

IMPERIAL NAVY BREACHERS

STRATEGY PLOYS

ATTACK ORDER

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.

DEFENCE ORDER

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 Attack Order strategy ploy in the same Strategy phase.

CLOSE ASSAULT

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.

BRACE FOR COUNTERATTACK

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.

FIREFIGHT PLOYS

OVERWHELM TARGET

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.

BLITZ

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.

LOCK IT DOWN

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.

DECK HAND

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.

OPERATIVES

ARCHETYPE: SECURITY / SEEK AND DESTROY

1 **IMPERIAL NAVY BREACHER SERGEANT-AT-ARMS** with the following:

- Navis shotgun; 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:

- **NAVIS ARMSMAN**
- **NAVIS AXEJACK**
- **NAVIS C.A.T. UNIT***
- **NAVIS ENDURANT**
- **NAVIS GHEISTSKULL***
- **NAVIS GRENADE**
- **NAVIS GUNNER** with Navis las-volley and gun butt
- **NAVIS GUNNER** with meltagun and gun butt
- **NAVIS GUNNER** with plasma gun and gun butt
- **NAVIS HATCHCUTTER**
- **NAVIS SURVEYOR**
- **NAVIS VOID-JAMMER**

Other than **ARMSMAN**, your kill team can only include each operative on this list once. You 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.

FACTION RULES

VOID ARMOUR

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 **GRENADE**.

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.

BREACH AND CLEAR

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.

FACTION EQUIPMENT

REBREATHERS

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.

SLUGS

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.

COMBAT STIMMS

You can ignore any changes to the Move stat of friendly **IMPERIAL NAVY BREACHER** operatives from being injured.

SYSTEM OVERRIDE DEVICE

Once per turning point, one friendly **IMPERIAL NAVY BREACHER** operative can perform the Operate Hatch action for 1 less AP.

OPERATIVES

C.A.T. UNIT	APL 2	MV 8"	SV 5+	W 5
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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.

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.

GHEISTSKULL	APL 2	MV 8"	SV 5+	W 5
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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: See **C.A.T. UNIT** above.

BOOST 1AP

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

IMPERIAL NAVY BREACHERS

SERGEANT-AT-ARMS	APL 2	MV 6"	SV 4+	W 9
A HT D WR				
⊕ Bolt pistol	4	4+	3/4	Rng 8"
⊕ Heirloom autopistol	4	3+	2/4	Rng 8", Lethal 5+
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X Chainsword	4	3+	4/5	-
X Navis hatchet	3	4+	3/4	-
X Power weapon	4	3+	4/6	Lethal 5+

Command Breach: Whenever you would use the Attack Order or Defence Order strategy play, if this operative is in the killzone, it costs you 0CP. 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 play), you can either:

- Remove that marker and place it again.
- Change the selected play 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 play.

AXEJACK	APL 2	MV 6"	SV 4+	W 8
A HT D WR				
⊕ Autopistol	4	4+	2/3	Rng 8"
X 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.

ENDURANT	APL 2	MV 4"	SV 2+	W 11
A HT D WR				
⊕ Navis heavy shotgun				
- Close range	4	3+	3/3	Rng 6", Relentless
- Long range	4	5+	1/2	Relentless
X Shield bash	3	4+	1/2	Brutal, Shield*

***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).

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.

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

GRENADIER	APL 2	MV 6"	SV 4+	W 8
A HT D WR				
⊕ Demolition charge	4	3+	4/6	Rng 3", Blast 2", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X 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.

GUNNER	APL 2	MV 6"	SV 4+	W 9
A HT D WR				
⊕ Meltagun	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Navis las-volley				
- Focused	5	4+	4/5	Heavy (Dash only), Rending
- Sweeping	4	4+	4/5	Heavy (Dash only), Rending, Torrent 1"
⊕ Plasma gun				
- Standard	4	4+	4/6	Piercing 1
- Supercharge	4	4+	5/6	Hot, Lethal 5+, Piercing 1
X Gun butt	3	4+	2/3	-

HATCHCUTTER	APL 2	MV 6"	SV 4+	W 8
A HT D WR				
⊕ Autopistol	4	4+	2/3	Rng 8"
⊕ Chainfist	4	4+	5/6	Brutal, Rending

WELD SHUT	1AP	BREACH POINT	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.		● 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 it isn't within 1" of a closed hatchway.		● 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.	

SURVEYOR	APL 2	MV 6"	SV 4+	W 8
A HT D WR				
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X Navis hatchet	3	4+	3/4	-

WAYFIND	1AP	REMOTE CONTROL	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.		● 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.		● 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.	

VOID-JAMMER	APL 2	MV 6"	SV 4+	W 8
A HT D WR				
⊕ Gheistskull detonator	4	3+	3/4	Blast 1", Lethal 4+, Limited 1, Silent, Stun, Detonate*
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X 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.

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.	

ARMSMAN	APL 2	MV 6"	SV 4+	W 8
A HT D WR				
⊕ Navis shotgun				
- Close range	4	3+	3/3	Rng 6"
- Long range	4	5+	1/2	-
X 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.