

IMPERIAL NAVY BREACHER[®] STRATEGY PLOY

ATTACK ORDER

When directed to assault a designated position, Imperial Navy Breachers achieve their goal through coordination and determination.

Place your Attack Order marker in the killzone. Whenever a friendly **IMPERIAL NAVY BREACHER[®]** operative within 3" of that marker is shooting, fighting or retaliating, its weapons have the Ceaseless weapon rule. In the Ready step of the next Strategy phase, remove that marker. You cannot use this ploy and the Defence Order strategy ploy during the same Strategy phase.

IMPERIAL NAVY BREACHERS

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DEFENCE ORDER

When called upon to hold a position, Imperial Navy Breachers move into tight formation, creating an impenetrable wall of shields and guns.

Place your Defence Order marker in the killzone. Whenever an operative is shooting a friendly **IMPERIAL NAVY BREACHERS** operative that's within 3" of that marker, you can re-roll any of your defence dice results of one result (e.g. results of 2). In the Ready step of the next Strategy phase, remove that marker. You cannot use this ploy and the Attack Order strategy ploy during the same Strategy phase.

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CLOSE ASSAULT

Breachers are used to fighting in the close confines of a voidship's decks and are devastatingly effective when engaging foes at close range.

Whenever a friendly **IMPERIAL NAVY BREACHER[®]** operative is fighting or shooting an operative within 3" of it, that friendly operative's weapons have the Punishing weapon rule.

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BRACE FOR COUNTERATTACK

Taking up a defensive stance, the Breachers prepare to repel the oncoming enemy.

Whenever an operative is shooting against, fighting against or retaliating against a friendly **IMPERIAL NAVY BREACHER[®]** operative that's within your territory or that hasn't performed the **Charge**, **Fall Back** or **Reposition** action during this turning point, Normal and Critical Dmg of 3 or more inflicts 1 less damage on that friendly operative.