# GAUNT’S GHOSTS - IMPERIUM - ASTRA MILITARUM

**95 PTS**

### IBRAM GAUNT

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 4+ | 3 | 6+ | 1 |

**INVULNERABLE SAVE** 5+

### TANITH GHOST W/ CORBEC'S HOT-SHOT LASCARBINE

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ LARKIN'S LONG-LAS

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ MKOLL'S STRAIGHT SILVER KNIFE

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ RAWNE'S LASCARBINE

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ BRAGG'S AUTOCANNON

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

**AUFSTELLUNG**

1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol (28.5mm)
1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine (28.5mm)
1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las (28.5mm)
1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife (28.5mm)
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**Ibram Gaunt KEYWORDS:** Epic Hero, Character, Officer

**KEYWORDS:** Gaunt’s Ghosts, Imperium, Epic Hero, Infantry, Grenades

**FACTION KEYWORDS:** Astra Militarum

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol<br>PISTOL | 12" | 1 | 2+ | 4 | 0 | 1 |
| Bragg's autocannon<br>HEAVY | 48" | 4 | 5+ | 9 | -1 | 3 |
| Corbec's hot-shot lascarbine<br>ASSAULT | 24" | 3 | 3+ | 3 | -1 | 1 |
| Larkin's long-las<br>HEAVY, PRECISION | 36" | 1 | 2+ | 5 | -2 | 4 |

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| M | T | Sv | W | LD | OC |
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### TANITH GHOST W/ RAWNE'S LASCARBINE

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
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### TANITH GHOST W/ BRAGG'S AUTOCANNON

| M | T | Sv | W | LD | OC |
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| | | | | | | |
|---|---|---|---|---|---|---|
| Lascarbine<br>ASSAULT | 24" | 3 | 3+ | 3 | 0 | 1 |
| Rawne's lascarbine<br>ASSAULT, SUSTAINED HITS 1 | 24" | 3 | 3+ | 3 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Gaunt's chainsword | Melee | 5 | 2+ | 3 | -1 | 1 |
| Mkoll's straight silver knife<br>DEVASTATING WOUNDS, PRECISION | Melee | 5 | 2+ | 3 | -1 | 1 |
| Straight silver knife | Melee | 3 | 3+ | 3 | 0 | 1 |

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**INVULNERABLE SAVE** 5+

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| M | T | Sv | W | LD | OC |
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### TANITH GHOST W/ LARKIN'S LONG-LAS

| M | T | Sv | W | LD | OC |
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| M | T | Sv | W | LD | OC |
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|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ BRAGG'S AUTOCANNON

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
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## ABILITIES

**Covert Stealth Team**
At the end of your opponent’s turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit has Deep Strike until the start of your next Shooting phase.
- This unit must make an ingress move in your next Movement phase (including in your first turn).

**Tanith Camo-cloaks**
Models in this unit have the Benefit of Cover.

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| 6" | 3 | 4+ | 3 | 6+ | 1 |

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| M | T | Sv | W | LD | OC |
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| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ LARKIN'S LONG-LAS

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ MKOLL'S STRAIGHT SILVER KNIFE

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ RAWNE'S LASCARBINE

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

### TANITH GHOST W/ BRAGG'S AUTOCANNON

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 5+ | 2 | 7+ | 1 |

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## ORDERS

**Orders**
This unit’s Officer can issue up to 2 Orders to Regiment or Gaunt’s Ghosts units.

## WEAPON ABILITIES

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

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**Devastating Wounds**
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

**Heavy**
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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**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.

**Precision**
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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**Sustained Hits**
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

## FACTION RULES

### Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

## CORE RULES

### Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

### Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

### Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

### Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).