Defender, are victorious and are currently undertaking the Extraction Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.1

EMERGENCY TRANSMISSION

At all costs the vox-mast must be seized and held, for this strategic missive is of the very highest importance. They cannot be allowed to retake the facility before it is sent.

MISSION RULES

Designer's Note: *When setting up terrain features for this mission, we recommend placing the Fronteris Landing Pad first, using the measurements shown. Next, connect the 3 Fronteris Stockades, the STC Hab-bunker and then the final Fronteris Stockade.*

Transmission Terrain: The STC Hab-bunker, Vox-antenna and Auspex Shrine are transmission terrain features. They begin the battle not transmitting.

Operatives can perform the following mission action:

TRANSMISSION 1AP

An operative can perform this action if it controls a STC Hab-bunker Door, Vox-antenna or Auspex Shrine.

- If the operative performing this action belongs to the Attacker, that terrain feature is transmitting.
- If the operative performing this action belongs to the Defender, that terrain feature is not transmitting.
- If the operative controls a STC Hab-bunker Door, remove it from the killzone. At the end of the Turning Point, set it up as close as possible to a STC Hab-bunker Door or on the STC Hab-bunker Vantage Point (it cannot be set up on other operatives, but can be set up within ▲ of enemy operatives).

MISSION EQUIPMENT

The Attacker's operatives can be equipped with the following equipment for the battle:

SYSTEM ACCESS CIPHER [2EP]

Once during the battle, this operative can perform the **Transmission** mission action without subtracting any action points.

MISSION OBJECTIVE

At the end of each Turning Point:

- For each transmission terrain feature that is transmitting, the Attacker scores 1VP.
- For each transmission terrain feature that is not transmitting, the Defender scores 1VP.
- If the STC Hab-bunker is not transmitting, the Defender scores 1VP.

If all three terrain features are transmitting at any point during the battle, the Attacker scores 12VPs.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

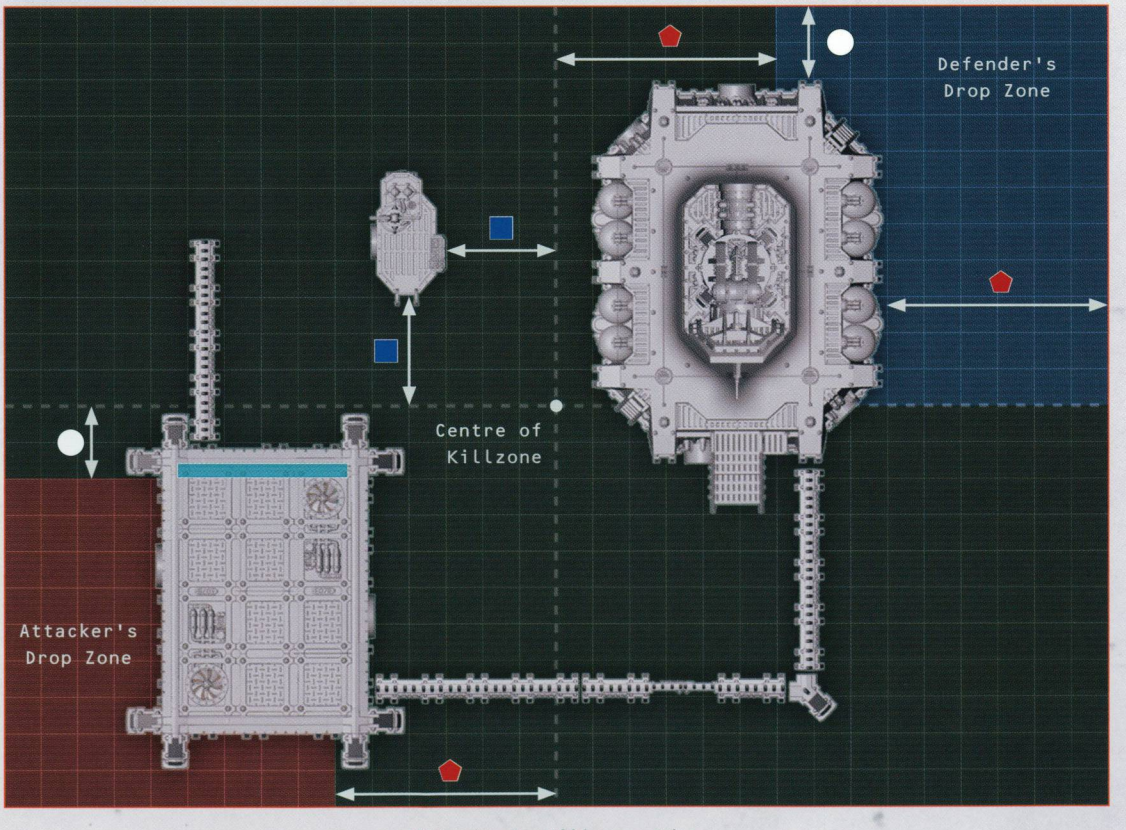
- At the end of the battle, if the STC Hab-bunker is not transmitting, the Defender gains 1 Requisition point.
- At the end of the battle, if the Auspex Shrine and the STC Hab-bunker are transmitting, the Attacker gains 1 Requisition point.

SPEC OPS BONUS

Transmission Successful: If you are the Attacker, are victorious and are currently undertaking the Breakout Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Transmission Denied: If you are the Defender, are victorious and are currently undertaking the Purge Order Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Defender's Killzone Edge



Attacker's Killzone Edge

MISSION 2.2

OUTRUN THE STORM

They say that the mica-storms of this world can strip flesh from bone in less time than it takes to scream. Better not be caught outside when the winds start to howl…

MISSION RULES

Storm's Approach: After setting up the killzone, the Attacker rolls one D6 to randomly determine the storm's killzone edge. On a 1-3, it is storm's killzone edge A. On a 4-6, it is storm's killzone edge B.

Shelter: From the second Turning Point:

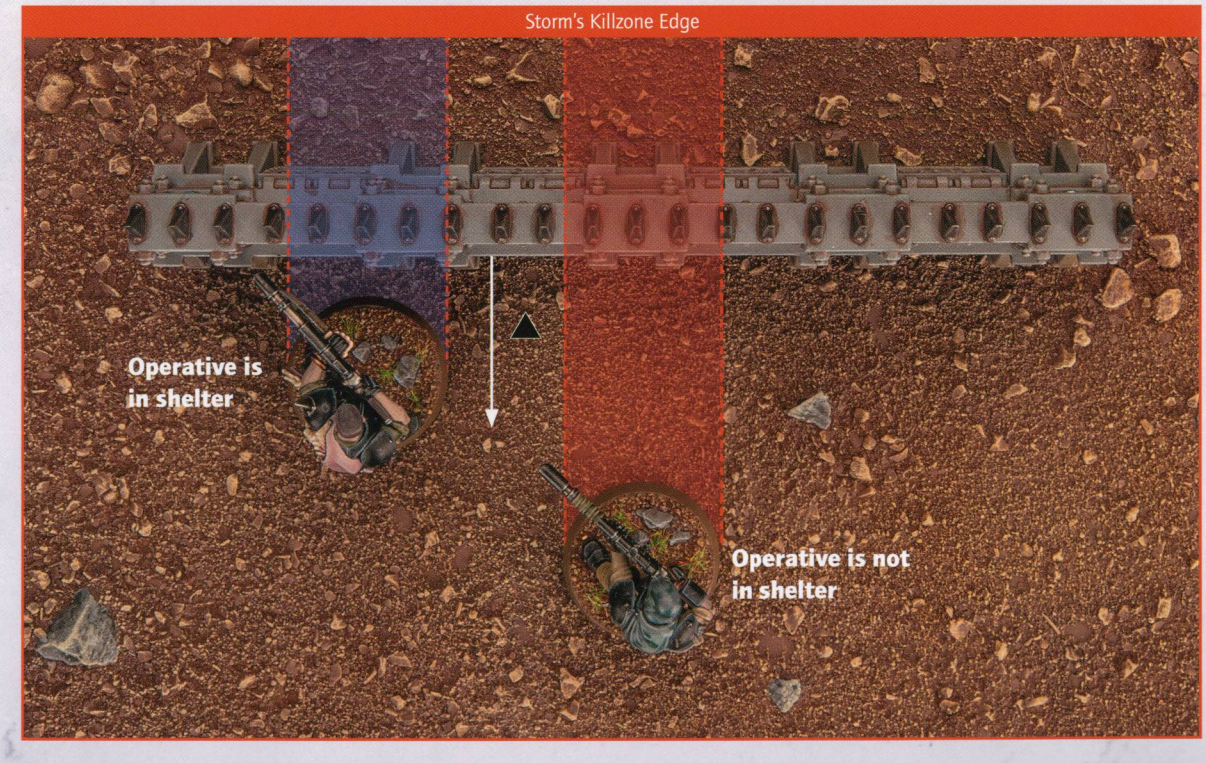
- Each time an operative fights in combat or makes a shooting attack, unless it is in shelter, it is treated as being injured for that combat or shooting attack, regardless of any rules that say it cannot be injured.
- Each time an operative performs an action in which it moves, unless it starts that move within shelter, it is treated as being injured for that move, regardless of any rules that say it cannot be injured.

To determine if an operative is in shelter, draw imaginary perpendicular lines 1mm wide from the storm's killzone edge to the operative's base. If the operative is within ▲ of a point at which one or more of those lines crosses a terrain feature that provides Cover, it is within shelter. Note that an operative on a Vantage Point cannot use the floor of a Vantage Point as Cover.

MISSION OBJECTIVE

At the end of each Turning Point after the first:

- For each objective marker friendly operatives control, you score 1VP.
- For each STC Hab-bunker Door friendly operatives control, you score 2VPs.



SPEC OPS CAMPAIGN

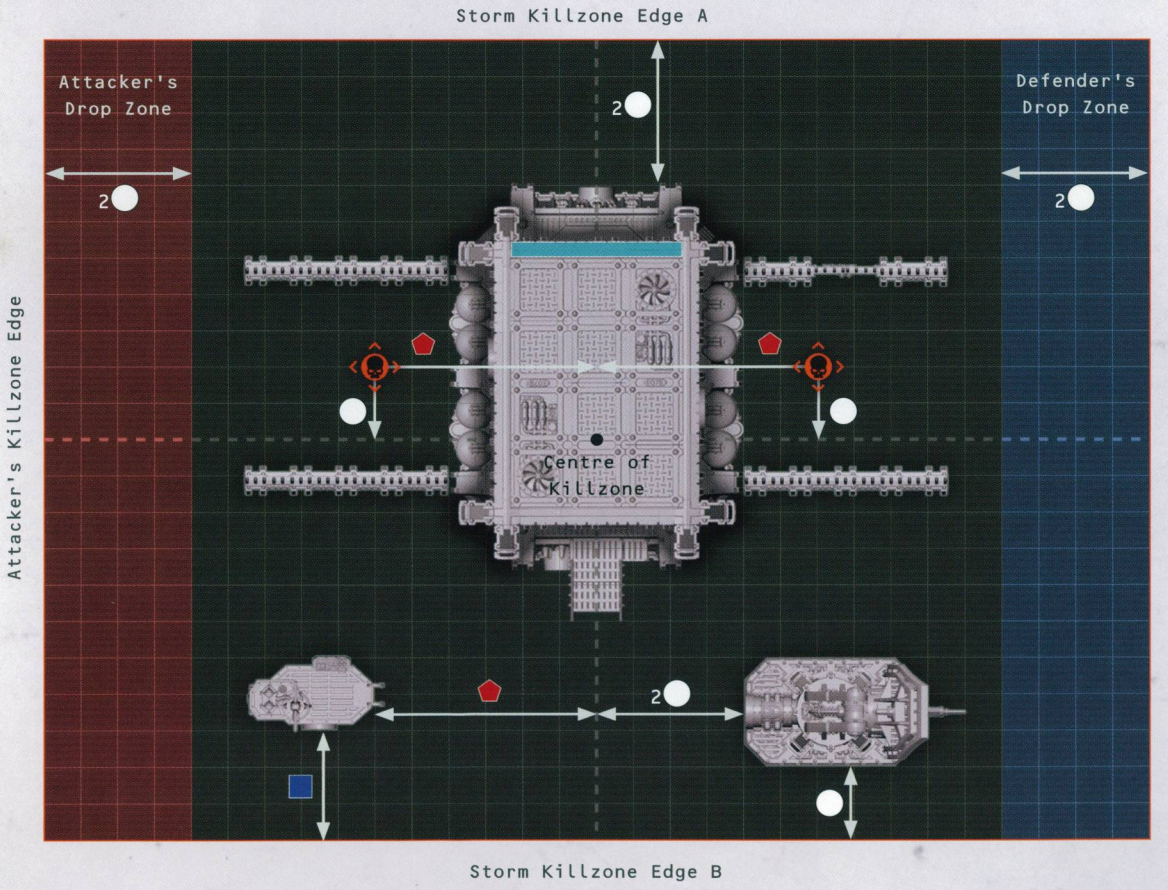
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

- At the end of the battle, if friendly operatives control one or more STC Hab-bunker Doors and enemy operatives do not control any, your operatives pass all Casualty tests after the battle.
- At the end of the battle, if friendly operatives control the Auspex Shrine or Vox-antenna and enemy operatives control neither, you gain 1 Requisition point.

SPEC OPS BONUS

Shelter Secured: If you are victorious and are currently undertaking the Breakout or Extraction Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.3

SMOKING RUIN

The bombardment has reduced their defences to rubble and sent the garrison fleeing like whipped curs. We must attack now, quickly, and seize the enemy's plans before they have a chance to reclaim them.

MISSION RULES

Operatives can perform the following mission action:

SEARCH FOR INTEL 1AP

An operative can perform this action while within ▲ of an objective marker it controls that is not the key intel. If the key intel has been discovered, remove that objective marker from the killzone; otherwise, roll one D6, adding 1 to the result for each objective marker that has been removed from the killzone: on a 1-4, remove that objective marker from the killzone; on a 5+, that objective marker is the key intel. The **Pick Up** action can be performed upon the key intel objective marker.

Smoking Ruin: While an operative is on the STC Hab-bunker Vantage Point, it is in Cover.

MISSION OBJECTIVE

Each time a friendly operative performs the **Search for Intel** mission action, you score 1VP.

At the end of the battle:

- If friendly operatives control the key intel objective marker, you score 4VPs.
- If the key intel objective marker is wholly within your drop zone, or is being carried by a friendly operative that is wholly within your drop zone, you score 3VPs.



SPEC OPS CAMPAIGN

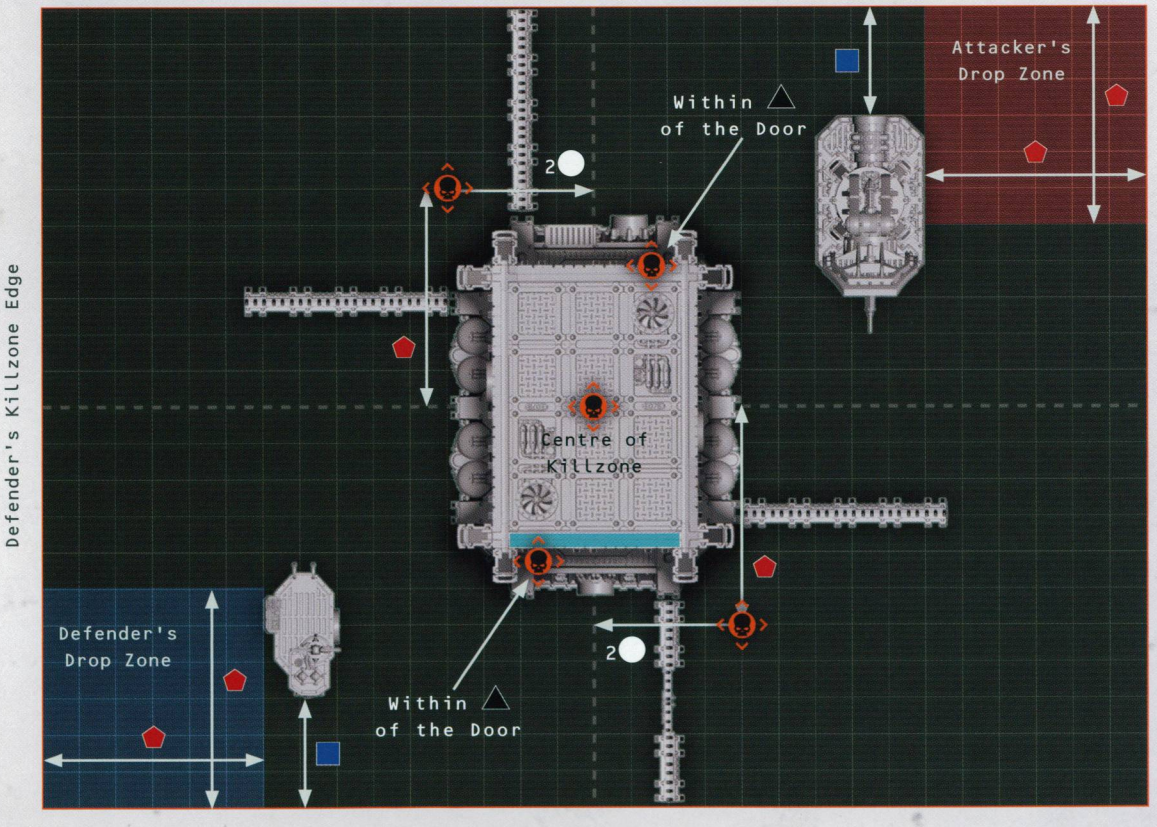
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

At the end of the battle, if you control the key intel objective marker, you gain 1 Requisition point.

SPEC OPS BONUS

Intel Recovered: If you are victorious, friendly operatives control the key intel objective marker at the end of the battle and you are currently undertaking the Recover Archeotech Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.1

DEMOLITIONS

Even the mightiest fastness can be brought low by a few well-placed explosives and a band of killers merciless enough to set them off.

MISSION RULES

Sentries (pg 75):

- The Attacker has one intruder and the Defender has two sentries.
- The alarm is also raised if an intruder moves within ⬟ of the STC Hab-bunker.

Demolition Targets: At the start of the battle, demolition targets are not planted with explosives. The demolition targets are as follows:

- 4 Fronteris Landing Pad Fuel Tanks
- Fronteris Landing Pad Door
- 2 STC Hab-bunker Doors
- Vox-antenna
- Auspex Shrine

Operatives can perform the following mission action:

HANDLE EXPLOSIVES 1AP

An operative can perform this action if it controls a demolition target.

- If the operative performing this action belongs to the Attacker, one demolition target it controls is planted with explosives.
- If the operative performing this action belongs to the Defender, one demolition target it controls is not planted with explosives.

An operative cannot perform this action if the Attacker has detonated explosives.

Detonate Explosives: At the end of any Turning Point, if the Attacker has any friendly operatives in the killzone, they can detonate explosives. If they do so, each operative within ○ of one or more demolition targets that are planted with explosives suffers D3 mortal wounds. The Attacker can only detonate explosives once.

MISSION OBJECTIVE

When the Attacker detonates explosives:

- For each demolition target that is planted with explosives, the Attacker scores 1VP.
- For each demolition target that is not planted with explosives, the Defender scores 1VP.
- If 7 or more demolition targets are planted with explosives, the Attacker scores 3VPs.
- If 2 or less demolition targets are planted with explosives, the Defender scores 3VPs.

If the Attacker does not detonate explosives, the Defender scores 12VPs.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

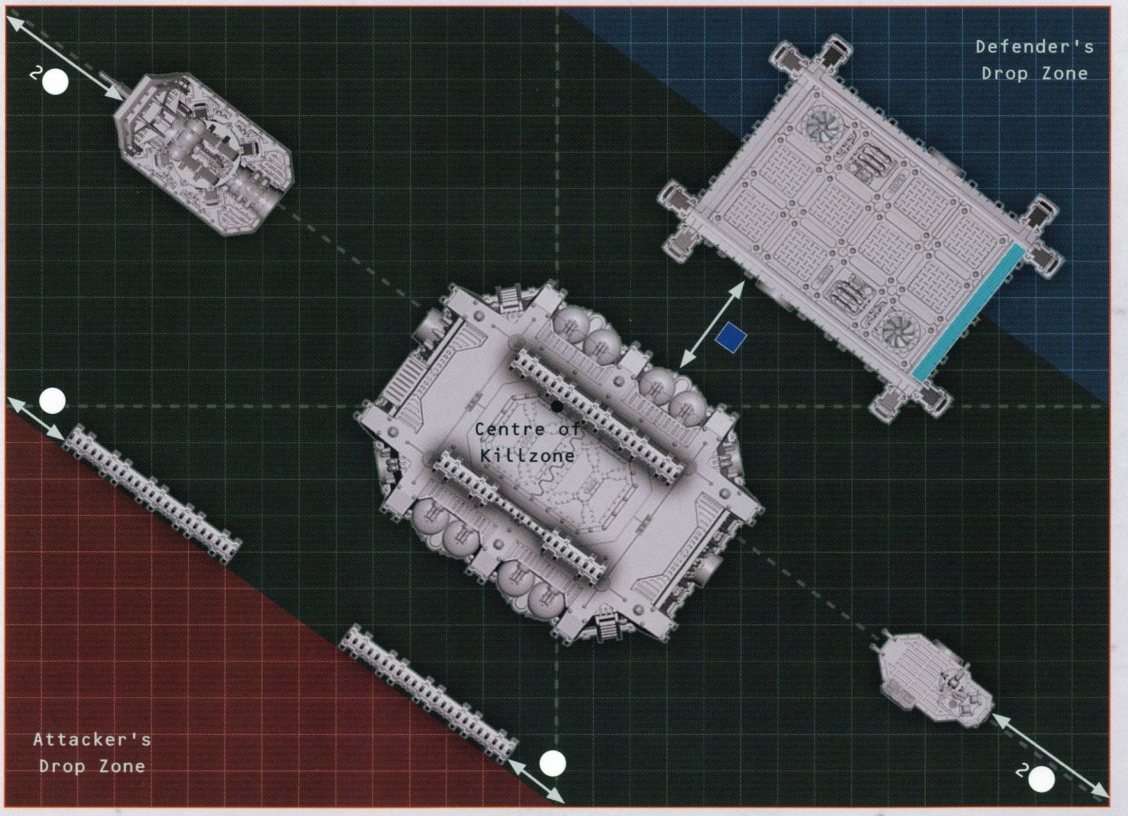
- At the end of the battle, if the Attacker detonated explosives, the Attacker earns 1XP to distribute across the operatives in their kill team for every demolition target that was planted with explosives after the fifth.
- At the end of the battle, the Defender earns 1XP to distribute across the operatives in their kill team for every demolition target that was not planted with explosives after the fifth.

SPEC OPS BONUS

Outpost Demolished: If you are the Attacker, are victorious and are currently undertaking the Demolition Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Outpost Secured: If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Defender's Killzone Edge



Attacker's Killzone Edge

MISSION 3.2

INFILTRATE THE LANDING PAD

We need to keep this quick and quiet. Slip past their sentries and get inside before we're spotted.

MISSION RULES

Sentries (pg 75):

- The Attacker has one intruder and the Defender has two sentries.
- At the start of each even numbered Intruder phase (i.e. 2nd, 4th, 6th etc.), the Attacker sets up one of their remaining operatives as an intruder wholly within their drop zone and within ▲ of an edge of the killzone (this does not count as that operative's activation for that phase).
- The alarm is also raised if an intruder moves within ⬟ of the Fronteris Landing Pad.

Infiltrate Landing Pad: At any point during an Attacker operative's activation, if it is wholly on the Fronteris Landing Pad Door and not within Engagement Range of an enemy operative, the Attacker can remove it from the killzone; that operative has infiltrated the Fronteris Landing Pad.

MISSION EQUIPMENT

The Defender's operatives can be equipped with the following equipment for the battle:

PROXIMITY ALARM [2EP]

The alarm is also raised if this operative is within ■ of an intruder.

MISSION OBJECTIVE

At the end of the battle, determine the percentage of the Attacker's kill team selected for deployment that infiltrated the Fronteris Landing Pad (rounding down to the nearest percentage grade) and consult the table below to determine how many VPs each player scores.

% Grade	Attacker's VPs	Defender's VPs
0%	0	12
25%	4	9
50%	7	6
75%	10	3
100%	12	0

Example: *If the Attacker has 10 operatives selected for deployment, and at the end of the battle 3 of them have infiltrated the Fronteris Landing Pad, the Attacker scores 4VPs and the Defender scores 9VPs.*

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

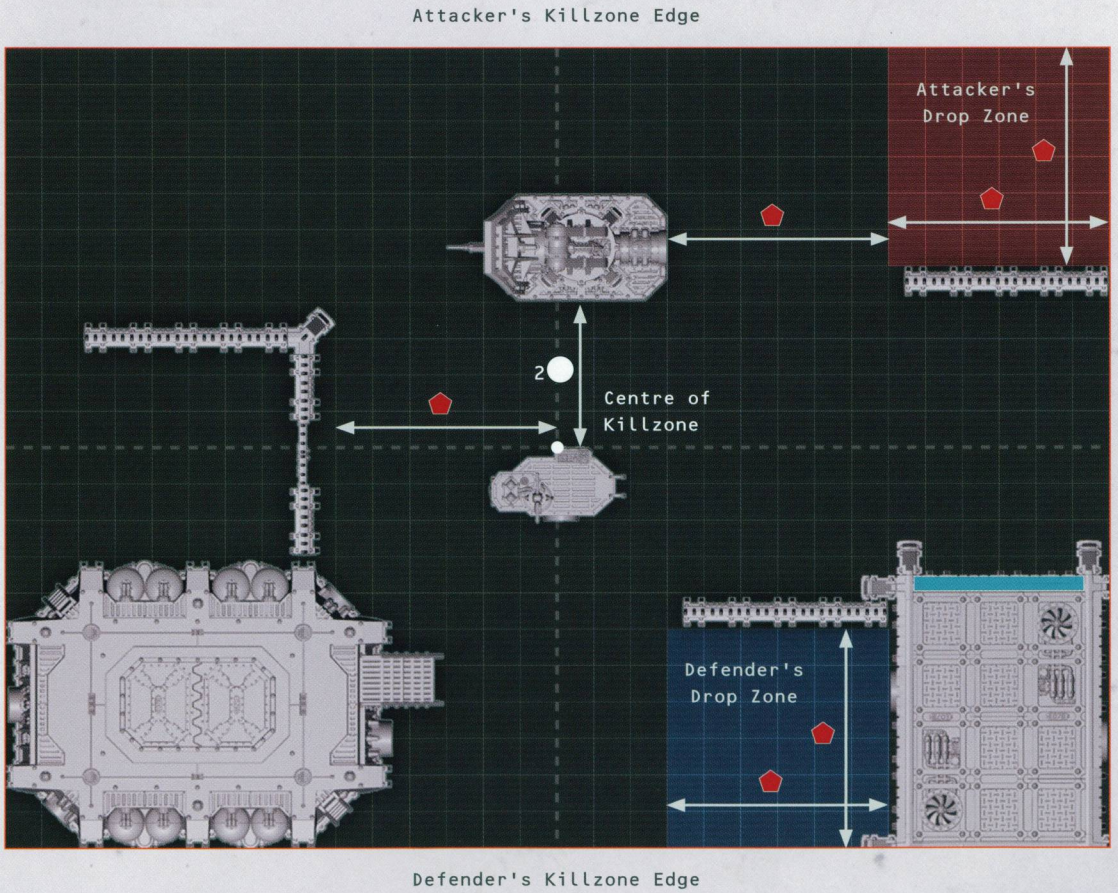
At the end of the battle:

- If you scored 9 or more VPs from the mission objective, you gain 1 Requisition point.
- If you scored 12VPs from the mission objective, your operatives also pass all Casualty tests after the battle.

SPEC OPS BONUS

Landing Pad Infiltrated: If you are the Attacker, are victorious and are currently undertaking the Infiltrate the Enemy Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Intruders Eliminated: If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.3

STEALTH OFFENSIVE

The enemy are out there, creeping through the shadows. You might not see them, but you can sense them. Let them get too close and it will be all over bar the screaming.

MISSION RULES

Sentries (pg 75):

- The Attacker selects one or more operative from their kill team to be intruders and the Defender has two sentries.
- One of the Defender's sentries is set up on the Vox-antenna's Vantage Point. The other is set up on the Fronteris Landing Pad Door. Both sentries are set up with a Conceal order.
- The Defender can set up to two barricades within ⬟ of their drop zone.
- In the Sentry phase, the players roll off to move the Spotlight token, instead of the sentries. This is done twice in each Sentry phase, and the token cannot be moved past the sentry line.

Raising the Alarm: The alarm is raised if any of the following conditions are met (instead of those specified on page 75):

- An intruder is within ◯ of the Spotlight token and is within a sentry's Line of Sight (note that as intruders always have a Conceal order, they must be Visible, not Obscured and not in Cover to be in a sentry's Line of Sight).
- An intruder moves over the sentry line (see map).
- The Attacker chooses to begin the assault.

Night Assault: When determining Line of Sight during the battle, an intended target is Obscured if a Cover line crosses the sentry line (see map) and both the active operative and intended target are more than ⬟ from the sentry line.

MISSION OBJECTIVE

At the end of the battle:

- For each objective marker friendly operatives control, you score 4VPs.
- If you control the Fronteris Landing Pad Doors, you score 4VPs.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

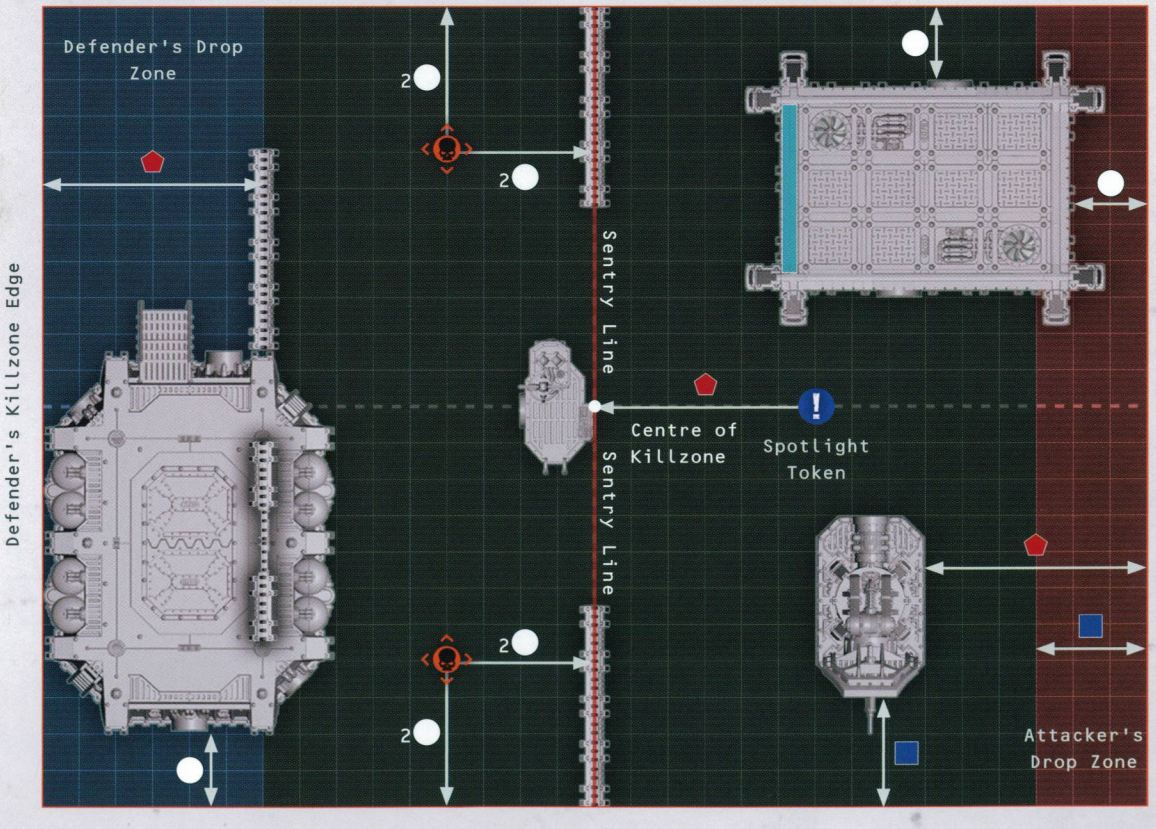
At the end of the battle:

- If you are the Defender and there are no enemy operatives within ⬟ of your drop zone, you gain 1 Requisition point.
- If you are the Attacker and you control the Fronteris Landing Pad Door, you gain 1 Requisition point.

SPEC OPS BONUS

Outpost Eliminated: If you are the Attacker, are victorious and are currently undertaking the Elimination Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Outpost Protected: If you are the Defender, are victorious and are currently undertaking the Perform Ritual Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.



++ BLOODED – NARRATIVE DATASLATE ++

KILL TEAM NAME:

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

BASE OF OPERATIONS:

HISTORY:

QUIRKS:

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

STASH:

STRATEGIC ASSETS:

NOTES:

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PHOBOS STRIKE TEAM – NARRATIVE DATASLATE

Classificatum Umbra Maximal authoritas Adeptus Astartes exceptus absolomnar. Regnum Imperator Eternum!

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

History

Quirks

Notes

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++ NARRATIVE DATACARD ++

OPERATIVE:

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE:

SPECIALISM

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism

Battle Honours

Battle Scars

Notes

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AMIDST THE RECOLONISED RUINS OF A MURDERED WORLD, HERETICS AND LOYALISTS ENGAGE IN A FURIOUS BATTLE TO THE DEATH.

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In the systems around Sangua-Terra, Imperial commanders race to fortify their worlds against the coming of Abaddon the Despoiler. Yet the agents of Chaos are cunning. Turncoat heretics lurk amongst those regiments diverted to garrison the so-called Sanctus Wall, and soon begin their own uprisings to undermine the loyalists' efforts. On the ruined former agri world of Moroch, amongst prefab colony habs, archeotech mines and fronteris compounds, the elite Traitor Guard Blooded have all but overthrown their shocked Imperial foes. Yet loyalist reinforcements have arrived in the form of an elite Phobos Strike Team, whose operatives have commenced a hit-and-run campaign to unpick the traitor forces one bloody gunfight at a time. Now, post-Human super-soldiers battle degenerate, Chaos-worshipping renegades through the ruins of Moroch's blasted frontier, each seeking nothing less than the wholesale annihilation of their enemies.

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- An exciting account of the warfare and mayhem raging around Sangua-Terra, and the peril rising up from within the Sanctus Wall.
- Background on the turncoat Militarum Traitoris and the Phobos-armoured Space Marine strike forces, and the kill teams they send into battle.
- Comprehensive rules for fielding kill teams of Adeptus Astartes Phobos Strike Teams and Blooded veterans of the Militarum Traitoris.
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- Stunning miniatures photography showcasing the mighty Phobos Strike Team and heretical Blooded kill teams' miniatures kits.

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You will need a copy of the Kill Team Core Book in order to use the contents of this book.