

**WARHAMMER**  
**40,000**

# Gaunts Ghosts

Unofficial



Fan Codex

# Gaunts Ghosts



Codex By: Spencer Ferri

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**Gaunt's Ghosts.**

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**Gaunt's Ghosts is a science fiction series set in the Warhammer 40,000 universe written by Dan Abnett.**

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**The series chronicles the efforts of the Tanith First-and-Only during the Sabbat Worlds Crusade, following the main protagonist Colonel-Commissar Ibram Gaunt as well as members of his regiment, such as, Colonel Cole Corbec, Major Elm Rawne, Sniper Elaine Larkin, Erin Milo, Scout Sergeant Mkolli.**

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**The books remain probably the most popular and best-selling of the Black Library's production line.**

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**"In the grim darkness of the far future, there is only war..."**

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# Introduction

**The Imperial Guard is a vast military structure spanning across a million worlds and some of these regiments are better than others. Hailing from a dead world, the Tanith First and Only are led into battle after battle against the forces of Chaos during the Sabbat Worlds crusade by a charismatic Colonel-Commissar named Gaunt, forging a legend of vengeance and glory for Lost Tanith.**

## Why field a Tanith army?

The Tanith First and Only isn't your typical cannon-fodder and armoured-advance kind of regiment, indeed they are recon specialists with few peers. They come from a planet covered in forests where the trees themselves uprooted from the earth and moved instinctively, destroying paths and making navigation preciously difficult. The Tanith each learned from thousands of years of cultural ancestry the secrets of navigating treacherous and dynamic environments. This shaped the first element of their skill: a subconscious sense for finding the best route to a destination or goal. It is this skill which the regiment in full applies to everything it does.

Building on this skill, and the hate cultured by the loss of their home world, their commander Colonel-Commissar Ibram Gaunt views his personal responsibility in command as making war through this regiment in the most efficient way possible, but also to preserve them and the memory of Tanith. It's said he knows the names and faces of his regiment to a man, that he knows their strengths and weaknesses and that he fields them so accordingly. Because of this awareness, many great warriors have been allowed to shine who may otherwise have been lost in the vicious meat grinder of war, never to have known their moment of glory, never to have known a noble death.

The Tanith are masters of stealth combat who defeat opponents by making effective use of three different core elements: Ghosts and Scouts, which can be either fielded as elite squads or divided into other squads, acting as passive buffs; a plethora of minor and major special characters who work together to change the way a Tanith army deploys, moves and responds to challenges; and allied specialists from the Crusade Advisor section who expand the Tanith arsenal and grant benefits to their command platoons.

A Tanith list can be fielded to hold the line, relying on the defensive skills of some characters to work in conjunction with the army-wide use of camo cloaks. But there are plenty of options which allow for your infantry to become more mobile, as well as deployment tricks and special combinations which allow a Tanith player to forsake a defensive list for something more aggressive and in-your-face. The variability of characters indeed allows you to think of your list in terms of offensive and defensive strategies, of battlefield phases and of insane heroics.

A Tanith list offers a world of infantry-based tactics to the armour-weary Guard player, and a selection of interesting and varied rules to represent one of the most beloved Imperial Guard units in all Warhammer 40K literary history.

# Allied Detachments

The Tanith First and Only may take allied detachments as if they were Imperial Guard, except that they may also take an allied detachment of Imperial Guard. Imperial Guard armies may take Tanith as allies likewise.

## Army Special Rules:

**Camo-cloak:** Tanith troops are most noted for the camo-cloaks they wear, enabling them to blend in with their surroundings, making it very hard for enemies to detect them. All Tanith units are equipped with camo-cloaks. This grants them the Stealth universal special rule. During missions with the Night Fighting rule, models are granted Shrouding against attacks from at least 30" away.

**Woodsmen of Tanith:** The Men of Tanith came from a world where the forests themselves moved and shifted. This environment shaped an awareness of their environment so keen that they can never be lost. All Tanith squads have Move Through Cover.

**Tanith Combat Instinct:** The Men of Tanith are old veterans of war, expert brawlers who are as sharp as they are tough. Only models which are assigned this special rule may benefit from it. Those models on initiative step 3 fighting their first assault against an enemy on the same initiative step count as being one initiative step higher than that opponent until the end of that assault round. Additionally, any challenge fought with Tanith characters may involve as many other characters in that squad on the same initiative step as chosen by the player.

**Gereon Survivor:** Gaunt lead a suicide mission to a Chaos-held world called Gereon. Against the odds, his team accomplished their mission

with zero casualties. They spent the next two years working intimately with the world's resistance to great effect. This experience taught each of them to work together even in the tightest of melee situations. If there are three models with the Gereon Survivor special rule in the same squad they attack with +1 A, +1 I and at AP5 on their first round of assault unless otherwise stated in their profile.

**Hotshots:** All Tanith snipers carry over-charged las-packs for their long-las sniper rifles as a secondary firing mode:

**Range:** 36" **S:X** **Ap:**4 Heavy 1, Sniper, One Use Only, Poisoned 3+, Concussive

**Straight Silver:** The Tanith field a characteristic double-sided silver blade over the standard-issue bayonets blade arming most Imperial Guard units. Aside from being a more functional, double bladed weapon the Tanith are specially trained to be experts of their trade, expecting to meet lightly armoured recon opponents on the field. Between their training and the weapons design they are excellent at killing lightly armoured targets. Straight Silvers are close combat weapons with an AP of 6.

# HQ

## Colonel Commissar Ibram Gaunt...

175 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
5	4	3	3	3	5	3	10	5+
<p><b>Wargear:</b> Sword of Heironymo Sondar, 2 bolt pistols, Straight Silver, camo-cloak, Frag Grenades, Krak Grenades.</p> <p><b>Transport:</b> Gaunt may take a personal Chimera Troop Transport for +55 pts.</p> <p>Sword of Heironymo Sondar: A priceless heirloom from the house of Chas for his heroism at Vervunhive, it is a master-crafted power sword that gives Gaunt +1 strength.</p>							<p><b>Warlord Trait</b> Inspiring Presence</p>	
<p><b>Special Rules:</b> Independent Character, Colonel-Commissar, Fearless, Hero of the Imperium, "Who wants to live forever!?"</p> <p><b>Colonel-Commissar:</b> Gaunt is a Commissar, but since he and his unit are fearless he will not execute members of his squad. He does, however, have the Iron Discipline special rule found in Codex: Imperial Guard. As Gaunt is also a Colonel he is allowed to issue up to two orders from the Company Command Squad entry found in Codex: IG a turn.</p> <p><b>Hero of the Imperium:</b> Gaunt has fought innumerable foes in personal combat and won. He was chosen by fate - or perhaps the will of the Emperor - to be the personal bodyguard of a risen saint. He has faced Chaos Marines on the field, he has danced with daemons, and he has stared down monstrous beasts. He has honed a level of combat prowess which few men ever achieve. Gaunt has the Furious Charge, Eternal Warrior and Rending special rules.</p> <p><b>Front Liner:</b> If there is an assault occurring within 12 inches of Gaunt, he must move to assault the enemy and may re-roll failed charges, even if it forces him to disembark from a vehicle. However, when gaunt charges into combat in such a manner the squad he charges in to support gains +1 attack as if they charged as well.</p> <p><b>"Men of Tanith! Warriors of Vergast! Fury of Belladon! ":</b> When Gaunt enters the field, his bold presence can turn a withdrawing Tanith company into a defiant and efficient firing line. Once per battle Gaunt may use this ability to rouse his troops to heroism. When used, all Tanith units automatically re-group if they were falling back, become fearless and re-roll misses of "1" when shooting until the beginning of their next movement phase.</p>							<p><b>Options:</b> May take a single bodyguard, adjutant, medicae or regimental advisor for their individual cost. If he does this, he does not lose his Independent Character status.</p>	

Brin Milo, add as Gaunt's bodyguard or replace Guardsman for...

+25 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	5+

**Wargear**

Tanith Pipes (Count as Company Banner), Lasgun, Camo Cloak, Straight Silver.

**Special Rules:** Precognition, "Look out, sir!"

**Precognition:** Milo, Gaunt and any unit they joint has a 4+ Invulnerable save.

Eszrah ap Niht, add as Gaunt's bodyguard for...

+25 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	5	3	3	1	4	1	8	5+

**Wargear**

Wode, Camo Cloak, Reinbow.

Wode: Eszrah has, since a child, been exposed to a camouflaging essence as part of his tribal culture, emphasizing his stealth abilities and making him resistant to poisons. Eszrah has the Shrouded special rule. Additionally, the Poison special rule never wounds Eszrah any easier than on a 5+.

Reinbow: Eszrah 's Reinbow crossbow fires magnetically launched steel bolts coated in the deadly poisons of his native forest.

Range: 18" S:X Ap:5 Assault 1, Poisoned (3+)

**Special Rules:** "Look out, sir!", Blud Path, Shrouded.

**Blud Path:** It is Eszrah's sworn duty to protect Gaunt from death. If Gaunt dies before Eszrah does, Ezrah must redeem his failure by avenging Gaunt's death, preferably with Gaunt's own weapon, and preferably at the cost of his own life. Eszrah gains Gaunt's Sword of Heironymo Sondar. Eszrah must move towards the unit which killed gaunt, shoot at it, and charge it if possible. If it was an enemy character who killed Gaunt, Eszrah must challenge that character. He may not join another unit for the remainder of the game.

Adjutant...

+10 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	5+

**Wargear**

Vox Caster, Lasgun, Las Pistol, Camo Cloak, Straight Silver.

Medicae...

+20 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	5+

**Wargear**

Medicae Kit (FNP 5+), Lasgun, Las Pistol, Camo Cloak, Straight Silver.

## Crusade Advisors

Command Squad and/or Gaunt may take one of the six Crusade Advisor each.

Part One: Special Forces Advisor (30 pts), High-Commander (50 pts), Tactical Advisor (20 pts)

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	4+
4	4	3	3	3	3	2	9	5+
3	4	3	3	1	3	1	8	5+

<p><b>Special Forces Advisor Wargear</b> Hot-shot lasgun, Hot shot laspistol, Close Combat Weapon, Carapace Armour, Melta Bombs, Frag Grenades</p>	<p><b>Special Forces Advisor Special Rules</b> The Tanith are no strangers to special missions and working with outside specialists to accomplish complex tasks.</p> <p>Allows 0-2 Storm Troopers or Battle Psykers for Elites choice. Provides +1 to reserve rolls while alive.</p>
<p><b>High Commander Wargear</b> Bolt Pistol, Power Weapon, Refractor Field</p>	<p><b>High Commander Special Rules</b> More than once have the Tanith fought closely with high ranking members of the Imperial war staff such as High Commanders, Inquisitors or local war heroes and often these formidable, vitally important men and women have their own personal glory in mind.</p> <p>If the High Commander's attached unit scores a kill point, and the High Commander is alive at the end of the battle, you score an additional kill point. However, the High Commander costs a victory point if lost in battle.</p>
<p><b>Tactical Advisor Wargear</b> Laspistol, Close Combat Weapon.</p>	<p><b>Tactical Advisor Special Rules</b> The Imperium has no shortage on tactical advisors and high commanders receive no shortage of satisfaction from harrying the Tanith by attaching them during vital missions.</p> <p>After deployment, but before scout moves, controlling player must move 1D3 units from their current position 6", so long as they remain inside the deployment zone. This cannot be foregone if the units are already in favourable positions.</p>

Part Two: Armoured Regimental Officer (35 pts), Heavy Infantry Officer (25 pts), Naval Officer (30 pts),

3	4	3	3	1	3	1	8	5+
4	4	3	3	2	3	2	9	4+
3	4	3	3	1	3	1	8	5+
<b>Armoured Regimental Officer Wargear</b> Laspistol, Close Combat Weapon, Vox Caster					<b>Armoured Regimental Officer Special Rules</b> When accompanying an armoured regiment into battle, or vice versa, it's not uncommon for a liaison officer to accompany Gaunt or another commander into battle in order to further synchronous battle strategies, and to provide the Tanith with much needed advice on tank hunting.  Allows for 0-1 Leman Russ or Artillery squadron to be taken as a Heavy Support choice. Provides attached unit Tank Hunter.			
<b>Heavy Infantry Officer Wargear</b> Plasma Pistol, Lasgun, Close Combat Weapon, Frag Grenades, Krak Grenades, Carapace Armour					<b>Heavy Infantry Officer Special Rules</b> Being a lightly armoured, recon-oriented regiment, the Tanith operate quite well in conjunction with heavy infantry specialists from other regiments.  Allows for 0-2 Veteran Grenadiers as troops, which cannot be the mandatory two troop choices.			
<b>Naval Officer Wargear</b> Laspistol, Close Combat Weapon, Vox Caster					<b>Naval Officer Officer Special Rules</b> Tanith units have in the past received special training to launch drop assaults from Valkyrie Assault Carriers, working closely with the Imperial Navy to do so.  Allows 0-1 Valkyrie Assault Carrier or Vendetta Gunship squadron for fast attack. Additionally, the attached unit gains Skyfire and Interceptor.			

## Tanith Command Squad...

60 pts

Tanith Commander / Tanith Veteran / Tanith Heavy Weapon Veterans

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	3	3	3	9	5+
3	4	3	3	1	3	1	8	5+
3	4	3	3	2	3	2	8	5+
<b>Wargear</b> <u>Company Commander</u> - Flak Armour - Lasgun - Las Pistol - Straight Silver - Frag Grenades - Krak Grenades - Camo Cloak  <u>Tanith Veteran</u> - Flak Armour - Lasgun - Las Pistol - Straight Silver - Frag Grenades - Camo Cloak  <u>Tanith Heavy Weapon Veterans</u> - Flak Armour - Las Pistol - Straight Silver - Frag Grenades - Camo Cloaks				<b>Options</b> Any Veteran may be replaced by Scouts or Ghosts.  Any Veteran/Ghost/Scout may replace his lasgun with: Flamer - 5 pts Sniper Rifle - 5 pts Heavy Stubber - 5 pts Plasma Gun – 15 pts Melta Gun – 15 pts Heavy Flamer - 15 pts (one per squad)  One Veteran may be replaced with a Heavy Weapons Team equipped with: Autocannon - 5 pts Heavy Bolter - 5 pts Treadfether - 10 pts  Command Squads may take a single Adjutant Command Squads may take a single Medicae Command Squads may take a single Crusade Advisor  May take a Chimera Troop Transport for +55 pts.				
<b>Special Rules</b> Senior Officer (Company Commander Only)				<b>Composition</b> Company Commander, 4 Veterans				

Major Elim Rawne, Replace Company Commander for...

+70 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	3	3	3	9	5+
<b>Wargear</b> Lasgun, Camo-Cloak, Demo Charge, Frag Grenades, Krak Grenades, Straight silver.							<b>Warlord Trait</b> Master of Offence.	
<p><b>Special Rules:</b> Demo Expert, Fueled by Hatred, "Go feth yourself", Gereon Survivor, Tanith Combat Instinct, Furious Charge, Senior Officer.</p> <p><b>Demo Expert:</b> Rawne has Tank Hunter when using Krak Grenades or his Demo Charge.</p> <p><b>Fueled by Hatred:</b> Rawne is a man fuelled by hatred and vengeance. As such, he has the Hatred Universal Special Rule for every opponent. This effect carries over to the rest his unit.</p> <p><b>"Go Feth Yourself":</b> Rawne is an extremely headstrong individual that typically ignores the advice of others. As such, Rawne ignores any orders given to him unless issued by himself or Gaunt.</p>								

Colonel Corbec, Replace Company Commander for...

+55 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	4	3	3	3	9	5+
<b>Wargear</b> Lasgun, Las Pistol, Camo-Cloak, Frag Grenades, Krak Grenades, Straight Silver							<b>Warlord Trait</b> Tenacity.	
<p><b>Special Rules:</b> National Born Leader, Pryze Country Fighter, Something Reckless, Tanith Combat Instinct, Senior Officer.</p> <p><b>Natural Born Leader:</b> Any unit which falls back within 12" of Corbec may immediately make a check to regroup using his LD.</p> <p><b>Something Reckless:</b> Corbec, his unit and any unit within 6" of Corbec's unit may apply Tank Hunter, Monster Hunter, Twin-Linked or Precision Shot to their attacks so long as they target the same unit as Corbec and are within 12" of the enemy unit targeted.</p> <p><b>Pryze County Champion:</b> Corbec is among the Tanith's most skilled brawlers, having even taught Gaunt a thing or two about fighting. He may make a single S4 AP5 attack at Initiative step 6 on top of his normal attacks.</p>								

## Tanith Firing Teams...

Platoon consists of 1-5 firing teams

Guardsman...

75 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	5+
<b>Wargear:</b> Lasgun, Las Pistol, Straight Silver, Krak & Frag Grenades, Camo Cloak.			<b>Options</b> Up to three Firing Team members may be armed with: <ul style="list-style-type: none"> <li>- Sniper Rifle +5 pts</li> <li>- Flamer +5 pts</li> <li>- Grenade Launcher +10 pts</li> <li>- Plasma Gun +15 pts</li> <li>- Melta Gun +15 pts</li> <li>- Demo Charge +20 (One Per Squad)</li> <li>- Heavy Flamer +15 pts (One Per Squad)</li> </ul>					
<b>Composition</b> 1-5 Firing Teams of 6 Guardsmen			<b>Special Rules</b> <b>Command Support:</b> It is the Tanith way to lead from the front line. When Tanith commanders charge into war they often do so accompanied by hastily put together firing teams, well armed to achieve a certain purpose. These Firing Teams are adhoc assemblies of squad survivors, Tanith veterans, personal friends and mission specialists.  Any Ghost, Scout or special character model may be assigned to replace a Guardsman model in a firing team.  A single platoon of Tanith Firing Teams may be assigned to support a Command Squad or to support Commissar Gaunt. They do not take up an HQ slot. So long as the unit they are assigned to is alive on the field, the firing teams must remain within 12" coherency with that unit and vice verca.  Finally, since the Command Squad and the Firing Teams act as a single command unit, any orders issued by the Company Commander to his own squad are also issued to the firing teams.					

# Elites

## Ghosts of Tanith...

36 pts

Tanith Ghosts / Ghost Weapon Team

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	2	8	5+
3	4	3	3	2	3	4	8	5+
<p><b>Special Rules:</b></p> <p><b>Ghosts of Tanith:</b> The Ghosts of Tanith are highly experienced veterans of war, each with their own unique charm and capabilities. Any squad with a single Ghost has the USR Stubborn. A second Ghost adds Counter Attack. A third Ghost adds Tanith Combat Instinct. Additionally, Ghosts of Tanith may either deploy as a Squad or Dispersed into other squads according to the instructions in that unit's profile.</p>				<p><b>Options</b></p> <ul style="list-style-type: none"> <li>- May take up to 7 other Ghosts for 12 pts each.</li> <li>- May deploy either as a Squad or Dispersed. Dispersed models may be equipped according to the joined unit's profile. If deployed as a squad, continue under this profile.</li> </ul> <p>Up to three Ghosts may replace his lasgun with:</p> <ul style="list-style-type: none"> <li>Flamer - 5 pts</li> <li>Sniper Rifle - 5 pts</li> <li>Heavy Stubber - 5 pts</li> <li>Plasma Gun – 15 pts</li> <li>Melta Gun – 15 pts</li> <li>Heavy Flamer - 15 pts (One per unit)</li> </ul> <p>One Ghost may be replaced with a Ghost Weapons Team equipped with:</p> <ul style="list-style-type: none"> <li>Autocannon - 5 pts</li> <li>Heavy Bolter - 5 pts</li> <li>Treadfether - 10 pts</li> </ul> <ul style="list-style-type: none"> <li>- A single ghost may take a Demo Charge for +10 pts.</li> <li>- One Ghost may take a voxcaster for +5pts</li> </ul>				
<p><b>Wargear:</b></p> <p>Lasgun, Straight Silver, Krak Grenades, Frag Grenades, Camo Cloak.</p>				<p><b>Composition</b></p> <p>3+ Ghosts</p>				

Master Sniper Hlaine "Mad" Larkin, Replace a single Ghost for...

+60 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	5	3	3	1	2	1	7	5+
<p><b>Wargear</b> Straight Silver, Camo Cloak, Las Pistol</p> <p><b>Modified Sniper Rifle:</b> Larkin's specially modified long-las is unlike anything in the regiment, custom modified to compliment his incredible skills as a marksman. <b>Range:</b> 48" <b>S:X AP:</b>4 Heavy 1, Sniper, Poison (3+), <b>Hotshot - Range:</b> 36" <b>S:X Ap:</b>3 Heavy 1, Poison (2+),One Use Only, Concussive</p> <p><b>Special Rules:</b> Ghosts of Tanith, Master Sniper, Wooden Leg, Gereon Survivor, Airburst Special.</p> <p><b>Master Sniper:</b> Larkin is touched by madness and it colors the way he see's the world, but whenever he looks through his scope he see's things for what they really are. It's this peerless vision which makes him the regiment's master sniper. Larkin's shooting attacks are precision shots on a 4+.</p> <p><b>Wooden Leg:</b> Larkin had his foot cut off on Gereon. He accepted only a wooden replica made of nalwood from Tanith. While stylish, is doesn't do a lot for his mobility. Larkin moves always as if moving through terrain and can never fire snapshots.</p> <p><b>Gereon Survivor:</b> Larkin survived the horrible mission to Gereon. While he had his combat ability reduced by his leg injury there, the experience only further enhanced his tremendous shooting ability. He does not benefit from the normal Gereon Survivor bonus, but If in a squad with two or more other Gereon survivors, he may Overwatch at his full BS.</p> <p><b>Airburst Special:</b> Larkin and Brostin may perform an "Airbust Special" attack on an enemy unit which is in range of both of their weapons so long as they are in separate units. The attack has the following profile:</p> <p><b>Range:</b> Special <b>S:</b>4 <b>Ap:</b>5 Heavy 1, Large Blast, Ignore Cover</p>								

# Troops

## Tanith Infantry Platoon

Tanith Platoon Composition: 1 Platoon Command Squad, 2-6 Infantry Squads

Platoon Command Squad: Platoon Commander / Guardsman / Heavy Weapon Team 40 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	5+
3	3	3	3	1	3	1	7	5+
3	3	3	3	2	3	2	7	5+
<b>Wargear</b> <u>Platoon Commander</u> <ul style="list-style-type: none"> <li>- Flak Armour</li> <li>- Lasgun</li> <li>- Las Pistol</li> <li>- Straight Silver</li> <li>- Frag Grenades</li> <li>- Krak Grenades</li> <li>- Camo Cloaks</li> </ul> <u>Guardsman</u> <ul style="list-style-type: none"> <li>- Flak Armour</li> <li>- Lasgun</li> <li>- Straight Silver</li> <li>- Frag Grenades</li> <li>- Camo Cloaks</li> </ul> <u>Heavy Weapons Team</u> <ul style="list-style-type: none"> <li>- Flak Armour</li> <li>- Las Pistol</li> <li>- Straight Silver</li> <li>- Frag Grenades</li> <li>- Camo Cloaks</li> </ul>					<b>Options</b>  Any Guardsmen may be replaced by Ghosts and/or Scouts.  Any Guardsman/Ghost/Scout can replace his lasgun with: <ul style="list-style-type: none"> <li>- Flamer - 5 pts</li> <li>- Sniper Rifle - 5 pts</li> <li>- Heavy Stubber - 5 pts</li> </ul> Two Guardsmen may form a Heavy Weapons Team with one of the following weapons: <ul style="list-style-type: none"> <li>- Heavy Bolter - 5 pts</li> <li>- Autocannon - 5 pts</li> <li>- Treadfether - 10 pts</li> </ul> A single Guardsman/Ghost/Scout may take a demo charge for +15 pts.			
<b>Special Rules</b> Platoon Officer (Platoon Commander Only)					<b>Composition</b> Platoon Commander 4 Guardsmen			

Tanith Infantry Squad: Guardsman / Sergeant/ Heavy Weapon Team

60 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	2	8	5+
3	3	3	3	1	3	1	7	5+
3	3	3	3	2	3	2	7	5+
<b>Wargear</b> <u>Sergeant</u> <ul style="list-style-type: none"> <li>- Flak Armour</li> <li>- Lasgun</li> <li>- Las Pistol</li> <li>- Straight Silver</li> <li>- Frag Grenades</li> <li>- Camo Cloak</li> </ul> <u>Guardsman</u> <ul style="list-style-type: none"> <li>- Flak Armour</li> <li>- Lasgun</li> <li>- Straight Silver</li> <li>- Frag Grenades</li> <li>- Camo Cloaks</li> </ul> <u>Heavy Weapons Team</u> <ul style="list-style-type: none"> <li>- Flak Armour</li> <li>- Las Pistol</li> <li>- Straight Silver</li> <li>- Frag Grenades</li> <li>- Camo Cloak</li> </ul>					<b>Options</b> Up to three Guardsmen may be replaced by scouts or ghosts.  A single Guardsman/Ghost/Scout can replace his lasgun with: <ul style="list-style-type: none"> <li>- Flamer - 5 pts</li> <li>- Sniper Rifle - 5 pts</li> <li>- Heavy Stubber - 5 pts</li> </ul> Two Guardsmen may form a Heavy Weapons Team with one of the following weapons: <ul style="list-style-type: none"> <li>- Heavy Bolter - 5 pts</li> <li>- Autocannon - 5 pts</li> <li>- Missile Launcher - 10 pts</li> </ul>			
<b>Composition</b> Sergeant 9 Guardsmen								

**Special Character Commissars...**

Commissar Viktor Hark, add to Infantry Squad or Platoon Squad for...

55 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	3	9	4+
<b>Wargear</b> Bionic Arm, Plasma Pistol, Carapace Armour, Camo Cloak.  Bionic Arm - Commissar Hark is a hefty man on his own right and his large bionic arm only enhances his natural strength. Range: Melee S:+2 Ap:5								
<b>Special Rules:</b> Stubborn, Summary Execution, Aura of Discipline.								

## Special Character Platoon Commanders...

Captain Shoggy Domor, replace platoon commander for...

+40 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	1	8	5+
<b>Wargear</b> Straight Silver, Camo Cloak, Las Pistol								
<b>Special Rules:</b> Eyes of the Shoggy  <b>Eyes of the Shoggy:</b> Domor's nickname "Shoggy" is a reference to the eyes of a beetle from his homeworld of Tanith, which look a lot like his large bionic eyes. Those very eyes have helped him many times, giving him an advanced sense of sight. He and his unit have the Skyfire, Interceptor and Tank Hunter special rules.								

## Fast Attack

### Scouts of Tanith...

36 pts

Tanith Scouts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	2	8	5+
<b>Special Rules:</b> Trained by the Master.  <b>Trained by the Master:</b> The Scouts of Tanith are perhaps the most important weapon in the Tanith arsenal. Building on the already fine-tuned recon skills of the Tanith, the Scouts have been personally trained by Scout Sergeant Oan Mkoll to lead the regiment in stealth operations. Any squad with a single Scout is granted the Scouts special rule. A second Scout grants Infiltrate. A third Scout grants Shrouding. Additionally, Scouts of Tanith may either deploy as a Squad or Dispersed into other squads according to the instructions in their profile.			<b>Options</b> - May take up to 7 other Scouts for 12 pts each.  - May deploy either as a Squad or Dispersed. Dispersed models may be equipped according to the joined unit's profile. If deployed as a squad, continue under this profile.  Up to three Scouts may replace his lasgun with: Flamer - 5 pts Sniper Rifle - 5 pts Heavy Stubber – 5 pts Plasma Gun – 15 pts Melta Gun – 15 pts  - A single scout may take a Demo Charge for +10 pts.  - The scouts may take defensive grenades for +2 pts per model.  - One Ghost may take a voxcaster for +5pts					
<b>Wargear:</b> Lasgun, Straight Silver, Krak Grenades, Frag Grenades, Camo Cloak.			<b>Composition</b> 3 Scouts					

Scout Sergeant Mkoll, Replace a single Scout for...

+80 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	5	3	3	2	5	3	9	5+

**Wargear**

Lasgun, Las Pistol, Camo-Cloak, Tube Charge, Defensive Grenades, Krak Grenades, Frag Grenades, Straight Silver

**Special Rules:** Master of Stealth, Special Mission Leader, Gereon Survivor, Rending.

**Master of Stealth:** The scouts of the Tanith First and Only learned all they know from this man, and he still exceeds all their ability. He and any squad he is with are granted Move Through Cover, Scout, Outflank, Infiltrate and Shrouding. Additionally he and his squad may re-roll any failed cover saves.

**Special Mission Leader:** Advice was once given to a commander new to the Tanith regiment that Oan Mkoll should be left to his own devices, as he'll work near magical wonders. It is true that Mkolls skills are so personally honed that he often leads resourceful sneak attacks, well-timed outflanks and minor command missions others would think to be impossible. After the mission and deployment zones have been determined, but before any units have been deployed declare that Mkoll is leading a special mission team on one of three assignments:

Outflank – Mkoll, his unit and up to three other units or vehicles form the mission team. Special Mission Team all have the Outflank special rule and must be deployed that way. The Mission Team rolls a single die check to deploy and may re-roll the die to see which table edge the team outflanks on. When deployed, mission team units may move an additional 6".

Recon Recovery – Mkoll, his squad and up to two other units with at least two scouts form the mission team. His recon team have discovered a hidden enemy force and must wait for re-enforcements. After the enemy has deployed, but before infiltrators are deployed, Mkoll and his mission team must be deployed in the no-mans land between the enemy deployment zone and the Tanith deployment zone and no closer than 6" to any deployment zone. If deployed in such a way, the squads may make a single free shot before scout moves are made.

Master of Scouts – Mkoll, his squad and up to three other units with at least two scouts form the mission team. Mkoll directs his Mission Team from the front of the Tanith line. Mkoll may issue orders to these squads as if he were a company commander. Additionally, the Mission Team counts any Run, Charge or difficult terrain rolls less than 3 as 3 so long as they are within command range of Mkoll.

Please note that you need not necessarily run a Special Mission Team. It's entirely up to you.

## Heavy Support

### Tanith Heavy Weapons Platoon...

Platoon consists of 2-6 Heavy Weapon Squads

Tanith Heavy Weapon Teams...

36 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	3	3	3	2	3	2	8	5+
<b>Wargear:</b> Lasgun, Straight Silver, Krak & Frag Grenades, Camo Cloak.			<b>Options</b> Each Heavy Weapon Team must be armed with one of the following: Heavy Bolter +5 pts, Autocannon +5 pts, Treadfether +10 pts.					
<b>Composition</b> 3 Heavy Weapon Teams								

## Characters

### Adjutants

Trooper Beltayn, replace Adjutant for...

+35 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	5+
<b>Wargear</b> Vox Caster, Lasgun, Las Pistol, Camo Cloak, Krak Grenades, Frag Grenades, Straight Silver								
<b>Special Rules:</b> Something's Awry, Master Voxman, Gereon Survivor.								
<b>Something's Awry:</b> Beltayn has a nearly pre-natural ear when listening to his vox caster and it's often been that ear which has clued the Tanith into some enemy plot to undermine them. The enemy suffers -1 to their reserve rolls.								
<b>Master Voxman:</b> Beltayn is the regiment's best vox caster. Orders issued by his company commander never fail.								

Trooper Feygor, replace Adjutant for...

+35 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	4	1	3	1	8	5+
<b>Wargear</b> Vox Caster, Lasgun, Las Pistol, Demo Charge, Krak Grenades, Frag Grenades, Camo Cloak, Straight Silver								
<b>Special Rules:</b> "Look out, sir!", Demo Expert, Gereon Survivor, Flat-Voiced Man.								
<b>Demo Expert:</b> Feygor has Tank Hunter when using Krak Grenades or his Demo Charge.								
<b>"Look out, sir!":</b> Feygor may only use this rule if Rawne is his company officer.								
<b>Flat-Voiced Man:</b> Feygor has a flat, mechanical voice implant after suffering a throat wound. Thus, orders are misunderstood by him on a roll of 6,5 as well as 6,6.								

## Medicae Personelle

Doc Dorden, replace Medicae for...

+45 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	5+
<b>Wargear</b> Medicae Kit, Camo Cloak, Straight Silver, Iaspistol.								
<b>Special Rules:</b> Master Medicae.								
<b>Master Medicae:</b> Dorden grants Feel No Pain (4+) Special Rule to his command squad. Additionally, Dorden's squad may ignore its first failed save if not in assault. Dorden may not fire his Iaspistol.								

Ana Curth, replace Medicae for...

+35 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	4	1	3	1	8	5+
<b>Wargear</b> Medicae Kit, Camo Cloak, Straight Silver, Iaspistol.								
<b>Special Rules:</b> Medicae, Gereon Survivor.								
<b>Superb Medicae:</b> Ana Curth grants Feel No Pain (4+) Special Rule to her command squad.								
<b>Gereon Survivor:</b> Curth was part of the terrible mission to Gereon. She does not gain the typical benefit as her role as the team medic kept her from the much the combat, but she still counts towards the total number of Gereon Mission Survivors and has the Tanith Combat Instinct special rule when with two or more Gereon Survivors.								

## Company Commander Special Characters

Major Gol Kolea, Replace Company Commander for...

+50 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	3	3	3	9	5+
<b>Wargear</b> Lasgun, Camo-Cloak, Frag Grenades, Krak Grenades, Straight silver.							<b>Warlord Trait</b> Master of the Vanguard.	
<b>Special Rules:</b> Hero of Vervunhive, Bravery in the Heat of War.								
<b>Hero of Vervunhive:</b> Nominate a single Tanith infantry platoon - for the remainder of the game, that platoon is from Kolea's hive city Vervunhive. Units from that platoon may use Kolea's LD for any relevant test. Additionally, any orders issued by Kolea to squads from that platoon automatically pass.								
<b>Bravery in the Heat of War:</b> Kolea has been known to run through enemy fire without a thought for his personal well-being. Once per battle in the controlling players movement phase Kolea and his unit may move an extra 3", and immediately recover from Go To Ground.								

## Special Character Ghosts...

Sergeant Ceglan "Ceg" Varl, Replace a single Ghost for...

+40 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	5+

### Wargear

Lasgun, Straight Silver, Camo Cloak, Krak Grenades, Frag Grenades, Las Pistol.

**Special Rules:** Ghosts of Tanith, Bionic Shoulder, In Good Humor, Gereon Survivor.

**Bionic Shoulder:** Varl has a bionic shoulder after surviving a wound. This grants him Feel No Pain (6+) as well as +1 strength when charging.

**In Good Humor:** Varl is one of the most well-liked troopers in the regiment and can crack a joke even in the bleakest of circumstances. His unit may re-roll failed moral checks.

Flame-Trooper Brostin, Replace a single Ghost for...

+40 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	3	3	4	1	3	1	8	5+

### Wargear

Heavy Flamer, Straight Silver, Camo Cloak, Krak Grenades, Frag Grenades, Las Pistol

**Special Rules:** Ghosts of Tanith, Say Hello to Mr. Yellow, Airburst Special, Gereon Survivor.

**Say Hello to Mr. Yellow:** Brostin is a shameless pyromaniac. Brostin may re-roll failed to-wound rolls when making ranged attacks with his heavy flamer. Furthermore, he may use his flamer as a two-handed weapon to make a single attack in assault with the following profile:

**Range:** Melee **S:+2 Ap:4**

**Airburst Special:** Brostin and Larkin may perform an "Airburst Special" attack on an enemy unit which is in range of both of their weapons so long as they are in separate units. The attack has the following profile:

**Range:** Special **S:4 Ap:5 Heavy 1, Large Blast, Ignore Cover**

“Try Again” Bragg, Replace a single Ghost for...

+20 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	2	4	3	1	2	1	8	5+
<p><b>Wargear</b> Autocannon, Camo-Cloak, Frag Grenades, Krak Grenades, Straight Silver</p> <p><b>Option</b> May replace his Autocannon for a Heavy Bolter for free or a treadfether for +15 pts. May take a loader for +10 pts, granting him +1 W and +1 A, but his model base must then be a standard heavy weapon team base.</p>								
<p><b>Special Rules:</b> Ghosts of Tanith, Strong as an Ox, Try Again Bragg.</p> <p><b>Strong as an ox:</b> Bragg may move and fire his weapon.</p> <p><b>Try again, Bragg!:</b> “Try Again” Bragg is aptly nicknamed, often needing a second shot at hitting anything with his big cannon or treadfether. Whenever Try Again Bragg fires, he fires twice.</p>								

### Infantry Platoon Special Characters

Captain Ban Daur, replace Platoon Commander for...

+45 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	5+
<p><b>Wargear</b> Straight Silver, Camo Cloak, Lasgun, Las Pistol, Frag Grenades, Krak Grenades</p> <p><b>Special Rules:</b> Hold the Line, Efficient and Reliable.</p> <p><b>Hold the Line:</b> Ban Daur is a reliable and capable leader. His infantry line does not easily buckle against enemy pressure. He, his squad and any squad from his platoon with a model within 6” of his squad has the special rule Stubborn.</p> <p><b>Efficient and Reliable:</b> Ban Daur has a natural capability to organize a command unit and it shows off in his squads fighting ability. Any model which has not moved fires a lasgun or las pistol one extra shot.</p>								

Sergeant Agun Soric, replace Platoon Commander or Sergeant for...

+70 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	5+

**Wargear**  
Straight Silver, Camo Cloak, Lasgun, Las Pistol, Frag Grenades, Krak Grenades

**Special Rules:** Message Ball, Platoon Commander.

**Message Ball:** Agun Soric is a latent, untrained psyker who receives messages of the future in an impossible message ball. These messages, written in his own hand writing, have accurately predicted an attack which would have killed his friends – allowing him to save their lives.

Because Agun Soric is an untrained psyker, he has a mastery level of 0. Each turn, Agun Soric must roll a LD test as if he were casting a psychic power. If he fails, he takes a S3 hit, even if the result is a Perils of the Warp check.

Agun Soric may, however, issue a single order during the enemies turn rather than his own. He may do this as many times as he wishes. Each time he issues an order in the enemies turn he permanently loses -1 from his Ld. If his Ld drops below 4 his mental state drops to an unhealthy level and he begins to hear and see the warp; remove him as a casualty.

Junior Commissar Nahum Ludd, add to Infantry Squad or Platoon Squad for...

+25 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	5+

**Wargear**  
Straight Silver, Camo Cloak, Las Pistol, Frag Grenades

**Special Rules:** Gaunt's Pupil, On The Wire.

**Gaunt's Pupil:** While Ludd is not the most inspiring of Commissars, the regiment knows and respects that he holds similar authority to Gaunt. Any unit within 6" of Ludd may re-roll their first failed morale check.

**On the Wire:** While Ludd lacks experience and self-confidence, he often rises to the occasion in do-or-die situations. This last-minute bravado has meant the difference between victory and defeat on more than one occasion. If Ludd is alive by the end of the mission, and his unit either is within 6" of an objective or has scored a kill point this mission, on a 4+ he awards an extra victory point.

Commissar Blenner, add to Infantry Squad or Platoon Squad for...

+25 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	2	8	5+
<p><b>Wargear</b> Straight Silver, Camo Cloak, Bolt Pistol, Frag Grenades</p> <p><b>Special Rules:</b> Exaggerated Heroics.</p> <p><b>Exaggerated Heroics:</b> Blenner has an impressive legend which is severely over-embellished, and partially by himself. While he does often rely on that reputation to maintain his own bravado, when tested Blenner can be broken like other men. Blenner and his unit is fearless. However, after their first automatically passed morale check or pinning test, the squad loses the fearless benefit.</p>								

## Family Criid

Sergeant Tona Criid, replace Tanith Veteran, Guardsman or Platoon Commander...

+40 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	3	3	9	5+
<p><b>Wargear</b> Lasgun, Straight Silver, Camo Cloak, Krak Grenades, Frag Grenades, Las Pistol</p> <p><b>Special Rules:</b> Hive Ganger, Gereon Survivor, Latent Psyker, Platoon Commander.</p> <p><b>Hive Ganger:</b> Criid was once a vicious hive ganger of Vergast - how far she's come, to become a platoon leader. She and her unit have the Tanith Combat Instinct.</p> <p><b>Latent Psyker:</b> Criid is a latent psyker with mild precognition. She has a 5+ invulnerable save.</p> <p><b> Lover and Mother:</b> If Criid is in a squad with her son Dalin or her lover Caffran, she gains Counter Attack. Should either fall on the battlefield, she gains Preferred Enemy against that unit and shoots at the unit with BS 5.</p>								

**Sergeant Dermon Caffran**, replace Tanith Veteran or Sergeant...+35pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	2	9	5+
<p><b>Wargear</b> Lasgun, Straight Silver, Camo Cloak, Krak Grenades, Frag Grenades, Las Pistol</p>								
<p><b>Special Rules:</b> Go-lucky, Stubborn, Promising Leader, Father and Lover.</p> <p><b>Go-lucky:</b> Dermon Caffran has a habit of being at the right place at the right time. Once per battle, at the beginning of yours or your enemies turn declare Caffran is testing his luck and roll a D6. If a 4+ is rolled, Caffran may re-roll his next missed hit, failed wound, failed save or force an enemy to re-roll a successful armour save against his attack.</p> <p><b>Promising Leader:</b> Caffran is one of the youngest sergeants in the regiment and is already a candidate for further officer training. After all other orders have been issued, Caffran may issue a single order to his own squad as if he was a Platoon Commander.</p> <p><b>Father and Lover:</b> If Caffran is in a squad with his son Dalin or his lover Criid, he gains Counter Attack, +1 Ws and +1 A. Should either fall on the battlefield, he gains Preferred Enemy against that unit and shoots at the unit with BS 5.</p>								

**Trooper Dalin Criid**, replace Tanith Veteran or Guardsman for...

+10 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	5+
<p><b>Wargear</b> Lasgun, Straight Silver, Camo Cloak, Frag Grenades, Las Pistol</p>								
<p><b>Special Rules:</b> Ghosts of Tanith, The Regiment's Child, Son of Caffran and Criid.</p> <p><b>The Regiment's Child:</b> Dalin Criid is the youngest member of the regiment. He's travelled with the regiment since he was a child - now that he is old enough to serve most in the regiment see him as a symbol of youth within the regiment. He counts as a platoon banner.</p> <p><b>Son of Caffran and Criid:</b> If Dalin is in a squad with his father Caffran or his mother Criid, he gains Counter Attack, +1 Ws and +1 A. Should either fall on the battlefield, he gains Preferred Enemy against that unit and shoots at the unit with BS 4.</p>								

**Caffran and Criid's Weapons Team**, replace any heavy weapons team for... **+90 pts**

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	3	3	5	9	5+
<p><b>Wargear</b> Lasgun, Straight Silver, Camo Cloak, Krak Grenades, Frag Grenades, las pistol, Treadfether, Krak Grenades.</p>								
<p><b>Special Rules:</b> Hive Ganger, Two as One, Go-lucky, Gereon Survivor, Latent Psyker, Platoon Commander, Tank Hunter.</p> <p><b>Hive Ganger:</b> Criid was once a vicious hive ganger of Vergast - how far she's come, to become a platoon leader. She and her unit have the Tanith Combat Instinct.</p> <p><b>Two as One:</b> If Caffran and Criid are taken as a weapons team, they may not also be taken individually.</p> <p><b>Go-lucky:</b> Dermon Caffran has a habit of being at the right place at the right time. Once per battle, at the beginning of your or your enemies turn, declare Caffran is testing his luck and roll a D6. If a 4+ is rolled, they may re-roll his next missed hit, failed wound, failed save or force an enemy to re-roll the next successful armour save against his attack.</p> <p><b>Latent Psyker:</b> Criid is a latent psyker with mild precognition. They have a 5+ invulnerable save.</p> <p><b>Parents:</b> If in a squad with Dalin Criid, they get +1 Ws and A. If Dalin Criid falls on the battlefield, they gain Preferred Enemy against the killing unit and shoots at that unit with BS 5.</p>								

**Scout Special Characters**

**Scout Simen Urvin "Mach" Macharius "Lucky" Bonin**, Replace Scout for... **+50 pts**

Ws	Bs	S	T	W	I	A	Ld	Sv
4	4	3	3	1	4	2	9	5+
<p><b>Wargear</b> Lasgun, Las Pistol, Camo-Cloak, Krak Grenades, Frag Grenades, Straight Silver</p>								
<p><b>Special Rules:</b> Trained by the Master, Born Under a Lucky Star, Gereon Survivor.</p> <p><b>Born Under a Lucky Star:</b> Bonin was once told by his mother that he was born under a lucky star. This must be true as the amount of close-calls this man has lived through is well in excess of what any human should be expected to survive. Bonin's unit may outflank. Additionally, if Bonin is killed, place his model in its side. At the beginning of the next movement phase roll a D6 - on a 4+ he stands up again and rejoins his unit. If his unit has since been destroyed, either place him as a single surviving member of his squad (becoming an independent character) or automatically join him with a friendly unit within 6".</p>								

Scout Mkvenner, Replace Scout for...

+45 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
5	4	3	3	1	4	3	9	5+
<b>Wargear</b> Lasgun, Camo-Cloak, Krak Grenades, Frag Grenades, Straight Silver								
<b>Special Rules:</b> Trained by the Master, Lost Tanith Fighting Art.								
<b>Lost Tanith Fighting Art:</b> Scout Mkvenner is said to know the secret lost fighting art of a tribe of deadly warriors who perished on Tanith. In addition to his improved fighting stats he fights against opponents on the same initiative step as if he were one step higher. He also fights with a melee AP of 5 and with a 4+ invulnerable save (only in close combat, of course).								

Scout Caober, Replace Scout or Platoon Commander for...

+40 pts

Ws	Bs	S	T	W	I	A	Ld	Sv
3	4	3	3	1	4	2	9	5+
<b>Wargear</b> Lasgun, Las Pistol, Camo-Cloak, Krak Grenades, Frag Grenades, Straight Silver								
<b>Special Rules:</b> Trained by the Master, Platoon Commander, Second in Command.								
<b>Second in Command:</b> Caober is thought to be one of the most skilled scouts in the regiment, next to Bonin and Mkoll. He even led the Scouts while Mkoll was thought to be dead on Gereon. He may issue orders to his scout squad as if he were a company commander.								

## What's to Come

I want to build this to be bigger and better over time. I want it to be about the Tanith and the whole of their operations in the Sabbat Worlds crusade. So over time I'm going to create:

- Special Crusade Advisor characters from the novels, including familiar enemy and ally regiments, the Saint, Lugo, Sturm, Van Voytz, Biota and perhaps Macaroth himself.
- Special ally lists for the Tanith consisting of famous units, heroes and space marines presented in the greater story world relating to the Sabbat Crusade (Iron Snakes? Phantine ace pilots? Famous Inquisitors?)
- Special allies for enemies of the Tanith to use when they're stuck fighting a Tanith list (The Nine? Blood Pact? Heritor Asphodel?)
- Special scenario battles from the books (Attracted by the light of the Risen Saint on Hagia, a terrible Tyranid splinter fleet descends on Hagia and the Ghosts must defend her?)
- Fluff entries (If tactful, considering the copywritten nature of the materials here-in)
- Photos of well painted Tanith units volunteered by owners? Well, a man can dream, can't he...