

IMPERIAL NAVY BREACHER[®] FACTION EQUIPMENT

REBREATHERS

These masks recycle a supply of oxygen, allowing the bearer to survive for extended periods in poisonous atmospheres, underwater or in the vacuum of space.

You can ignore any changes to the APL stat of friendly **IMPERIAL NAVY BREACHER[®]** operatives, and they aren't affected by enemy operatives' Shock weapon rule.

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SLUGS

These heavy projectiles can be fired from a shotgun, trading close-quarters impact for increased range and lethality against a single target.

Up to three times per turning point, whenever a friendly **IMPERIAL NAVY BREACHER®** operative is performing the **Shoot** action and you select a Navis shotgun (long range), you can use this rule. If you do, until the end of that action, improve the Hit stat of that weapon by 1 and add 1 to both of its Dmg stats.

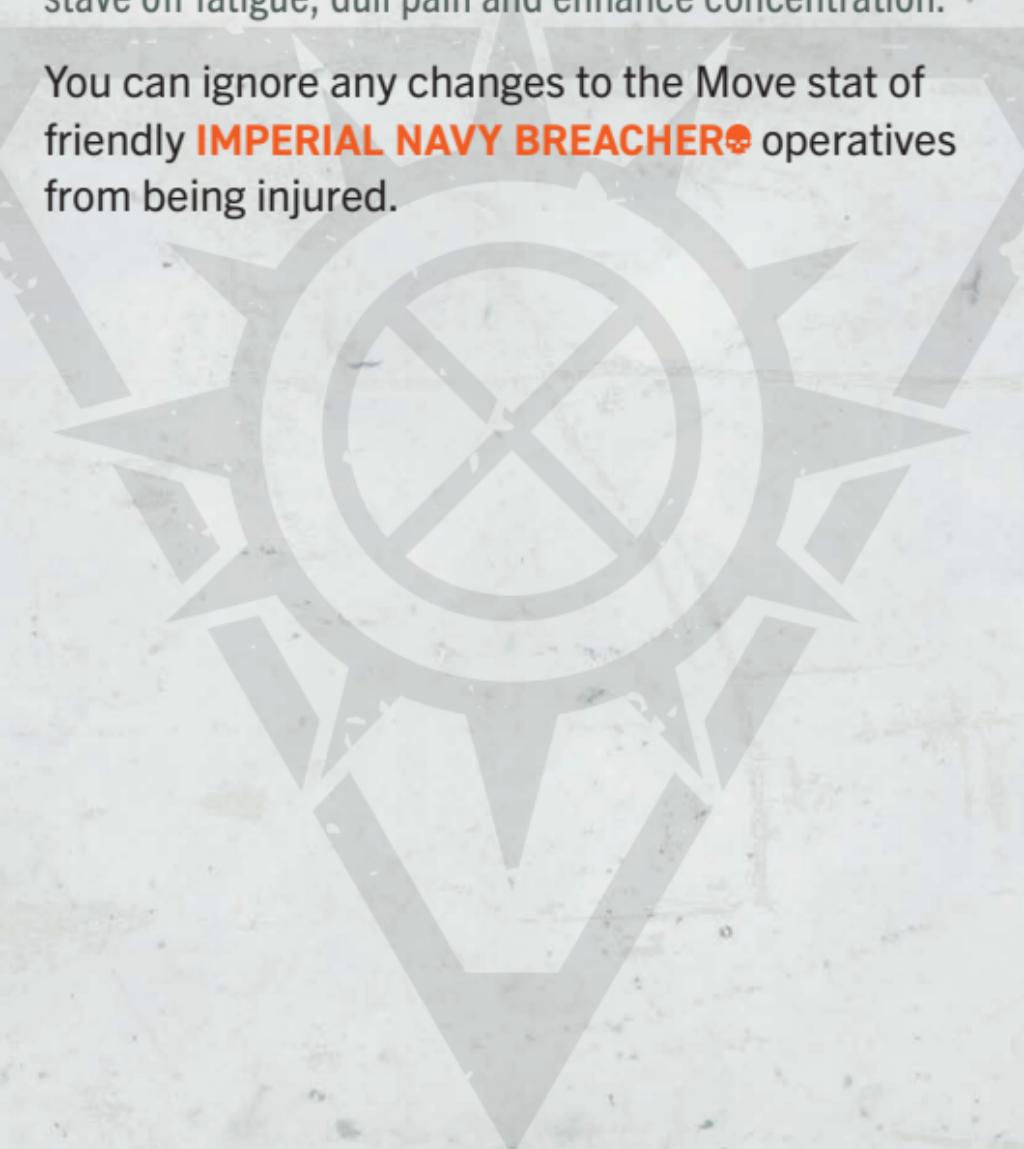
IMPERIAL NAVY BREACHER[®]

FACTION EQUIPMENT

COMBAT STIMMS

Many Imperial soldiers carry combat stimms designed to stave off fatigue, dull pain and enhance concentration.

You can ignore any changes to the Move stat of friendly **IMPERIAL NAVY BREACHER[®]** operatives from being injured.



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SYSTEM OVERRIDE DEVICE

This device, when attached to cogitator panels, reroutes power away from locking mechanisms, allowing Breachers to force entry.

Once per turning point, one friendly **IMPERIAL NAVY BREACHER[•]** operative can perform the Operate Hatch action for 1 less AP.