



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.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

ERRATA

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**.

FIREFIGHT PLOYS, DECK HAND

Relevant parts of paragraph 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, [...].'

UPDATE 1.3

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** [...].'

PREVIOUS ERRATAS

TEAM SELECTION

Second arrow bullet point changed to read:

'**10 IMPERIAL NAVY BREACHER** 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 [...].'

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"**.'

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.'

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

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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 GRENAДИER

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

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IMPERIAL NAVY BREACHERS » KILL TEAM SELECTION



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.

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



SERGEANT-AT-ARMS

Bolt pistol

Chainsword

Heirloom
autopistol

Navis shotgun



Power
weapon

Navis
hatchet

ARMSMAN

Navis shotgun

Navis
hatchet

AXEJACK

Power weapon

Autopistol

ENDURANT

Navis heavy shotgun

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

