

IMPERIAL NAVY BREACHER[®]

FIREFIGHT PLOY

OVERWHELM TARGET

As some Breachers lay down pinning fire, others break cover in at attempt to outflank the foe.

Use this firefight ploy when you use the Breach and Clear faction rule. Select one of those friendly **IMPERIAL NAVY BREACHER[®]** operatives. Until the end of that operative's activation, add 1 to its APL stat.

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BLITZ

The keys to a successful boarding action are speed and violence. Breachers advance quickly, maintaining a rapid rate of fire and cutting down any who block their progress.

Use this firefight ploy when a friendly **IMPERIAL NAVY BREACHER[®]** operative performs the **Shoot** or **Fight** action, and you select an enemy operative within 6" of it as a valid target or to fight against. If it's the first friendly operative to perform either of those actions during this turning point, its weapons have the Accurate 1 weapon rule for that action. If it's the first friendly operative to be activated during this turning point, its weapons also have the Severe weapon rule for that action.

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LOCK IT DOWN

Heavily armed and armoured, Breachers are adept at holding the positions they seize.

Use this firefight ploy when a friendly **IMPERIAL NAVY BREACHER** operative is activated. Select one objective marker. Until the end of the battle or until you use this ploy again (whichever comes first), when determining control of that objective marker, treat that friendly operative's APL stat as 1 higher. Note this isn't a change to the APL stat, so any changes are cumulative with this.

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DECK HAND

Spending the vast majority of their lives aboard voidships, Breachers are used to fighting their way across decks and through cramped hatchways and bulkheads.

Use this firefight ploy during a friendly **IMPERIAL NAVY BREACHER[•]** operative's activation, before or after it performs an action. That operative can move through one Accessible terrain feature without it counting as an additional 1" and/or perform a free **Operate Hatch** action during its activation, and can do so during the **Charge** or **Fall Back** action. You cannot use this ploy if the access point has been welded shut (see **HATCHCUTTER**) unless it's a friendly **HATCHCUTTER** operative's activation.