

WARHAMMER  
40,000

# KILL TEAM



**Imperial Navy Breacher** 

# IMPERIAL NAVY BREACHER KILL TEAM

Below you will find a list of the operatives that make up an **IMPERIAL NAVY BREACHER** kill team, including, where relevant, any wargear those operatives must be equipped with.



## OPERATIVES

- ▶ 1 **NAVIS SERGEANT-AT-ARMS** operative equipped with the following:
  - Navis shotgun; Navis hatchetOr one option from each of the following:
  - Bolt pistol or heirloom autopistol
  - Chainsword or power weapon
  
- ▶ 11 **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** equipped with one of the following options:
    - Navis las-volley (max one per kill team); gun butt
    - Meltagun (max one per kill team); gun butt
    - Plasma gun (max one per kill team); gun butt
  - **NAVIS HATCHCUTTER**
  - **NAVIS SURVEYOR**
  - **NAVIS VOID-JAMMER**

Your kill team can only include up to two **NAVIS GUNNER** operatives. Other than **NAVIS ARMSMAN** and **NAVIS GUNNER** operatives, your kill team can only include each operative above once.

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

# TAC OPS

## IMPERIAL NAVY BREACHER

If your faction is **IMPERIAL NAVY BREACHER**, you can use the Imperial Navy Breacher Tac Ops listed below, as specified in the mission sequence.

### STORM TARGET

#### *Imperial Navy Breacher - Faction Tac Op 1*



Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one objective marker. It cannot be an objective marker that can be permanently removed from the killzone, but it can be an objective marker that can be carried.

- At the end of any Turning Point, if friendly operatives are controlling that objective marker, you score 1VP.
- At the end of the battle, if friendly operatives are controlling that objective marker, you score 1VP.

### INTO THE BREACH

#### *Imperial Navy Breacher - Faction Tac Op 2*

You can reveal this Tac Op at the end of the fourth Turning Point.

- If one or more friendly **IMPERIAL NAVY BREACHER** operatives (excluding **NAVIS GHEISTSKULL** and **NAVIS C.A.T. UNIT** operatives) are within  of your opponent's killzone edge, you score 1VP.
- If two or more friendly **IMPERIAL NAVY BREACHER** operatives (excluding **NAVIS GHEISTSKULL** and **NAVIS C.A.T. UNIT** operatives) are within  of your opponent's killzone edge, you score 1VP.

### COUNTERACT

#### *Imperial Navy Breacher - Faction Tac Op 3*

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- If you use the Breach and Clear ability (pg 37), and during that Group Activation, one friendly operative incapacitates an enemy operative, and the other friendly operative incapacitates an enemy operative or controls an objective marker at the end of that Group Activation that friendly operatives did not control at the start of it, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.



# ABILITIES

Below, you will find common abilities of the **IMPERIAL NAVY BREACHER** kill team.

## 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 friendly **IMPERIAL NAVY BREACHER** operative is activated, you can use this ability. If you do so:

- Select one other ready friendly **IMPERIAL NAVY BREACHER** operative Visible to and within ■ of that operative that is eligible to be activated.
- Until the end of the Turning Point, those operatives are treated as having a Group Activation characteristic of 2.
- When the first operative's activation ends, you must select the second operative (even if it is not of the same type) to fulfil the Group Activation requirements.

## VOID ARMOUR

*The armour worn by Imperial Navy Armsmen is void-sealed, meaning that they can fight in zero gravity and zero-atmosphere conditions. Being completely encased in protective armour makes the Armsmen much less vulnerable to explosive blasts and flaming torrents.*


- This operative is unaffected by the Splash critical hit rule unless it is the target of the shooting attack.
- Each time a shooting attack is made against this operative, if the ranged weapon has the Blast X or Torrent X special rule, or makes a shooting attack against each operative within range of a specified point (e.g. Detonate, page 45), in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice (or up to two of your defence dice if this operative has the **NAVIS GRENADIER** keyword).




# STRATEGIC PLOYS

If your faction is **IMPERIAL NAVY BREACHER**, you can use the following Strategic Ploys during a game.


## ATTACK ORDER 1CP

Place one of your Attack Order tokens anywhere in the killzone. Each time a friendly **IMPERIAL NAVY BREACHER** operative fights in combat or makes a shooting attack while within  of that token, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2). At the end of the Turning Point, remove that Attack Order token. You cannot use this Strategic Ploy in the same Turning Point in which you use the Defence Order Strategic Ploy.

## DEFENCE ORDER 1CP

Place one of your Defence Order tokens anywhere in the killzone. Each time a shooting attack is made against a friendly **IMPERIAL NAVY BREACHER** operative that is within  of that token, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice results of one result (e.g. results of 2). At the end of the Turning Point, remove that Defence Order token. You cannot use this Strategic Ploy in the same Turning Point in which you use the Attack Order Strategic Ploy.

## CLOSE ASSAULT 1CP

Until the end of the Turning Point, each time a friendly **IMPERIAL NAVY BREACHER** operative fights in combat or makes a shooting attack against a target within  of it, in the Roll Attack Dice step of that combat or shooting attack, if you retain two or more successful hits, you can retain one of your failed hits as a successful normal hit instead.

## BRACE FOR COUNTER-ATTACK 1CP

Until the end of the Turning Point, each time an enemy operative fights in combat or makes a shooting attack against a friendly **IMPERIAL NAVY BREACHER** operative that has not performed a **Charge**, **Fall Back** or **Normal Move** action during this Turning Point, subtract 1 from both Damage characteristics of weapons that enemy operative is equipped with for that combat or shooting attack (to a minimum of 3).


# TACTICAL PLOYS

If your faction is **IMPERIAL NAVY BREACHER**, you can use the following Tactical Ploys during a game.

## OVERWHELM TARGET 1CP

Use this Tactical Ploy when you use the Breach and Clear ability (pg 37). Select one of those friendly **IMPERIAL NAVY BREACHER** operatives. Add 1 to its APL.

## BLITZ 1CP

Use this Tactical Ploy when a friendly **IMPERIAL NAVY BREACHER** operative performs a **Fight** or **Shoot** action against a target within  of it. In the Roll Attack Dice step of that combat or shooting attack, before rolling your attack dice:

- If it is the first friendly operative to be activated this Turning Point, you can retain one attack dice as a critical hit without rolling it.
- If it is the first friendly operative to perform either of those actions this Turning Point, you can retain one attack dice as a successful normal hit without rolling it.

If you do either, you cannot re-roll the remaining attack dice.

## LOCK IT DOWN 1CP

Use this Tactical Ploy when a friendly **IMPERIAL NAVY BREACHER** operative is activated. Select one objective marker. Until the end of the battle, when determining control of that objective marker, treat that operative's APL as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book). You can only use this Tactical Ploy for each friendly operative once.

## CALM HEAD 1CP

Use this Tactical Ploy when a friendly **IMPERIAL NAVY BREACHER** operative is activated. Until the end of the battle, you can ignore any or all modifiers to that operative's Movement characteristic and to the Ballistic Skill and Weapon Skill characteristics of the weapons it is equipped with.

## 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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⦿ Bolt pistol	4	3+	3/4	Rng ●	-
⦿ Heirloom autopistol	4	3+	2/3	Rng ●, Balanced, Lethal 5+	-
⦿ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	2+	3/3	Rng ●	-
- Long range	4	4+	1/2	-	-
✕ Chainsword	4	3+	4/5	Ceaseless	-
✕ Navis hatchet	3	3+	3/4	-	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-

### ABILITIES

Void Armour (pg 37)

**Command Breach:** At the start of the first Strategy phase, select the Attack Order or Defence Order Strategic Ploy (pg 38). Until the end of the battle, while this operative is in the killzone, you can use that Strategic Ploy without spending any Command points.

IMPERIAL NAVY BREACHER ●, IMPERIUM, LEADER, NAVIS, SERGEANT-AT-ARMS



## 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.



M	APL	GA
3 ●	2	2
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⦿ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	3+	3/3	Rng ●	-
- Long range	4	5+	1/2	-	-
✕ Navis hatchet	3	4+	3/4	-	-

### ABILITIES

Void Armour (pg 37)

### UNIQUE ACTIONS

IMPERIAL NAVY BREACHER ●, IMPERIUM, NAVIS, ARMSMAN



## 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.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Autopistol	4	4+	2/3	Rng ●	-
✕ Power weapon	4	3+	4/6	Lethal 5+	-

### ABILITIES

**Void Armour** (pg 37)

**Emboldened:** If this operative performs a **Charge** action, it is emboldened until the end of the Turning Point. While this operative is emboldened, each time it would lose a wound, roll one D6: on a 5+, that wound is not lost.

### UNIQUE ACTIONS

**Wade In (2AP):** Perform a free **Charge** action with this operative. Then perform a free **Fight** action with this operative. If this operative performs both actions, its power weapon gains the Reap 2 critical hit rule for that combat.

IMPERIAL NAVY BREACHER●, IMPERIUM, NAVIS, AXEJACK



## 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.



M	APL	GA
4 ●	1	1

DF	SV	W
2	5+	5

### ABILITIES

**Support Unit:** This operative cannot:

- Perform any actions other than **Dash**, **Fall Back**, **Normal Move** or **Pass**.
- Climb, jump or traverse.
- Make shooting attacks, fight in combat (do not select a weapon or roll any attack dice for it) or provide combat support.
- Be equipped with equipment or carry anything.

**Recon:** In the Scouting step, after resolving your selection, you can perform a free **Dash** action with this operative if it is wholly within your drop zone.

**Machine:**

- When drawing a Visibility line from this operative, draw it from any part of the miniature.
- This operative cannot earn (or lose) experience points and automatically passes Casualty tests.
- This operative's APL cannot be modified.
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).

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

## 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.



M	APL	GA
2 ○	2	1
DF	SV	W
3	2+	10

NAME	A	BS/WS	D	SR	!
☉ Navis heavy shotgun	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Close range	4	3+	3/3	Rng <span style="color:red">◆</span> , Relentless	-
- Long range	4	5+	1/2	Relentless	-
✕ Shield bash	3	4+	1/1	Brutal, Shield*	-

### ABILITIES

**Void Armour** (pg 37)

**Breachwall:** Each time another friendly **IMPERIAL NAVY BREACHER** operative finishes an action in which it moved and ended that move with its base touching this operative's, if this operative has an Engage order and is not already shielding a friendly operative, it can shield that friendly operative until their bases are no longer touching or this operative no longer has an Engage order. While a friendly operative is shielded, it is not in an enemy operative's Line of Sight if a Cover line drawn to it crosses this operative's base, unless the enemy operative is at least ○ Higher than it.

**\*Shield:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

### UNIQUE ACTIONS

**Disengage (1AP):** Perform a free **Fall Back** action with this operative.

**IMPERIAL NAVY BREACHER**, IMPERIUM, NAVIS, ENDURANT



## 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 to the enemy.



M	APL	GA
4 ○	1	1
DF	SV	W
2	5+	5

### ABILITIES

**Support Unit:** This operative cannot:

- Perform any actions other than **Boost**, **Dash**, **Fall Back**, **Normal Move** or **Pass**.
- Make shooting attacks, fight in combat (do not select a weapon or roll any attack dice for it) or provide combat support.
- Be equipped with equipment or carry anything.

**Machine:**

- This operative cannot earn (or lose) experience points and automatically passes Casualty tests.
- This operative's APL cannot be modified.
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).

### UNIQUE ACTIONS

**Boost (1AP):** Select a point in the killzone that is Visible to this operative (treat that point as an intended target). Perform a free **Normal Move** action with this operative, moving in a single straight line with an unlimited Movement. It must finish that move within ▲ of the selected point. This operative can only perform this action once, and cannot perform it during the first Turning Point.

**IMPERIAL NAVY BREACHER**, IMPERIUM, FLY, NAVIS, GHEISTSKULL

## 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.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Demolition charge	4	3+	4/6	Rng 2 ●, Blast ●, AP1, Indirect, Limited	-
⊕ Navis shotgun	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Close range	4	3+	3/3	Rng ●	-
- Long range	4	5+	1/2	-	-
✕ Navis hatchet	3	4+	3/4	-	-

### ABILITIES

**Void Armour** (pg 37)

**Grenadier:** This operative is equipped with frag, krak and stun grenades (pg 46) and they do not cost any equipment points. ~~These grenades that have the limited special rule can be selected for this operative's use twice, instead of once.~~

### UNIQUE ACTIONS

IMPERIAL NAVY BREACHER ●, IMPERIUM, NAVIS, GRENAДИER



## 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.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⊕ Navis las-volley	6	4+	3/4	Fusillade, Heavy, Relentless	-
⊕ Meltagun	4	4+	6/3	Rng ●, AP2	MW4
⊕ Plasma gun	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
✕ Gun butt	3	4+	2/3	-	-

### ABILITIES

**Void Armour** (pg 37)

### UNIQUE ACTIONS

IMPERIAL NAVY BREACHER ●, IMPERIUM, NAVIS, GUNNER



# 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.



**M**      **APL**      **GA**

3 ●      2      1

**DF**      **SV**      **W**

3      4+      7

NAME	A	BS/WS	D	SR	I
⦿ Autopistol	4	4+	2/3	Rng <span style="color:red">◆</span>	-
✕ Chainfist	4	4+	5/6	Brutal	Rending

## ABILITIES

**Void Armour** (pg 37)

**Hatchcutter:** Each time this operative would perform the **Operate Hatch** action (pg 68), no more than one action point needs to be subtracted.

## UNIQUE ACTIONS

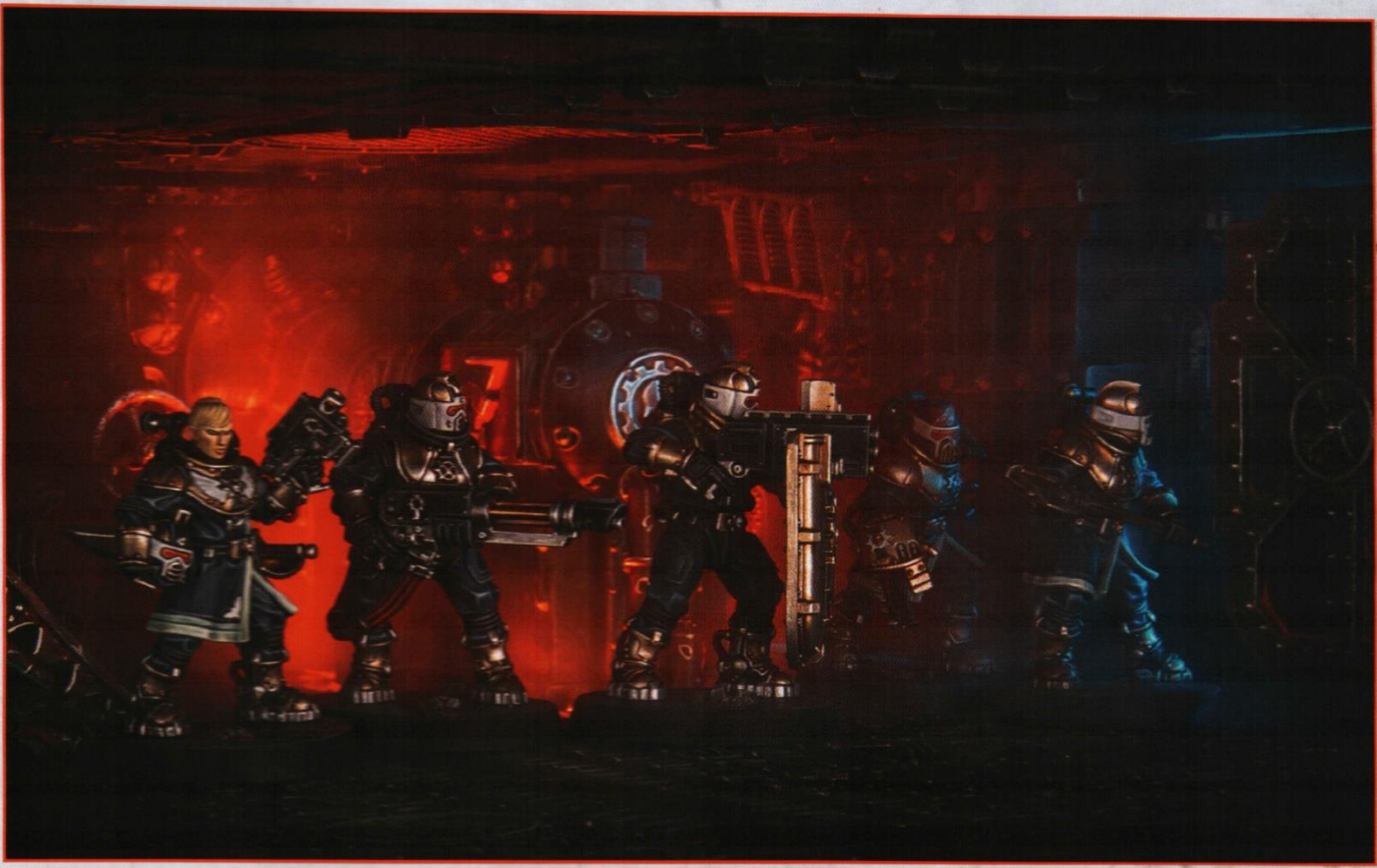
**Weld Shut (1AP):** This operative can perform this action while within ▲ of a closed Hatchway. Until it is opened, that Hatchway is welded shut. While a Hatchway is welded shut, operatives must subtract 1 additional action point to perform the **Operate Hatch**

## UNIQUE ACTIONS

action (pg 68) on that Hatchway. This operative cannot perform this action while within Engagement Range of an enemy operative.

**Breach Point (1AP):** Place your Breach Point token so it is within ▲ of this operative and a terrain feature no more than ▲ thick. Friendly **IMPERIAL NAVY BREACHER** ◆ operatives can move through parts of that terrain feature that are no more than ▲ thick as if they were not there, so long as they do so within ▲ of that token.

**IMPERIAL NAVY BREACHER** ◆, **IMPERIUM**, **NAVIS**, **HATCHCUTTER**



## 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.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	I
☉ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	3+	3/3	Rng ●	-
- Long range	4	5+	1/2	-	-
✕ Navis hatchet	3	4+	3/4	-	-

### ABILITIES

**Void Armour** (pg 37)

### UNIQUE ACTIONS

**Wayfind (1AP):** Select one friendly **IMPERIAL NAVY BREACHER** operative within ● of either this operative or a friendly **NAVIS C.A.T. UNIT** operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

**Surveillance (1AP):** Place your Surveillance token within ● of a friendly **NAVIS C.A.T. UNIT** operative. Until the end of the Turning Point, while an enemy operative is Visible to a friendly **NAVIS C.A.T. UNIT** operative and within ■ of that token, that enemy operative is under surveillance. Each time a friendly **IMPERIAL NAVY BREACHER** operative makes a shooting attack, enemy operatives under surveillance are treated as having an Engage order for that shooting attack. This operative cannot perform this action while within Engagement Range of an enemy operative or if a friendly **NAVIS C.A.T. UNIT** operative is not in the killzone.



# 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.



M	APL	GA
3	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Gheistskull detonator	4	3+	2/3	Detonate*, EMP*, Silent	-
☉ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	3+	3/3	Rng	-
- Long range	4	5+	1/2	-	-
✕ Navis hatchet	3	4+	3/4	-	-

## ABILITIES

### Void Armour (pg 37)

**\*Detonate:** Each time this operative performs a **Shoot** action with this weapon, make a shooting attack against each operative within ☉ of a friendly **NAVIS GHEISTSKULL** operative (they are all valid targets). After all of those shooting attacks have been made, that friendly **NAVIS GHEISTSKULL** operative is incapacitated. This operative cannot make a shooting attack with this weapon by performing an **Overwatch** action or if a friendly **NAVIS GHEISTSKULL** operative is not in the killzone.

**\*EMP:** Each time a friendly operative makes a shooting attack with this weapon, this weapon has the Lethal X special rule for that shooting attack. X is the target's unmodified Save characteristic.

## UNIQUE ACTIONS

**Interference Pulse (1AP):** Select one enemy operative Visible to and within ☠ of a friendly **NAVIS GHEISTSKULL** operative. Roll one D6, adding 1 to the result if that enemy operative is in that friendly **NAVIS GHEISTSKULL** operative's Line of Sight. On a 3+, subtract 1 from that enemy operative's APL. This operative cannot perform this action while within Engagement Range of an enemy operative or if a friendly **NAVIS GHEISTSKULL** operative is not in the killzone.



# EQUIPMENT



**IMPERIAL NAVY BREACHERS** operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

## FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3

### Special Rules

Rng , Blast , Indirect, Limited

## KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5



### Special Rules

Rng , AP1, Indirect, Limited

## STUN GRENADE [2EP]

The operative can perform the following action during the battle:

### STUN GRENADE 1AP

Select one point on the killzone within  of this operative. Roll one D6 for each operative within  of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

## REBREATHER [1EP]

The operative gains the following ability for the battle:

**Rebreather:** You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

## SLUGS [1EP]

Operative equipped with a Navis shotgun only. In the Set Up Operatives step, select a type of ammunition for this operative to have loaded into its Navis shotgun for the battle: cartridges or slugs. If it has loaded cartridges, it uses either profile of its Navis shotgun as normal. If it has loaded slugs, it can only use the long range profile of its Navis shotgun, but add 1 to both Damage characteristics of that profile and improve its Ballistic Skill characteristic by 1 for that operative.

The operative can perform the following action during the battle:

### LOAD SHOTGUN 1AP

Change the type of ammunition loaded into the Navis shotgun this operative is equipped with (see above).

## STIMM [1EP]

Add 1 to this operative's Wounds characteristic for the battle.

## SYSTEM OVERRIDE DEVICE+ [2EP]

The operative gains the following ability for the battle:

**System Override Device:** In the Scouting step, after resolving your selection, you can open one Hatchway. If both players have this or a similar ability, the Defender resolves this ability first.

# IMPERIAL NAVY BREACHER SPEC OPS RULES


Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **IMPERIAL NAVY BREACHER** as your Faction keyword.

## BATTLE HONOURS

Each time an **IMPERIAL NAVY BREACHER** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Imperial Navy Breacher Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



### IMPERIAL NAVY BREACHER SPECIALIST

D6	Battle Honour
1	<b>Gutsy:</b> This operative always treats the Close Assault Strategic Ploy (pg 38) as having been used.
2	<b>Assured:</b> Each time a shooting attack is made against this operative, if this operative is within range of an objective marker or one of your Tac Ops tokens, or is carrying an objective marker or one of your Tac Ops tokens, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, you can retain one as a successful normal save without rolling it.
3	<b>Deckhand:</b> Each time this operative performs the <b>Operate Hatch</b> action (pg 68), roll one D6: on a 3+, the action point subtracted to perform that action is refunded.
4	<b>Bruiser:</b> Each time this operative fights in combat, if it is the active operative, its melee weapons have the Brutal special rule for that combat.
5	<b>Scrapper:</b> Improve the Weapon Skill characteristic of melee weapons this operative is equipped with by 1 (to a maximum of 2+).
6	<b>Gallant:</b> Each time this operative fights in combat or makes a shooting attack, if it is within  of your opponent's drop zone or killzone edge, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.



## RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **IMPERIAL NAVY BREACHER**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

### 1. RELIC CUTLASS [1EP]

**NAVIS SERGEANT-AT-ARMS** operative only. Select a power weapon the operative is equipped with. That weapon gains the Balanced special rule for the battle.

### 2. NAVIS CUIRASS [2EP]

**NAVIS SERGEANT-AT-ARMS** operative only. The operative gains the following ability for the battle:




**Navis Cuirass:** Each time an enemy operative fights in combat or makes a shooting attack against this operative, subtract 1 from both Damage characteristics of weapons that enemy operative is equipped with for that combat or shooting attack (to a minimum of 2). This is not cumulative with the Brace for Counter-Attack Strategic Ploy (pg 38).

### 3. ENHANCED ENERGY CELL [2EP]

**NAVIS GUNNER** operative only. Select a Navis las-volley the operative is equipped with. That weapon gains the Rending special rule for the battle.

### 4. REMOTE ACCESS DEVICE [2EP]

The operative gains the following ability for the battle:

**Remote Access Device:** This operative can perform the **Operate Hatch** action (pg 68) while within  of a Hatchway's access point (instead of ), and can do so even if that Hatchway is open and an enemy operative is within  of its access point. An operative cannot use this ability and the Deckhand Battle Honour (pg 47) and/or Hatchcutter (pg 43) ability at the same time.

### 5. AUSPICATOR [3EP]

The operative gains the following ability for the battle:

**Auspicator:** Once per Turning Point, during this operative's activation, it can perform a mission action for one less action point (to a minimum of OAP).

### 6. AUTO-MEDICAE UNIT [1EP]

After the battle, in the Update Dataslates step, if this operative was not incapacitated during the battle, you can re-roll one Casualty test.

## STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **IMPERIAL NAVY BREACHER**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

### COLOURS

*The kill team display their accolades and heritage for their operatives to see, inspiring new recruits and imparting responsibility on the experienced to bond the unit and propagate its accomplishments.*

After the battle, in the Update Dataslates step, from the friendly **IMPERIAL NAVY BREACHER** operatives that were selected for deployment and did not fail a Casualty test, the operative with the lowest experience points earns 1XP (if more than one operative would qualify for this, select one of them to earn 1XP). You can only add this strategic asset to your base of operations if your dataslate includes at least one operative of Veteran rank or higher.

### VOID AUGUR

*Augurs on their ship regularly provide the kill team with data to help them conduct their missions successfully, from enemy troop dispositions to potential obstacles.*

At the start of the battle, secretly make a note of a specific Turning Point other than the first (e.g. the third Turning Point). When rolling off to determine initiative for that Turning Point, you roll one additional D6 and discard one of your results.

### EXPANDED SUPPLY BAY

*The kill team has expanded a storage bay in their base, acquired a mobile supply transport or established a hidden cache full of useful equipment.*

While your base of operations has this strategic asset, the following items of **IMPERIAL NAVY BREACHER** equipment (pg 46) are treated as being in your stash in unlimited quantities:

- Frag grenade
- Stun grenade
- Rebreather
- Slugs
- Stimm

# REQUISITIONS

In a Spec Ops campaign, if your faction is **IMPERIAL NAVY BREACHER**, you can use the following Requisitions in addition to those presented in other sources.

## REINFORCEMENTS

1RP

*Freshly trained troops join the kill team, bolstering their ranks for the missions to come.*

Purchase this Requisition before or after a game. Add two **NAVIS ARMSMAN** operatives to your dataslate.

## MISSION CRITICAL

1RP

*With much at stake, the kill team use all manner of stimm cocktails and chem-breathers to suppress the pain of their injuries and stave off exhaustion in order to complete their objectives.*

Purchase this Requisition before a game. During the next battle, friendly **IMPERIAL NAVY BREACHER** operatives ignore the effects of any Battle Scars they have. After that battle, roll one D6 for each friendly **IMPERIAL NAVY BREACHER** operative that failed a Casualty test: on a 4+, that test is passed instead (that operative can earn no more than 3XP from that battle).

## HERO IN THE RANKS

1RP

*Breachleads are highly regarded by their squadmates, their bravery and physical prowess motivating them to achieve victory.*

Purchase this Requisition when a friendly **NAVIS ENDURANT** or **NAVIS GUNNER** operative gains a rank. You can select a number of friendly **IMPERIAL NAVY BREACHER** operatives on your dataslate (excluding **NAVIS ENDURANT** and **NAVIS GUNNER** operatives) up to the number of ranks that **NAVIS ENDURANT** or **NAVIS GUNNER** operative has multiplied by two; each selected operative earns 1XP. For example, if a **NAVIS ENDURANT** operative gains the Ace rank, up to six friendly **IMPERIAL NAVY BREACHER** operatives (excluding **NAVIS ENDURANT** and **NAVIS GUNNER** operatives) could each earn 1XP.

## SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **IMPERIAL NAVY BREACHER**, you can select one from those found on the following page instead of selecting one from another source.



## BREACH, CLEAR AND SECURE

When assaulting a ship, momentum is everything. The kill team must breach enemy positions, clear rooms and corridors and secure their objectives quickly to give the foe as little time to react as possible.

### OPERATION 1: RAPID PUSH

*With a point of ingress secured, the kill team begin a series of offensives in quick succession before the enemy can mount an effective defence.*

Complete five games in which you scored victory points from the 'Counteract', 'Into the Breach' and/or 'Storm Target' Tac Op.

### OPERATION 2: SECURE BREACH

*Deep within enemy territory, and with opposing forces in disarray, the kill team move to secure their primary objective.*

Complete a game in which you scored victory points from the 'Seize Ground' Tac Op.

### COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

## SCORCHED DECK

The kill team's commanders have deployed the squad with the task of destroying or sabotaging anything of value onboard an enemy ship. They must use their experience, self-sufficiency and adaptability to cause as much damage to valuable targets as possible before withdrawing.

### OPERATION 1: DISCERN AND DESTROY

*The kill team must identify key targets as they see fit and neutralise them.*

Complete five games in which you scored victory points from the 'Execution', 'Headhunter', 'Rob and Ransack' and/or 'Rout' Tac Ops, and scored victory points for at least three of those Tac Ops across those five games.

### OPERATION 2: CALL FOR EXTRACTION

*Having wreaked havoc and caused immense damage, the kill team withdraw, their mission accomplished.*

Complete a game in which you scored victory points from the 'Plant Signal Beacon' Tac Op.

### COMMENDATION

- You gain three Requisition points.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

### SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Demolition' Spec Op.

# NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Imperial Navy Breachers, the title of your kill team and your kill team's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the appropriate table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

## OPERATIVE NAMES

If you wish to randomly generate a name for one of your Imperial Navy Breachers, you can roll a D66 on each of the tables below. To roll a D66, simply roll two D6, one after the other - the first represents tens, and the second represents digits, giving you a result between 11 and 66.

### D66 FIRST NAME

11	Sheng
12	Jonah
13	Otwin
14	Irma
15	Romana
16	'Legs'
21	Kyrus
22	Asa
23	Zippora
24	Ebram
25	Jedidi
26	Lepus
31	Abiah
32	Namah
33	Redga
34	Medega
35	Kaalsan
36	Birkis
41	Siduri
42	Netis
43	Dadan
44	'Aces'
45	Kherith
46	Gunde
51	'Lofty'
52	Eben
53	Melita
54	Eudie
55	Bilah
56	Jeshai
61	Kairis
62	Edreo
63	'Shifty'
64	Sai
65	Paj
66	Ougum

### D66 SURNAME

11	'the Shiv'
12	Lang
13	Kline
14	Sher
15	Sao
16	Pymer
21	Vynall
22	Koiba
23	'the Duchess'
24	Kraal
25	Heu
26	Bhor
31	Annac
32	Piaq
33	'Smasher'
34	Farz
35	Nazill
36	Vrax
41	Khou
42	Bhroil
43	Dimt
44	Usaga
45	Dayev
46	'the Slab'
51	Botsoe
52	Lannaq
53	Salar
54	Krann
55	Nias
56	'the Fist'
61	Gulav
62	Akav
63	Azgir
64	Gatu
65	Zuga
66	'the Blessed'

## KILL TEAM NAMES

The Imperial Navy has a rigid, hierarchical structure. Whilst no two battlefleets, war groups or even ships are identical in how they organise themselves, discipline within all is strict. As a result, most squads of Imperial Navy Breachers are named according to a formal system. This might be numerical, with a unit referred to simply as Squad 2, or as Squad 1/3/4/85 – signifying it as the first squad of the third platoon of the fourth company of the eighty-fifth deck-battalion. Feel free to use as simple or as complex a name as you like.

Perhaps the captain of the ship your Breachers hail from is a stickler for precise order, or perhaps they are more maverick in nature. Other squads are named for their Sergeant-at-Arms – for example, Squad Heu or Squad Akav. To find a name for your Sergeant-at-Arms, roll on the Operative Names table, choose one you like or invent a new one. On some vessels, squads may be named according to the area of the ship they are responsible for defending, such as Hangar 8 Quadrant 7, or Bulkhead 3. It is not impossible for the same squad to be referred to in all of the above ways.

Regardless of the Imperial Navy's strict structure, Imperial Navy Breachers are Human beings, tough, grizzled and frequently in possession of a dark sense of humour. Thus, squads of these troops give themselves, or each other, nicknames which may or may not be flattering. The least offensive might resemble such names as Eben's Breach-breakers, the Gun-deck 5 Bargers, the Shrinewalk Saints, Bhorr's Gunners, the Ration-scrimpers or the Hangar 14 Devils.

## SQUAD QUIRK

### D6 TACTICS

- 1 Brawn over Brains:** Members of this kill team concentrate all their efforts into fighting with overwhelming force and aggression.
- 2 Envelop:** This kill team makes extensive use of corridor networks and explosive-forced routes to surround enemy positions.
- 3 Xenos Hunters:** The warriors of this kill team have fought and won in numerous battles against aliens of myriad races.
- 4 Scorched Deck:** When storming an enemy vessel, this kill team destroys all in its path, leaving nothing but wrecked equipment and bodies in its wake.
- 5 Secure and Control:** Professional and precise, this kill team focuses on key objectives, moving swiftly or holding ground fiercely as and when required.
- 6 Brains over Brawn:** This kill team makes extensive use of hit and run tactics, traps, diversionary attacks and feints to defeat the enemy.

## BACKGROUND

### D6 CHARACTER

- 1 Improvisers:** Consisting of many troops with a creative bent, this kill team is highly adaptable to unusual situations, contriving tools and equipment as needed.
- 2 Grizzled Veterans:** Little the enemy can do will surprise or strike fear into the warriors of this kill team, who have seen and killed worse.
- 3 Zealots:** Fanatical adherents to the faith of the Imperium, the Breachers of this kill team believe the Emperor blesses their every action and is with them always.
- 4 Superstitious:** The Armsmen of this kill team carry all manner of 'lucky' objects, and conduct myriad devotional rites and routines before every mission.
- 5 Humourless Killers:** Even other squads of Imperial Navy Breachers give this kill team a wide berth, such is their reputation.
- 6 Diehards:** Robust and tenacious, this kill team will have to be wiped out to the last to prevent them from achieving their objectives.

## BASE OF OPERATIONS

### D6 LOCATION

- 1 Barracks:** This kill team's barracks are equipped with everything it needs to prepare for the next mission.
- 2 Secure Chamber:** Whether on their own ship or an enemy's, this kill team has a secure backup chamber to resupply and rearm from, even as battle rages around them.
- 3 Boarding Craft:** After boarding a vessel, orbital station or space hulk, this kill team can return to the safety of its boarding craft to regroup and rearm.
- 4 Escape Pod:** After being forced to abandon ship, this kill team has improvised a base of operations out of its escape pod using the equipment stored within.
- 5 Servohaulers:** The troops of this kill team are followed by a number of bespoke servohaulers bearing additional support equipment.
- 6 Hangar Bay:** Ready to deploy at a moment's notice, this kill team is stationed around boarding craft and gunships at all times.

# SEASON TWO



## KILL TEAM: INTO THE DARK

### FARSTALKER KINBAND

- Operative selection: Can take 1 additional operative (not a Kill-broker).
- **KROOT BOW HUNTER**'s accelerator bow: Improve BS characteristic by 1 (all profiles).
- **KROOT PISTOLIER**'s dual kroot pistols: Improve BS characteristic by 1.
- **KROOT LONG SIGHT**'s kroot hunting rifle: Improve BS characteristic by 1.
- Cut-throats Strategic Ploy: To a maximum of 5 Attacks (instead of 4).
- Change the EP of equipment as follows: Meat [1EP], Trophy [3EP].
- Add the following to Rogue ability: 'In addition, each time a shooting attack is made against this operative, the No Cover special rule has no effect for that shooting attack.'


### IMPERIAL NAVY BREACHER

- \* Add the following to Blitz Tactical Ploy: 'If you do either, you cannot re-roll the remaining attack dice.'
- \* **NAVIS GRENADIER** operative: Delete final sentence of Grenadier ability.
- \* Brace for Counter-Attack Strategic Ploy: To a minimum of 3 (instead of 2).



## INTERCESSION SQUAD




### INTERCESSION SQUAD

- \* Durable Chapter Tactic: Updated in **INTERCESSION SQUAD**  army list (Warhammer Community download).



## KILL TEAM: SHADOWVAULTS

### HIEROTEK CIRCLE

- \* Reanimation Protocols ability: Resolve before Living Metal ability, operatives regain D3+3 lost wounds and can instead be placed within  of that reanimation token (but not within Engagement Range of enemy operatives) with an order of your choice.
- \* **PLASMACYTE ACCELERATOR**'s **Accelerate** action: OAP and within  (instead of .
- \* **PLASMACYTE REANIMATOR**'s Reanimation Beam ability: Do not subtract 1 from this operative's APL for doing so.
- \* **CRYPTTEK**, **DESPOTEK** and **APPRETEK** operatives: Add 2 to Wounds characteristic and improve BS/WS characteristic of weapons on their datacard by 1.
- \* **CRYPTTEK**'s **Command** action and **DESPOTEK**'s **Demand** action: OAP.
- Commence Reanimation Tactical Ploy: OCP.
- **Phase Oculars** action (equipment): OAP.
- \* **CRYPTTEK**'s **Cryptek** actions: Change all instances of 'the end of the Turning Point' and 'the start of the next Turning Point' to 'the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first)'.

### KASRKIN

- \* Add 1 to Wounds characteristic of all operatives.
- \* Add the following to Elite ability: 'In each Strategy phase, add 2 elite points to your pool.'
- \* Add the following equipment:

### COMBAT BLADE

1EP

This operative is equipped with the following melee weapon for the battle. Both its Damage characteristics benefit from the For Cadia! Tactical Ploy.

Name	A	WS	D
Combat blade	3	4+	3/4



# IMPERIAL NAVY BREACHER

## UPDATE 1.2

As it's revised regularly, this document has a version number; 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. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

### ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in [blue](#).

#### **KILL TEAM: INTO THE DARK**

##### **Page 40, Navis Axejack**

Change the power weapon from a ranged weapon to a melee weapon.

##### **Page 41, Navis Endurant, Breachwall ability**

Change the relevant part of the final sentence to read:  
'unless the enemy operative is [at least](#)  [higher than it](#).'

## DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

### **KILL TEAM: INTO THE DARK**

*Q: If an operative is under the effects of a rule that prevents it from activating and/or treats it as having a Group Activation characteristic of 1 (e.g. Omni-scrambler ability, **PHOBOS STRIKE TEAM**), can I still use the Breach and Clear ability to activate that operative?*

A: No.

*Q: When an operative makes multiple shooting attacks from one **Shoot** action (e.g. Blast), does the Blitz Tactical Ploy apply to all the shooting attacks from that one action, or just the first one?*

A: All of them.

*Q: When a **NAVIS GHEISTSKULL** operative is incapacitated as a result of the **NAVIS VOID-JAMMER**'s Detonate special rule, do the **NAVIS GHEISTSKULL**'s remaining wounds count as being lost, in particular for Tac Ops and mission objectives that require this (e.g. Calculated Eradication, **HUNTER CLADE**)?*

A: Yes.

*\*Q: When making a shooting attack with the **VOID-JAMMER**'s gheistskull detonator against each operative within  $\bigcirc$  of a friendly **NAVIS GHEISTSKULL**, can those operatives be in Cover?*

A: No.