

EXPEDITIONARY NAVIGATOR

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Navigator	2	2	3	3	1	3	1	10	6+



Unit Composition

- 1 Expeditionary Navigator

Unit Type

- Infantry (Character)

Wargear

- Archaeotech pistol
- Close combat weapon
- Refractor field
- Ætherlabe staff

Special Rules

- Navigator Powers
- Fear
- Independent Character

Options

- The Navigator may take any of the following:
 - Cyber Familiar +15 points
 - Nuncio-vox +10 points
 - Digital lasers +5 points

The Navigator counts as an Agent of the Emperor/Agent of the Warmaster on the Age of Darkness allies matrix provided in The Horus Heresy Book One – Betrayal. A single Navigator may be taken as an HQ choice in a Primary Detachment (note that they need not be taken as part of an Allied Detachment). The model may never be taken as a compulsory HQ choice or as the army's Warlord.

Ætherlabe Staff

The Ætherlabe mounted upon the Navigator's staff is used to aid the bearer in plotting the tides of the Immaterium, detecting the ætheric bow wave of any enemy approaching through it or disturbing it in any way.

Should an enemy unit Deep Strike into play within 12" of the Navigator, the Navigator and their unit may make a Snap Shot shooting attack at the arriving unit at the end of that phase, subject to the normal rules for doing so. If the enemy unit enters play by way of a Conjunction psychic power, these Snap Shots are carried out at the firers' normal BS rather than at BS 1.

Navigator Powers

Navigators have a range of powers, one of which may be attempted in the phase indicated so long as the Navigator is not engaged in an assault. These powers do not count as Psychic Powers and the Navigator does not use Warp Charge points or have access to any Psychic Disciplines. However, the Navigator does count as a Psyker for the purposes of rules that work against Psykers, such as Hatred (Psykers) or weapons that have additional rules against Psykers.

In order to use a Navigator power, the Navigator must make a Leadership test. If the test is passed, the chosen power is used as described. If the test is failed, the power is not used and the Navigator and their unit is Pinned (though they do not Go to Ground).

• The Lidless Stare

The Navigator opens their third eye and turns their baleful gaze upon the enemy. Those not quick enough to turn their heads are assailed by the unreal light of the Immaterium and rendered to shrivelled husks in an instant.

Use in the controlling player's Shooting phase, counting as a shooting attack. Place a template as if the Navigator was shooting a template weapon. Every Infantry type model, friend or foe, under the template must pass an Initiative test. Models that fail the test suffer an automatic Instant Death wound with no Armour saves possible.

• Warp Prescience

The Navigator draws upon their ability to read the ebb and flow of fate to predict events about to take place, and to subtly influence them using the powers of the Navis Nobilite.

Use at the beginning of the enemy's Shooting phase. Shooting attacks directed at the Navigator and their unit that player turn are made at -1 BS.

• Ætheric Disruption

Navigators understand, as few others can, that to perceive a thing is to alter it. By casting their gaze into the churning depths of the Abyss, they disrupt it for any who would draw upon its power.

Use at the start of the controlling player's turn. Until the beginning of their next player turn, all Psykers, friend or foe, roll three dice and discard the lowest result for the purposes of Perils of the Warp results.