

IMPERIAL NAVY
BREACHERS

M6

T3

SV4+

W1

LD7+

OC2

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



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

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+

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+

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+

4ANGRIFF

—

5NAHKAMPF

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

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.