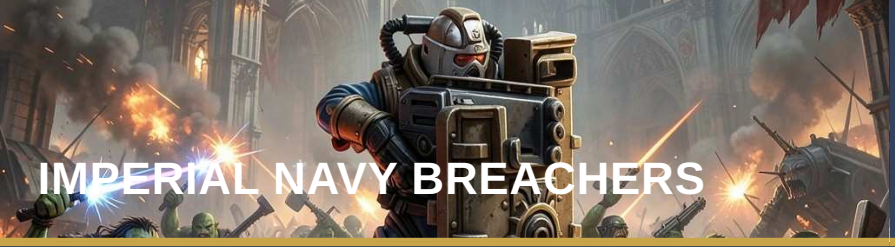

IMPERIAL NAVY BREACHERS

90 PTS

NAVIS SERGEANT-AT-ARMS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Demolition charge ASSAULT, BLAST, HAZARDOUS, ONE SHOT	6"	D6	5+	9	-2	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Navis heavy shotgun ASSAULT	12"	4	4+	4	0	1
Navis las-volley	18"	4	4+	6	0	1
Navis shotgun ASSAULT	12"	2	4+	4	0	1
➤ Plasma gun - standard RAPID FIRE 1	24"	1	4+	7	-1	1
➤ Plasma gun - supercharge HAZARDOUS, RAPID FIRE 1	24"	1	4+	8	-2	2

ABILITIES

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.

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.

Endurant shield
The bearer has a 4+ invulnerable save.

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".

KEYWORDS: Infantry, Grenades, Imperium, Retinue, Imperial Navy Breachers, Battleline, Smoke, Voidfarers

FACTION: Agents of the Imperium

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	1	5+	6	-2	2
Chainsword	Melee	3	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	2	4+	4	-2	1

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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

Wargear Options:

- 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.

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot

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

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*