

IMPERIUM - ASTRA MILITARUM

GAUNT'S GHOSTS

- Fights First
- Infiltrators
- Lone Operative
- Stealth
- Voice Of Command

IBRAM GAUNT	M	T	SV	W	LD	OC	RW
	6"	3	4+	3	6+	1	5+
TANITH GHOST w/ C	M	T	SV	W	LD	OC	
	6"	3	5+	2	7+	1	
TANITH GHOST w/ L	M	T	SV	W	LD	OC	
	6"	3	5+	2	7+	1	
TANITH GHOST w/ M	M	T	SV	W	LD	OC	
	6"	3	5+	2	7+	1	
TANITH GHOST w/ F	M	T	SV	W	LD	OC	
	6"	3	5+	2	7+	1	
TANITH GHOST w/ B	M	T	SV	W	LD	OC	
	6"	3	5+	2	7+	1	

95 PTS

Base 28.5mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Bragg's autocannon

HEAVY

R	A	BS	S	AP	D
48"	4	5+	9	-1	3

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Corbec's hot-shot lascarbine

ASSAULT

R	A	BS	S	AP	D
24"	3	3+	3	-1	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Larkin's long-las

HEAVY

PRECISION

R	A	BS	S	AP	D
36"	1	2+	5	-2	4

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Lascarbine

ASSAULT

R	A	BS	S	AP	D
24"	3	3+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Rawne's lascarbine

ASSAULT

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	3	3+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

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).

4ANGRIFF

5NAHKAMPF

Gaunt's chainsword

R	A	WS	S	AP	D
Melee	5	2+	3	-1	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Mkoll's straight silver knife

DEVASTATING WOUNDS

PRECISION

R	A	WS	S	AP	D
Melee	5	2+	3	-1	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Straight silver knife

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

VERTEIDIGUNG

IMMER / EINMALIG

Tanith Camo-cloaks

Models in this unit have the Benefit of Cover.

Orders

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

GEGEN DIESE EINHEIT					
Ibram Gaunt					
W3 · RW 4+ · 5++ · 3 LP je Modell					
WIRD VERWUNDET MIT					
2+	3+	4+	5+	6+	
S6+	S4-5	S3	S2	S1	
RETTUNGSWURF JE DS					
DS 0	DS -1	DS -2	DS -3	DS -4	
4+	5+	5++	5++	5++	
Tanith Ghost w/ Corbec's hot-shot lascarbine					
W3 · RW 5+ · 2 LP je Modell					
WIRD VERWUNDET MIT					
2+	3+	4+	5+	6+	
S6+	S4-5	S3	S2	S1	
RETTUNGSWURF JE DS					
DS 0	DS -1	DS -2	DS -3	DS -4	
5+	6+	-	-	-	

REGELN & KEYWORDS KURZ

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

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 deploym...

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 u...

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).

Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.

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

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...

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 unen...

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

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 m...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG	
1x Ibram Gaunt - Equipped with: Gaunt's chainsword, Bolt pistol	
1x Tanith Ghost w/ Corbec's hot-shot lascarbine - Equipped with: Straight silver knife, Corbec's hot-shot lascarbine	
1x Tanith Ghost w/ Larkin's long-las - Equipped with: Straight silver knife, Larkin's long-las	
1x Tanith Ghost w/ Mkoll's Straight Silver Knife - Equipped with: Lascarbine, Mkoll's straight silver knife	
1x Tanith Ghost w/ Rawne's lascarbine - Equipped with: Straight silver knife, Rawne's lascarbine	
1x Tanith Ghost w/ Bragg's autocannon - Equipped with: Straight silver knife, Bragg's autocannon	