



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

(25)

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.

IMPERIAL NAVY BREACHER®, IMPERIUM, ARMSMAN

(25)

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.

IMPERIAL NAVY BREACHER®, IMPERIUM, AXEJACK

(25)



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 ▶

IMPERIAL NAVY BREACHER, IMPERIUM, C.A.T. UNIT

(25)

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.

IMPERIAL NAVY BREACHER, IMPERIUM, ENDURANT

(28)

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.

IMPERIAL NAVY BREACHER, IMPERIUM, GHEISTSKULL

(25)



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.

IMPERIAL NAVY BREACHERS, IMPERIUM, GRENADIER

(25)

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	-

IMPERIAL NAVY BREACHERS, IMPERIUM, GUNNER

(28)

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: Gallowdark) 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 ▶

IMPERIAL NAVY BREACHERS, IMPERIUM, HATCHCUTTER

(25)

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**.

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

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.

RULES CONTINUE ON OTHER SIDE ▶

IMPERIAL NAVY BREACHER, IMPERIUM, SURVEYOR

(25)

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

(25)

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.



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***
- **GRENAIDER**
- **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.

IMPERIAL NAVY BREACHER* FACTION RULE

VOID ARMOUR

The armour worn by Imperial Navy Armsmen is void-sealed, meaning that they can fight in environments devoid of gravity or atmosphere. Such armour also serves to protect them from explosive blasts and flaming torrents.

Whenever an operative is shooting a friendly **IMPERIAL NAVY BREACHER*** operative, if the ranged weapon in that sequence has the Blast or Torrent weapon rule (excluding weapons that have a sweeping profile), you can re-roll one of your defence dice, or up to two of your defence dice if that friendly operative is a **GRENAIDER**.

Friendly **IMPERIAL NAVY BREACHER*** operatives aren't affected by the $x"$ Devastating x weapon rule (i.e. Devastating with a distance) unless they are the target during that sequence.

IMPERIAL NAVY BREACHER* FACTION RULE

BREACH AND CLEAR

Methodical, professional and well-drilled, Imperial Navy Breachers work as a unit to breach and clear the corridors and chambers of enemy voidcraft, space hulks, orbital stations and more.

Once per turning point, when a ready friendly **IMPERIAL NAVY BREACHER*** operative is activated, you can use this rule. If you do, select one other ready friendly **IMPERIAL NAVY BREACHER*** operative visible to and within 3" of that operative. When that first friendly operative is expended, you can activate that other friendly operative before your opponent activates. When that other operative is expended, your opponent then activates as normal.



IMPERIAL NAVY BREACHER® MARKER/TOKEN GUIDE



Emboldened token



Demolition Charge token



Lock it Down token



Spot token



Gheistskull Detonator token



Weld Shut marker



Attack Order marker



Defence Order marker



System Override Device token



Slugs token



Breach marker

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 in the same Strategy phase.

IMPERIAL NAVY BREACHER® STRATEGY PLOY

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 BREACHER®** 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 in the same Strategy phase.

IMPERIAL NAVY BREACHER® STRATEGY PLOY

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.



IMPERIAL NAVY BREACHER® STRATEGY PLOY

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.

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.

IMPERIAL NAVY BREACHER® FIREFIGHT PLOY

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.

IMPERIAL NAVY BREACHER® FIREFIGHT PLOY

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.



IMPERIAL NAVY BREACHER® FIREFIGHT PLOY

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.

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 stats of friendly **IMPERIAL NAVY BREACHER®** operatives, and they aren't affected by enemy operatives' Shock weapon rule.

IMPERIAL NAVY BREACHER® FACTION EQUIPMENT

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.



IMPERIAL NAVY BREACHER® FACTION EQUIPMENT

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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.



UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
_frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
_krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYNN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

**SMOKE GRENADE****1AP**

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain or a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:**NOTES:****NOTES:**



IMPERIAL NAVY BREACHERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

JULY '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

VOID-JAMMER OPERATIVE, GHEISTSKULL DETONATOR WEAPON

'Lethal 5+' weapon rule changed to 'Lethal 4+'.

SERGEANT-AT-ARMS & GUNNER OPERATIVES

Wounds stat changed to '9'.

ENDURANT OPERATIVE

Wounds stat changed to '11'.

ARMSMAN, AXEJACK, GRENADIER, HATCHCUTTER, SURVEYOR & VOID-JAMMER OPERATIVES

Wounds stat changed to '8'.

TEAM SELECTION

Second arrow bullet point changed to read:

'10 IMPERIAL NAVY BREACHERS operatives selected from the following list:'

TEAM SELECTION

Relevant part of first paragraph changed to read:

'Other than ARMSMAN and GUNNER operatives, your kill team [...]'

STRATEGY PLOYS, BRACE FOR COUNTERATTACK

Changed to read:

'Whenever an operative is shooting against, fighting against or retaliating against a friendly IMPERIAL NAVY BREACHERS 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.'

FIREFIGHT PLOYS, DECK HAND

Relevant parts of paragraph changed to read:

'Use this firefight ploy during a friendly IMPERIAL NAVY BREACHERS operative's activation, before or after it performs an action if it has an APL stat of 1 or 2. 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, [...]'

PREVIOUS ERRATAS

C.A.T. UNIT & GHEISTSKULL OPERATIVES, MACHINE RULE

Fifth and fourth bullet points respectively changed to read:
'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"'

C.A.T. UNIT & GHEISTSKULL OPERATIVES, EXPENDABLE RULE

Relevant part of second sentence changed to read:
'It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives [...]'

SERGEANT-AT-ARMS OPERATIVE, COMMAND BREACH

Changed the rule to read:

'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.'

IMPERIAL NAVY BREACHER OPERATIVES

2

Counted amongst the complement of many Navis Imperialis vessels, Navy Breachers are elite Voidsmen who are outfitted, trained and endlessly drilled in boarding actions and void-based combat. Wielding a wide array of cutting gear, boarding shields and close-range weapons, they are well-suited to deadly combat in close confines.

NAVIS SERGEANT-AT-ARMS

As disciplined fighters, often with years of experience at the mast, the leaders of Imperial Navy Breacher squads are as skilled in close-quarter fighting as they are in devising battle-winning tactics on the move.

NAVIS ARMSMAN

Well-trained, well-drilled and well-equipped, the Armsmen of Imperial Navy Breacher kill teams are formidable troops in the close confines of ship-to-ship combat. Any foe they cannot blast aside with their powerful shotguns they hack down with vicious blows from their hatchets.

NAVIS AXEJACK

Sometimes, the only solution to a problem faced by Imperial Navy Breachers is a heavy, two-handed axe. The Axejacks who carry these weapons can not only smash through blocked doorways obstacles, they are also formidable fighters who hack apart any enemy in their way.

NAVIS C.A.T. UNIT

Cyber-Altered Task Units are tracked reconnaissance vehicles that have served the Imperium for millennia. Fitted with pict-recording equipment and frequency scanning augurs, they can be remotely operated to provide vital tactical information for their kill team.

NAVIS ENDURANT

Only the biggest Armsmen in a squad become known as Endurants. To them falls the task of carrying an Endurant shield and heavy shotgun while either taking point or guarding the rear of the squad. Their sheer bulk makes them highly intimidating to their enemies.

'KEEP MOVING. WE DON'T GIVE THEM AN INCH OF GROUND OR A SECOND OF RESPITE. WE PUSH AND WE PUSH. WE KILL AND WE KILL. REGARDLESS OF WHETHER THEY'RE ATTACKING OR WE ARE. THERE'S NOWHERE TO RUN IN THE VOID. IF YOU WANT TO LIVE, YOU HAVE TO WIN. END OF.'

- Mantra of Sergeant-at-Arms Sai Gulav,
Imperial Navy Breacher of the *Lex Imperia*





NAVIS GHEISTSKULL

These servo-skulls are often made from the heads of former Imperial Navy Breachers. As a result, they are often named 'Dead Man's Revenge' or regarded as the perished soldier's 'Last Laugh' for their ability to detonate and kill all around them in a final act of defiance towards the enemy.

NAVIS GRENADIER

It is the life of an Imperial Navy Breacher to become very accustomed to explosions. Even more so for the Grenadiers. These Armsmen carry demolition charges designed to crack through bulkheads and sealed doors, enabling their squadmates to keep moving and reach their objectives.

NAVIS GUNNER

The largest troops in the squad who don't fulfil the role of Endurants carry their squad's heaviest ranged weapons. A las-volley unleashes devastating salvos, the searing heat of a meltagun shot burns through a reinforced bulkhead, and even heavily-armoured enemies cannot withstand a plasma gun.

NAVIS HATCHCUTTER

It is vital for Imperial Navy Breachers to be able to move through enemy ships quickly to reach their objectives. Hatchcutters can not only cut through barricades with their chainfists and plasma torches, they can use the latter to seal shut paths the foe might otherwise use.

NAVIS SURVEYOR

Knowing what is around a corner can mean life or death for Imperial Navy Breachers. By using a C.A.T. unit, which is capable of navigating narrow tunnels and holes, a Surveyor can investigate and prepare their squad for what might be ahead.

NAVIS VOID-JAMMER

It falls to the Void-jammers in an Imperial Navy Breacher kill team to operate gheistskulls – servo-skulls fitted with an explosive device and an electro-magnetic pulse emitter. These devices can move quickly, fly through the air and navigate terrain far too dense for the Armsmen in order to reach the foe.

IMPERIAL NAVY BREACHERS KILL TEAM



Below you will find a list of the operatives that make up a **IMPERIAL NAVY BREACHER** kill team, including, where relevant, any weapons specified for that operative.

'THROUGH THE STARS, BY HIS LIGHT, WITH OUR BLOOD, AND OUR SHOT.'

- Imperial Navy Armsmen's Corps motto

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
- **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.

ARCHETYPES



SECURITY



SEEK &
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

The newest version of these rules can be found online.
Scan the QR code or visit warhammer-community.com.



SERGEANT-AT-ARMS



ARMSMAN



AXEJACK



ENDURANT



GHEISTSKULL



**GRENADIER**

Navis shotgun Demolition charge

**GUNNER**

Meltagun Plasma gun

Navis las-volley

**HATCHCUTTER**

Chainfist Autopistol

**SURVEYOR**

C.A.T. Unit

**VOID-JAMMER**

Navis shotgun Gheistskull detonator

