



PHOBOS STRIKE TEAM

DESIGNER'S COMMENTARY 1.0

This document presents commentary from game designers to clarify and expand on rare and more complex rules. As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

KILL TEAM: MOROCH

*Q: The **INCURSOR MARKSMAN's Track Target** action says 'If that enemy operative is not incapacitated or revived as a result, finish its activation.' What does finish mean?*

A: Your opponent continues with the remainder of the enemy operative's activation.

*Q: Does the **INCURSOR MARKSMAN's Track Target** action allow it to perform **Overwatch** more than once in the same Turning Point?*

A: No.

Q: How do you determine climb distance when using the Grapnel Launcher equipment and the first bullet point of the Vanguard Strategic Ploy?

A: Determine the normal distance, apply Grapnel Launcher, then apply Vanguard. For example, a 2○ climb would instead require ○ with a Grapnel Launcher, then Vanguard would ignore that ○, allowing the operative to ignore the vertical distance of the climb.

Q: How do you determine drop distance when using the Grapnel Launcher equipment and the first bullet point of the Vanguard Strategic Ploy?

A: As above, determine the normal distance, apply Grapnel Launcher, then apply Vanguard (if needed). For example, a ○ drop would be halved to ▲ with a Grapnel Launcher. Drop distances of less than ○ are ignored, so this would allow the operative to use the first bullet point of Vanguard elsewhere during that activation.

*Q: How do you resolve Voxbreak (**VOXBREAKER** operative) and Umbra Shroud (rare equipment) if they both take effect?*

A: Apply both: your opponent must re-roll critical hits, but they cannot re-roll anything else.