

NAVIS SERGEANT-AT-ARMS



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 9

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	4+	3/4	Range 8"
🔫 Heirloom autopistol	4	3+	2/4	Range 8", Lethal 5+
🔫 Navis shotgun (close range)	4	3+	3/3	Range 6"
🔫 Navis shotgun (long range)	4	5+	1/2	-
⚔️ Chainsword	4	3+	4/5	-
⚔️ Navis hatchet	3	4+	3/4	-
⚔️ Power weapon	4	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

IMPERIAL NAVY BREACHER👤, IMPERIUM, LEADER, SERGEANT-AT-ARMS

NAVIS SERGEANT-AT-ARMS



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 9

Command Breach: Whenever you would use the Attack Order or Defence Order strategy ploy, if this operative is in the killzone, it costs you OCP. Once during each of this operative's activations, before or after it performs an action, if your Attack Order or Defence Order marker is in the killzone (see relevant strategy ploy), you can either:

- Remove that marker and place it again.
- Change the selected ploy to the other (e.g. your Attack Order becomes a Defence Order).

You cannot do both, and you don't need to spend any CP to change the ploy.

NAVIS ARMSMAN




APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔪 8

NAME	ATK	HIT	DMG	WR
🔫 Navis shotgun (close range)	4	3+	3/3	Range 6"
🔫 Navis shotgun (long range)	4	5+	1/2	-
🔪 Navis hatchet	3	4+	3/4	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **IMPERIAL NAVY BREACHER**  **ARMSMAN** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule). Ignore this rule when you are using the Breach and Clear faction rule.

NAVIS AXEJACK



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔪 8

NAME	ATK	HIT	DMG	WR
🔫 Autopistol	4	4+	2/3	Range 8"
⚔️ Power weapon	4	3+	4/6	Lethal 5+

Emboldened: Whenever an attack dice inflicts damage of 3 or more on this operative during a turning point in which it performed the **Charge** action, roll one D6: on a 5+, subtract 1 from that inflicted damage.

NAVIS C.A.T. UNIT



APL
▼ 2

MOVE
➡ 8"

SAVE
🛡️ 5+

WOUNDS
🔥 5

Machine:

- This operative cannot be activated or perform actions if it's within control range of an enemy operative, or if a friendly **IMPERIAL NAVY BREACHER** 🧠 **SURVEYOR** operative has been incapacitated. The turning point can end even if this operative is still ready.
- This operative cannot perform any actions other than **Charge**, **Dash**, **Fall Back**, **Reposition** and **Spot**.
- It cannot retaliate, assist in a fight, climb or jump.
- Whenever determining control of a marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- Whenever determining what's visible to this operative, draw the line from any part of the miniature.

RULES CONTINUE ON OTHER SIDE ►

NAVIS C.A.T. UNIT



APL
▼ 2

MOVE
➡ 8"

SAVE
🛡️ 5+

WOUNDS
🔥 5

Expendable: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/ is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

SPOT

1AP

- ▶ Select one enemy operative visible to this operative. Until the end of the turning point, until that enemy operative is no longer visible to this operative or until this operative performs this action again (whichever comes first), whenever a friendly **IMPERIAL NAVY BREACHER** 🧠 operative is shooting that enemy operative, you can use this effect. If you do:
 - That friendly operative's ranged weapons have the Seek Light weapon rule.
 - That enemy operative cannot be obscured.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

NAVIS ENDURANT



APL
▼ 2

MOVE
➡ 4"

SAVE
🛡️ 2+

WOUNDS
🔥 11

NAME	ATK	HIT	DMG	WR
🔫 Navis heavy shotgun (close range)	4	3+	3/3	Range 6", Relentless
🔫 Navis heavy shotgun (long range)	4	5+	1/2	Relentless
🛡️ Shield bash	3	4+	1/2	Brutal, Shield*

Breachwall: Whenever your opponent is selecting a valid target, they cannot select another friendly **IMPERIAL NAVY BREACHER** operative whose base is touching this operative's if this operative has an Engage order and is intervening. This rule has no effect if more than one other friendly operative's base is touching this operative's.

***Shield:** Whenever this operative is fighting or retaliating with this weapon, each of your blocks can be allocated to block two unresolved successes (instead of one).

Disengage: This operative can perform the **Fall Back** action for 1 less AP.

NAVIS GHEISTSKULL



APL
▼ 2

MOVE
➡ 8"

SAVE
🛡️ 5+

WOUNDS
🔪 5

Machine:

- This operative cannot perform any actions other than **Boost**, **Charge**, **Dash**, **Fall Back** and **Reposition**.
- It cannot retaliate or assist in a fight.
- Whenever determining control of a marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".

Expendable: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

BOOST

1AP

- ▶ Until the end of the activation, add 6" to this operative's Move stat.
- ◆ This operative cannot perform this action more than once per battle, and cannot perform it during the first turning point.

NAVIS GRENADIER



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Demolition charge	4	3+	4/6	Range 3", Blast 2", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
🔥🔥🔥 Navis shotgun (close range)	4	3+	3/3	Range 6"
🔥🔥🔥 Navis shotgun (long range)	4	5+	1/2	-
🔪 Navis hatchet	3	4+	3/4	-

Grenadier: This operative can use frag, krak and stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

NAVIS GUNNER



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 9

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
🔥🔥🔥 Navis las-volley (focused)	5	4+	4/5	Heavy (Dash only), Rending
🔥🔥🔥 Navis las-volley (sweeping)	4	4+	4/5	Heavy (Dash only), Rending, Torrent 1"
🔥🔥🔥 Plasma gun (standard)	4	4+	4/6	Piercing 1
🔥🔥🔥 Plasma gun (supercharge)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
🔪 Gun butt	3	4+	2/3	-

NAVIS HATCHCUTTER



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔫 Autopistol	4	4+	2/3	Range 8"
🔪 Chainfist	4	4+	5/6	Brutal, Rending

WELD SHUT

1AP

▶ Select a closed hatchway (e.g. Killzone: Tomb World) within this operative's control range. 1 additional AP must be spent for other operatives to perform the **Operate Hatch** action to open that hatchway. This effect ends when that hatchway is opened. Note this operative isn't affected by this effect.

◆ This operative cannot perform this action while within control range of an enemy operative, or if it isn't within 1" of a closed hatchway.

RULES CONTINUE ON OTHER SIDE ▶

NAVIS HATCHCUTTER



APL

▼ 2

MOVE

➡ 6"

SAVE

🛡️ 4+

WOUNDS

🔪 8

BREACH POINT

1AP

- ▶ Place one of your Breach markers within this operative's control range as close as possible to a terrain feature within control range of it. Whenever an operative is within 1" of that marker, it treats parts of that terrain feature that are no more than 1" thick as Accessible terrain.
- ◆ This operative cannot perform this action while within control range of an enemy operative, or if a terrain feature isn't within its control range.

NAVIS SURVEYOR



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔪 8

NAME	ATK	HIT	DMG	WR
🔫 Navis shotgun (close range)	4	3+	3/3	Range 6"
🔫 Navis shotgun (long range)	4	5+	1/2	-
🔪 Navis hatchet	3	4+	3/4	-

WAYFIND

1AP

► **SUPPORT.** Select one other friendly **IMPERIAL NAVY BREACHER** 🧠 operative (excluding **C.A.T. UNIT** or **GHEISTSKULL**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **IMPERIAL NAVY BREACHER** 🧠 **C.A.T. UNIT** operative. Until the end of that operative's next activation, add 1 to its APL stat. For the purposes of the Comms Device universal equipment, the operative the distance is being determined from must control that marker.

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ►

IMPERIAL NAVY BREACHER 🧠, IMPERIUM, SURVEYOR

NAVIS SURVEYOR



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔪 8

REMOTE CONTROL

1AP

- ▶ Select one friendly **IMPERIAL NAVY BREACHER** 🦠 **C.A.T. UNIT** operative. That operative can immediately perform one free action, but it cannot move more than 3" during that action.
- ◆ This operative cannot perform this action while within control range of an enemy operative, or if a friendly **IMPERIAL NAVY BREACHER** 🦠 **C.A.T. UNIT** operative isn't in the killzone.

NAVIS VOID-JAMMER



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
🔥 8

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Gheistskull detonator	4	3+	3/4	Blast 1", Lethal 4+, Limited 1, Silent, Stun, Detonate*
🔥🔥🔥 Navis shotgun (close range)	4	3+	3/3	Range 6"
🔥🔥🔥 Navis shotgun (long range)	4	5+	1/2	-
🔪 Navis hatchet	3	4+	3/4	-

***Detonate:** Don't select a valid target. Instead, a friendly **IMPERIAL NAVY BREACHER** 🧨 **GHEISTSKULL** operative is always the primary target and cannot be in cover or obscured. If that operative isn't in the killzone, you cannot select this weapon.

RULES CONTINUE ON OTHER SIDE ►

IMPERIAL NAVY BREACHER 🧨, IMPERIUM, VOID-JAMMER

NAVIS VOID-JAMMER



APL

▼ 2

MOVE

➡ 6"

SAVE

🛡️ 4+

WOUNDS

🔥 8

INTERFERENCE PULSE

1AP

- ▶ Select one enemy operative visible to and within 8" of a friendly **GHEISTSKULL** operative. Roll one D6, adding 1 to the result if that enemy operative is a valid target for that friendly **GHEISTSKULL** operative: on a 3+, subtract 1 from that enemy operative's APL stat until the end of its next activation.
- ◆ This operative cannot perform this action while within control range of an enemy operative, or if a friendly **GHEISTSKULL** operative isn't in the killzone.