

IMPERIAL NAVY BREACHERS KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

↳ 1 IMPERIAL NAVY BREACHER*

SERGEANT-AT-ARMS operative with the following option:

- Navis shotgun and Navis hatchet
- Or one option from each of the following:
- Bolt pistol or heirloom autopistol
 - Chainsword or power weapon

↳ 10 IMPERIAL NAVY BREACHER* operatives selected from the following list:

- **ARMSMAN**
- **AXEJACK**
- **C.A.T. UNIT***
- **ENDURANT**
- **GHEISTSKULL***
- **GRENADIER**
- **GUNNER** with Navis las-volley and gun butt
- **GUNNER** with meltagun and gun butt
- **GUNNER** with plasma gun and gun butt

CONTINUES ON OTHER SIDE



- **HATCHCUTTER**
- **SURVEYOR**
- **VOID-JAMMER**

Other than **ARMSMAN** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **GUNNER** operatives.

Your kill team can only include a **GHEISTSKULL** operative if it also includes a **VOID-JAMMER** operative, and it can only include a **C.A.T. UNIT** operative if it also includes a **SURVEYOR** operative.

* These operatives count as half a selection each, meaning you can select both of them and it's treated as one selection in total.