NAVIS SERGEANT-AT-ARMS



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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	MOVE	SAVE	WOUNDS
2	6"	4+	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 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 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	MOVE	SAVE	WOUNDS
2	6"	4+	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

NAVIS AXEJACK



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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

NAVIS C.A.T. UNIT



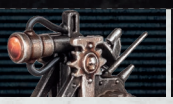
APL	MOVE	SAVE	WOUNDS
2	8"	5+	5

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	MOVE	SAVE	WOUNDS
2	8"	5+	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	MOVE	SAVE	WOUNDS
2	4"	2+	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	MOVE	SAVE	WOUNDS
2	8"	5+	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".

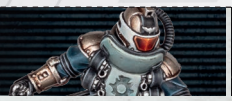
Expendable: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives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

BOOST 1AP

▶ The next time this operative performs a **Charge** action during this activation, add 4" to the distance it can move (instead of 2").

◆ This operative cannot perform this action more than once per battle, and cannot perform it during the first turning point.

NAVIS GRENADIER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 BREACHER, IMPERIUM, GRENADIER 25

NAVIS GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 BREACHER, IMPERIUM, GUNNER 28

NAVIS HATCHCUTTER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 ▶

IMPERIAL NAVY BREACHER, IMPERIUM, HATCHCUTTER 25

NAVIS HATCHCUTTER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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	MOVE	SAVE	WOUNDS
2	6"	4+	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

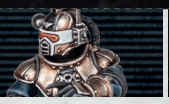
SUPPORT. Select one other friendly **IMPERIAL NAVY BREACHER** operative (excluding **C.A.T. UNIT** or **GHEISTSKULL**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **IMPERIAL NAVY BREACHER C.A.T. UNIT** operative. Until the end of that operative's next activation, 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 25

NAVIS SURVEYOR



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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	MOVE	SAVE	WOUNDS
2	6"	4+	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	MOVE	SAVE	WOUNDS
2	6"	4+	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***
- **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.

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 **GRENADIER**.

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 during 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 during 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:

- Add 1 to both Dmg stats of all profiles of its Navis shotguns or Navis heavy shotguns (if any).
- If you roll two or more fails, you can discard one of them to retain another as a normal success instead.

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 activate either friendly IMPERIAL NAVY BREACHER operative while using the Breach and Clear faction rule. 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 stat 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, and that weapon has the Accurate 1 weapon rule.

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.

NOTES:

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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.

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Can I select a friendly operative which cannot be activated due to an opponent's rule (e.g.* **HEARTHKYN SALVAGERS KINLYNK** *System Jam) as the second operative of a Breach and Clear in order to use the Overwhelm Target firefight ploy on the first friendly operative, and then not activate the second operative?*

A: Yes. Note that this would still use your Breach and Clear for the turning point with no other effect.

PREVIOUS ERRATAS

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.

TEAM SELECTION

Second arrow bullet point changed to read:
'10 **IMPERIAL NAVY BREACHER** operatives selected from the following list:'

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 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.'

STRATEGY PLOYS, CLOSE ASSAULT

Changed to read:
'Whenever a friendly **IMPERIAL NAVY BREACHER** operative is fighting or shooting an operative within 3" of it:

- Add 1 to both Dmg stats of all profiles of its Navis shotguns or Navis heavy shotguns (if any).
- If you roll two or more fails, you can discard one of them to retain another as a normal success instead.'

FIREFIGHT PLOYS, DECK HAND

Relevant part changed to read:
'Use this firefight ploy during a friendly **IMPERIAL NAVY BREACHER** 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, [...].'

FIREFIGHT PLOYS, OVERWHELM TARGET

Changed to read:
'Use this firefight ploy when you activate either friendly **IMPERIAL NAVY BREACHER** operative while using 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.'

FACTION EQUIPMENT, SLUGS

Additional text added to end of last sentence:
'[...] improve the Hit stat of that weapon by 1 and add 1 to both of its Dmg stats, and that weapon has the Accurate 1 weapon rule.'

ENDURANT OPERATIVE

Wounds stat changed to '11'.

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

Wounds stat changed to '8'.

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 parts 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 [...]'

GHEISTSKULL OPERATIVE, BOOST ACTION

Effect changed to read:
'The next time this operative performs a **Charge** action during this activation, add 4" to the distance it can move (instead of 2").'

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 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 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.'

SERGEANT-AT-ARMS & GUNNER OPERATIVES

Wounds stat changed to '9'.

VOID-JAMMER OPERATIVE, GHEISTSKULL DETONATOR WEAPON

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

IMPERIAL NAVY BREACHER OPERATIVES

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 salvoes, 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-skullls 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



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

SERGEANT-AT-ARMS



ARMSMAN



AXEJACK



ENDURANT



GHEISTSKULL







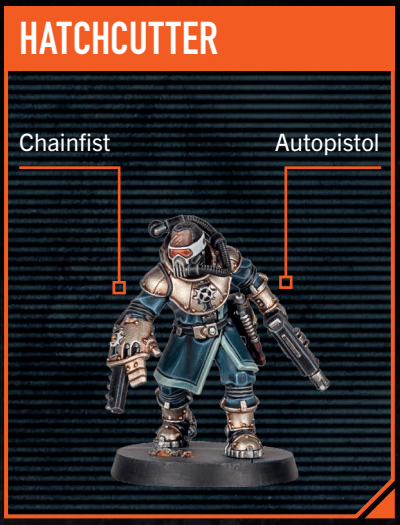
GRENADIER



GUNNER



HATCHCUTTER



SURVEYOR



VOID-JAMMER

