IMPERIAL NAVY BREACHERS

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Navis Armsman	6"	4+	4+	3	3	1	1	6	4+
1	Navis Sergeant-at-Arms	6"	4+	4+	3	3	1	2	7	4+

- One Navis Armsman model is equipped with: Navis las-volley.
- One Navis Armsman model is equipped with: Navis heavy shotgun; endurant shield.
- Every other model is equipped with: Navis shotgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Navis heavy shotgun	18"	Assault 4	4	0	1	-
Navis las-volley	24"	Heavy 4	6	-1	1	-
Navis shotgun	18"	Assault 2	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma gun		Before selecting targets, select one of the profiles below to make attacks with.				
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Chainfist	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll, and if that attack is allocated to a **Vehicle** model, that attack has a Damage characteristic of 3.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power axe	Melee	Melee	+2	-2	1	-
Power sword	Melee	Melee	+1	-3	1	-
Demolition charge	6"	Grenade D6	8	-3	2	Blast. The bearer can only shoot with each demolition charge it is equipped with once per battle.
Frag grenades	6"	Grenade D6	3	0	1	Blast

OTHER WARGEAR	ABILITIES
Endurant shield	The bearer has a 5+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.
Smoke grenades	The bearer gains the **Smokescreen** keyword.

WARGEAR OPTIONS

- The Navis Sergeant-at-Arms' Navis shotgun can be replaced with one of the following: 1 autopistol and 1 chainsword; 1 bolt pistol and 1 power sword.
- 1 Navis Armsman's Navis las-volley can be replaced with one of the following: 1 meltagun; 1 plasma gun.
- 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 power axe.
- 1 Navis Armsman's Navis shotgun can be replaced with 1 autopistol and 1 chainfist.
- 1 Navis Armsman can be equipped with 1 demolition charge, 1 frag grenades and 1 smoke grenades.

ABILITIES

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Void Armour: Each time an attack is allocated to a model in this unit, the Armour Penetration characteristic of that attack is worsened by 1.

Shipborne Personnel: If your army is Battle-forged, this unit cannot be used as a compulsory selection in a Detachment (e.g. as the only Troops unit in a Patrol Detachment), unless that Detachment is a **Navis Imperialis** Detachment.

FACTION KEYWORDS: **Imperium, Navis Imperialis, Agents of the Imperium**
KEYWORDS: **Infantry, Core, Imperial Navy Breachers**

Experienced in hazardous boarding actions, these elite Armsmen are aggressive and blunt instruments of their warship's commander. They wear fully enclosed void armour and wield robust weapons optimised for close-confines fighting, while some carry more specialised gear for cracking enemy bulkheads.

AGENT OF THE IMPERIUM

If your army is Battle-forged, you can include one **Agent of the Imperium** unit in each **Imperium** (excluding **Fallen** units) Patrol, Battalion and Brigade Detachment in your army without those units taking up Battlefield Role slots in those Detachments. The inclusion of an **Agent of the Imperium** unit does not prevent other units from their Detachment benefiting from Detachment abilities (e.g. Chapter Tactics, Defenders of Humanity, etc.), and it does not prevent other units from your army benefiting from abilities that require every model in your army to have that ability (e.g. Combat Doctrines). An **Agent of the Imperium** unit included in a Patrol, Battalion or Brigade Detachment in this manner is ignored for any rules that state all units from that Detachment must have at least one Faction keyword in common (e.g. in a matched play game), and when determining your Army Faction.

POINTS VALUES

▶ TROOPS

Imperial Navy Breachers	
Unit size	10 models
Unit cost	110 pts
• Demolition charge	+10 pts
• Meltagun	+5 pts
• Plasma gun	+5 pts