

Navy Breachers

ARMSMAN				
		M	APL	GA
		3	2	2
		DF	SV	W
		3	4+	7
Shotgun		4	3+	3/3
Rng				
Long Range		4	5+	1/2
Hatchet		3	4+	3/4
Void Armour				

AXEJACK				
		M	APL	GA
		3	2	1
		DF	SV	W
		3	4+	7
Autopistol		4	4+	2/3
Rng				
Power Weapon		4	3+	4/6
Lethal 5+				
Void Armour				

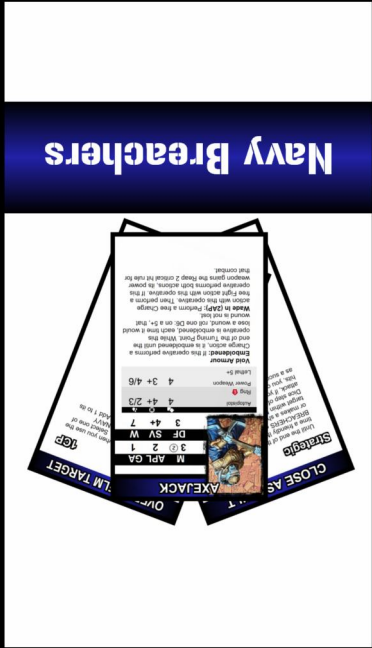
Emboldened: If this operative performs a Charge action, it is emboldened until the end of the Turning Point. While this operative is emboldened, each time it would lose a wound, roll one D6: on a 5+, that wound is not lost.

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.

HATCHCUTTER				
		M	APL	GA
		3	2	1
		DF	SV	W
		3	4+	7
Autopistol		4	3+	2/3
Rng				
Chainfist		4	4+	5/6
Brutal		! Rending		
Void Armour				

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Rng				
Long Range		4	5+	1/2
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		3	2	1
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Autopistol		4	4+	2/3
Rng				
Power Weapon		4	3+	4/6
Lethal 5+				
Void Armour				

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ARMSMAN

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3 ②	2	2
DF	SV	W
3	4+	7

Shotgun	4	3+	3/3
Rng ⑥			
Long Range	4	5+	1/2
Hatchet	3	4+	3/4

Void Armour



ARMSMAN

M	APL	GA
3 ②	2	2
DF	SV	W
3	4+	7

Shotgun	4	3+	3/3
Rng ⑥			
Long Range	4	5+	1/2
Hatchet	3	4+	3/4

Void Armour



C.A.T. UNIT

M	APL	GA
4 ②	1	1
DF	SV	W
2	5+	5

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.



SURVEYOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Shotgun	4	3+	3/3
Rng ⑥			
Long Range	4	5+	1/2
Hatchet	3	4+	3/4

Void Armour

Wayfind (1AP): Select one friendly IMPERIAL NAVY BREACHER operative within ⑥ 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.

Operative

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SERGEANT-AT-ARMS




	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	8

Bolt Pistol	4	3+	3/4
Rng ⑥			
Power Weapon	4	3+	4/6
Lethal 5+			

Void Armour
Command Breach: At the start of the first Strategy phase, select the Attack Order or Defence Order Strategic Play. Until the end of the battle, while this operative is in the killzone, you can use that Strategic Play without spending any Command points.

SERGEANT-AT-ARMS




	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	8

Shotgun	4	3+	3/3
Rng ⑥			
Long Range	4	5+	1/2
Hatchet	3	4+	3/4

Void Armour
Command Breach: At the start of the first Strategy phase, select the Attack Order or Defence Order Strategic Play. Until the end of the battle, while this operative is in the killzone, you can use that Strategic Play without spending any Command points.

VOID-JAMMER




	M	APL	GA
	3 ②	2	1
	DF	SV	W
	3	4+	7

Shotgun	4	3+	3/3
Rng ⑥			
Long Range	4	5+	1/2
Hatchet	3	4+	3/4
Gheistskull	4	3+	2/3
Det. EMP Silent			

Void Armour
Interference Pulse (1AP): Select one enemy operative Visible to and within ⑥ 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.

GHEISTSKULL



	M	APL	GA
	4 ②	1	1
	DF	SV	W
	2	5+	5

Support Unit
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 ① of the selected point. This operative can only perform this action once, and cannot perform it during the first Turning Point.

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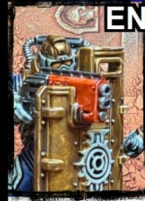


GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Las Volley	6	4+	3/4
Heavy Relentless Fusilade			
Gun Butt	3	4+	2/3

Void Armour



ENDURANT

M	APL	GA
2 ②	2	1
DF	SV	W
3	2+	10

Heavy Shotgun	4	3+	3/3
Rng ① Relentless			
Long Range	4	5+	1/2
Relentless			
Shield Bash	3	4+	1/1
Brutal Shield*			

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



GRENADIER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Shotgun	4	3+	3/3
Rng ①			
Long Range	4	5+	1/2
Hatchet	3	4+	3/4
Demo Charge	4	3+	4/6
Rng ② Blast ② AP1 Indirect Limited			

Void Armour
Grenadier: This operative is equipped with frag, krak and stun grenades and they do not cost any equipment points.



GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	8

Meltagun	4	4+	6/3
			! MW4
Gun Butt	3	4+	2/3

Void Armour

Operative

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Operative

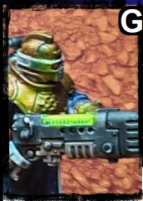
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GUNNER

M APL GA

3 ② 2 1

DF SV W

3 4+ 8

Plasmagun 4 4+ 5/6

AP1

Overcharged 4 4+ 5/6

AP2 Hot

Gun Butt 3 4+ 2/3

Void Armour

(3) COUNTERACT

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

- If you use the Breach and Clear ability, 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.

Breach and clear

(1) STORM TARGET

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.

Control objective

(2) INTO THE BREACH

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 ⑤ 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 ⑤ of your opponent's killzone edge, you score 1VP.

Get to Enemy DZ

Operative

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Tac Op

Navy Breachers

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Tac Op

Navy Breachers

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Tac Op

Navy Breachers

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COOL HEAD

Tactical

1 CP

Use this Tactical Ploy when a friendly IMPERIAL NAVY BREACHERS 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.

Not Injured

Tactical

Navy Breachers

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SUPPORT UNIT

Ability

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.

Machine:

- When drawing a Visibility line from this operative, draw it from any part of the miniature.
- 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).

CAT and Gheistskull

Ability

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HATCH CUTTER

Ability

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 action 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.

HATCH CUTTER

Ability

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BREACHWALL

Ability

Breachwall: Each time another friendly IMPERIAL NAVY BREACHERS 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 ② higher than it.

Endurant

Ability

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VOID-JAMMER

Ability

***Detonate:** Each time this operative performs a Shoot action with this weapon, make a shooting attack against each operative within (2) 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.

Void-Jammer

SURVEILLANCE

Ability

Surveillance (1AP): Place your Surveillance token within (6) of a friendly NAVIS C.A.T. UNIT operative. Until the end of the Turning Point,

Surveyer

ATTACK ORDER

Strategic

1CP

Place one of your Attack Order tokens anywhere in the killzone. Each time a friendly IMPERIAL NAVY BREACHERS operative fights in combat or makes a shooting attack while within 3S 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 Play in the same Turning Point in which you use the Defence Order Strategic Play.

Reroll Attacks

DEFENCE ORDER

Strategic

1CP

Place one of your Defence Order tokens anywhere in the killzone. Each time a shooting attack is made against a friendly IMPERIAL NAVY BREACHERS operative that is within (3) 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 Play in the same Turning Point in which you use the Attack Order Strategic Play.

Reroll Def

Ability
Navy Breachers

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Ability
Navy Breachers

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Strategic
Navy Breachers

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Strategic
Navy Breachers

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CLOSE ASSAULT

Strategic 1CP

Until the end of the Turning Point, each time a friendly IMPERIAL NAVY BREACHERS operative fights in combat or makes a shooting attack against a target within 3 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.

Miss to Hit Area

BRACE FOR COUNTER ATTACK

Strategic 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 BREACHERS 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).

-1 Damage

OVERWHELM TARGET

Tactical 1CP

Use this Tactical Ploy when you use the Breach and Clear ability. Select one of those friendly IMPERIAL NAVY BREACHERS operatives. Add 1 to its APL.

1 APL

BLITZ

Tactical 1CP

Use this Tactical Ploy when a friendly IMPERIAL NAVY BREACHERS operative performs a Fight or Shoot action against a target within 1 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.

First Activation Bonus

Strategic

Navy Breachers

Strategic

Navy Breachers

Tactical

Navy Breachers

Tactical

Navy Breachers

LOCK IT DOWN

Tactical

1CP

Use this Tactical Ploy when a friendly IMPERIAL NAVY BREACHERS 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. You can only use this Tactical Ploy for each friendly operative once.

+1 APL Contest

Tactical

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STIMS

1EP

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

+1 Wound

Equipment

Navy Breachers

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1EP

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+1 Wound

Equipment

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STIMS

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

+1 Wound

Equipment

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SYSTEM OVERRIDE

Max: 1

2EP

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.

Pre-Game Open Hatch

FRAG GRENADE

Max: 1

2EP

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

Frag grenade	4	3+	2/3
Rng	Blast	Indirect	Limited

KRAK GRENADE

Max: 1

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:

Krak grenade	4	3+	4/5
Rng	AP1	Indirect	Limited

STUN GRENADE

2EP

STUN GRENADE 1AP Select one point on the killzone within 1 of this operative. Roll one D6 for each operative within 2 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.

Reduce AP

Equipment

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Equipment

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REBREATHER

2EP

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

Ignore APL

SLUGS

1EP

1 AP to toggle on and off

Slugs 4 (+1) 2/3

STIMS

1EP

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

+1 Wound

STIMS

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Equipment

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STIMS

1EP

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+1 Wound

STIMS

1EP

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

+1 Wound

NAVIS BREACHERS

Seek and Destroy, Security

1 leader and 11 operatives

- Sergeant-At-Arms
- Armsman
- Axejack
- C.A.T. Unit
- Endurant
- Gheistskull
- Grenadier
- Gunner (x2)
- Hatchcutter
- Surveyer
- Void-Jammer

BREACH AND CLEAR

Faction Ability

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 2 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.

Equipment

Navy Breachers

Equipment

Navy Breachers

Team

Navy Breachers

Abilities

Navy Breachers

VOID ARMOUR

Faction Ability

- 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), 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).

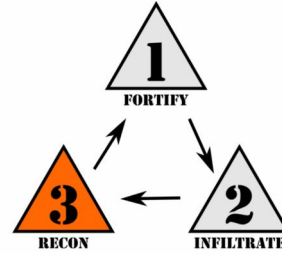
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone


Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



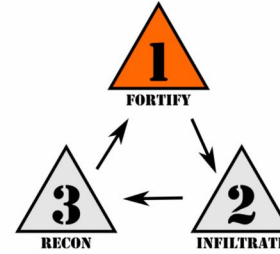
FORTIFY

Matched Play

Set up one additional barricade within  of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



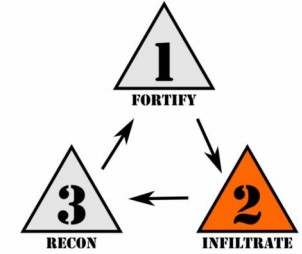
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



Abilities

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Scouting

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MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
			1
			2
			3
	1		2
	2		3
	3		4

PHIL TEAM

This deck was from ko-fi.com/phil_g



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or contact directly at
bigphilgunner@gmail.com

Images taken from
[instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

Credits

Navy Breachers

FAQ : 1.8, DECK:4.1
Date: Q4 2023

Scorecard

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Matched

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