

IMPERIAL NAVY  
BREACHERS

M

6"

T

3

SV

4+

W

1

LD

7+

OC

2

90 PTS

Base 25mm, Navis las-volley,  
endurant shield: 28.5mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Autopistol

PISTOL

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 4+ | 3 | 0  | 1 |

VERWUNDET

|    |    |    |      |     |
|----|----|----|------|-----|
| 2+ | 3+ | 4+ | 5+   | 6+  |
| T1 | T2 | T3 | T4-5 | T6+ |

Bolt pistol

PISTOL

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 4+ | 4 | 0  | 1 |

VERWUNDET

|      |    |    |      |     |
|------|----|----|------|-----|
| 2+   | 3+ | 4+ | 5+   | 6+  |
| T1-2 | T3 | T4 | T5-7 | T8+ |

Demolition charge

ASSAULT

BLAST

HAZARDOUS

ONE SHOT

|    |    |    |   |    |   |
|----|----|----|---|----|---|
| R  | A  | BS | S | AP | D |
| 6" | D6 | 5+ | 9 | -2 | 2 |

VERWUNDET

|      |      |    |        |      |
|------|------|----|--------|------|
| 2+   | 3+   | 4+ | 5+     | 6+   |
| T1-4 | T5-8 | T9 | T10-17 | T18+ |

Meltagun

MELTA 2

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 12" | 1 | 4+ | 9 | -4 | D6 |

VERWUNDET

|      |      |    |        |      |
|------|------|----|--------|------|
| 2+   | 3+   | 4+ | 5+     | 6+   |
| T1-4 | T5-8 | T9 | T10-17 | T18+ |

Navis heavy shotgun

ASSAULT

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 4 | 4+ | 4 | 0  | 1 |

VERWUNDET

|      |    |    |      |     |
|------|----|----|------|-----|
| 2+   | 3+ | 4+ | 5+   | 6+  |
| T1-2 | T3 | T4 | T5-7 | T8+ |

Navis las-volley

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 18" | 4 | 4+ | 6 | 0  | 1 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1-3 | T4-5 | T6 | T7-11 | T12+ |

Navis shotgun

ASSAULT

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 2 | 4+ | 4 | 0  | 1 |

VERWUNDET

|      |    |    |      |     |
|------|----|----|------|-----|
| 2+   | 3+ | 4+ | 5+   | 6+  |
| T1-2 | T3 | T4 | T5-7 | T8+ |

Plasma gun - standard

RAPID FIRE 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 4+ | 7 | -1 | 1 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1-3 | T4-6 | T7 | T8-13 | T14+ |

Plasma gun - supercharge

HAZARDOUS

RAPID FIRE 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 24" | 1 | 4+ | 8 | -2 | 2 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1-4 | T5-7 | T8 | T9-15 | T16+ |

CAT Unit

Once per battle, when this unit is selected to shoot, until the end of the phase, ranged weapons equipped by this unit gain the [Ignores Cover] ability.

4

ANGRIFF

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5

NAHKAMPF

Chainfist

ANTI-VEHICLE 3+

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 1 | 5+ | 6 | -2 | 2 |

VERWUNDET

|      |      |    |       |      |
|------|------|----|-------|------|
| 2+   | 3+   | 4+ | 5+    | 6+   |
| T1-3 | T4-5 | T6 | T7-11 | T12+ |

Chainsword

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 4+ | 3 | 0  | 1 |

VERWUNDET

|    |    |    |      |     |
|----|----|----|------|-----|
| 2+ | 3+ | 4+ | 5+   | 6+  |
| T1 | T2 | T3 | T4-5 | T6+ |

Close combat weapon

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 1 | 4+ | 3 | 0  | 1 |

VERWUNDET

|    |    |    |      |     |
|----|----|----|------|-----|
| 2+ | 3+ | 4+ | 5+   | 6+  |
| T1 | T2 | T3 | T4-5 | T6+ |

Power weapon

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 2 | 4+ | 4 | -2 | 1 |

VERWUNDET

|      |    |    |      |     |
|------|----|----|------|-----|
| 2+   | 3+ | 4+ | 5+   | 6+  |
| T1-2 | T3 | T4 | T5-7 | T8+ |

VERTEIDIGUNG

Endurant shield

The bearer has a 4+ invulnerable save.

IMMER / EINMALIG

Breaching Team

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

Gheistskull

Once per battle, when you select this unit as the target of the Grenade Stratagem, you can target one enemy unit visible to and within 18" of this unit that is not within Engagement Range of any units from your army, instead of one within 8".

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

|                    |       |       |       |       |
|--------------------|-------|-------|-------|-------|
| 2+                 | 3+    | 4+    | 5+    | 6+    |
| S6+                | S4-5  | S3    | S2    | S1    |
| RETTUNGSWURF JE DS |       |       |       |       |
| DS 0               | DS -1 | DS -2 | DS -3 | DS -4 |
| 4+                 | 5+    | 6+    | -     | -     |

REGELN & KEYWORDS KURZ

ANTI

This ability always takes the form [ANTI-X Y+].

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

MELTA

This ability always takes the form [MELTA X].

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Navis Sergeant-at-Arms - Equipped with: Close combat weapon, Navis shotgun, Chainsword, Autopistol, Bolt pistol, Power weapon

9x Navis Armsman w/ heavy shotgun oder Navis Armsman w/ special weapon oder Navis Armsman w/ power weapon oder Navis Armsman oder Navis Armsman w/ chainfist

- Each Navis Sergeant-at-Arms can replace its Navis shotgun with Autopistol and chainsword or Bolt pistol and power weapon.
- Each Navis Armsman w/ special weapon can replace its Navis las-volley with Plasma gun or Meltagun.

KEYWORDS Infantry, Grenades, Imperium, Retinue, Imperial Navy Breachers, Battleline, Smoke, Voidfarers · FRAKTION Agents of the Imperium