GAUNT'S GHOSTS

IBRAM GAUNT

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

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
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

Ibram Gaunt KEYWORDS: Epic Hero, Character, Officer
KEYWORDS: Gaunt's Ghosts, Imperium, Epic Hero, Infantry, Grenades

FACTION: Astra Militarum **95 PTS**

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Bragg's autocannon HEAVY	48"	4	5+	9	-1	3
Corbec's hot-shot lascarbine ASSAULT	24"	3	3+	3	-1	1
Larkin's long-las HEAVY, PRECISION	36"	1	2+	5	-2	4
Lascarbine ASSAULT	24"	3	3+	3	0	1
Rawne's lascarbine 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 DEVASTATING WOUNDS, PRECISION	Melee	5	2+	3	-1	1
Straight silver knife	Melee	3	3+	3	0	1

ABILITIES

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

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.

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

WEAPON RULES

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 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.

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.

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).*