VOID ARMOUR

The armour worn by Imperial Navy Armsmen is void-sealed, meaning that they can fight in environments devoid of gravity or atmosphere. Such armour also serves to protect them from explosive blasts and flaming torrents.

Whenever an operative is shooting a friendly **IMPERIAL NAVY BREACHER☠** operative, if the ranged weapon in that sequence has the Blast or Torrent weapon rule (excluding weapons that have a sweeping profile), you can re-roll one of your defence dice, or up to two of your defence dice if that friendly operative is a **GRENADIER**.

Friendly **IMPERIAL NAVY BREACHER☠** operatives aren't affected by the *x*" Devastating *x* weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

BREACH AND CLEAR

Methodical, professional and well-drilled, Imperial Navy Breachers work as a unit to breach and clear the corridors and chambers of enemy voidcraft, space hulks, orbital stations and more.

Once per turning point, when a ready friendly **IMPERIAL NAVY BREACHER☠** operative is activated, you can use this rule. If you do, select one other ready friendly **IMPERIAL NAVY BREACHER☠** operative visible to and within 3" of that operative. When that first friendly operative is expended, you can activate that other friendly operative before your opponent activates. When that other operative is expended, your opponent then activates as normal.

IMPERIAL NAVY BREACHER☠
MARKER/TOKEN GUIDE

Emboldened token

Demolition Charge token

Lock it Down token

Spot token

Gheistskull Detonator token

Weld Shut marker

Attack Order marker

Defence Order marker

System Override Device token

Slugs token

Breach marker