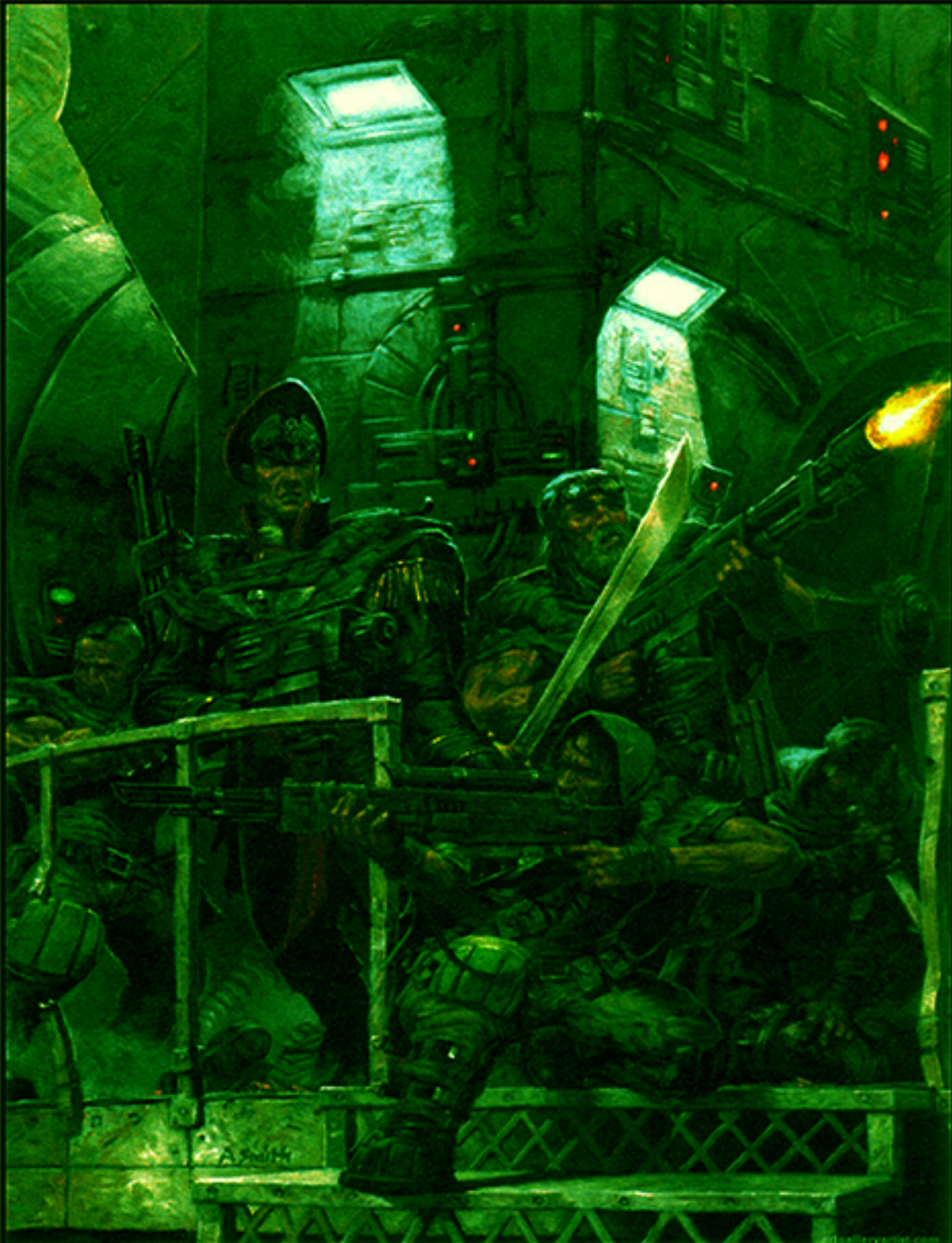




WARHAMMER
40,000

FAN CODEX

TANITH
FIRST AND ONLY





Gaunt's Ghosts.

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

**The series chronicles the efforts of the
Tanith First-Aid-Only during the Sabbat
Worlds Crusade. Following the main protagon-
ist Colonel-Commissar Ibram Gaunt as
well as members of his regiment, such as,
Colonel Colm Corbec, Major Elim Rawne,
Sniper Hlaine Larkin, Brin Milo, Scout
Sergeant Mkoll.**

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

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



TANITH FIRST AND ONLY



HE WILL MAKE GHOSTS OF THEM ALL

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Introduction

The Tanith First and Only are an elite stealth regiment who take their name from a dead world. Led by the indomitable Colonel-Commissar Ibram Gaunt they tread a path of glory along the Sabbat Worlds crusade leaving innumerable Arch Enemy corpses in the dust behind them.

The Tanith often think back to their dead world in the quiet between the battles they fight. When they do so they remember wild forests where the trees uprooted themselves and roamed. They remember blue skies and peaceful days. They remember the firestorm which fell from that sky and swept all life from their home. There were three regiments originally founded upon that world but on the day Tanith died their leader could save only enough to form a single regiment – thus they are the First and Only regiment Tanith will ever offer in tithe to the Imperium.

For Tanith, For The Emperor

The Tanith First and Only is an army of heroes and allies. At first glance they appear only to be Guardsmen, but hidden among the ranks are heroic troopers nicknamed Ghosts and superbly trained front-liner Scouts. On top of these, a wealth of character options, fire-teams and crusade allies make the Tanith First and Only a very flexible list with a number of different offensive and defensive strategies to make them competitive against any foe they may face on the field of war.

Why a Tanith First and Only Codex?

Diehard fans of the series love the idea of framing the minute details of their favourite regiment of the Imperial Guard within the rules of Warhammer 40K. But there are minimalists who do not understand why one should undertake such a romantic quest.

First and foremost: it simply isn't satisfying enough to be minimalist to any romanticist. It's not enough just to field units with camo cloaks – it's the character, tactical paradigm and command structure of the Tanith First and Only which I love and want to capture.

It is for these purposes that I make this codex. And it doesn't hurt that I enjoy working on projects such as this. So if while reading this codex you cannot figure out why one should take the time to write up lengthy rules for the cast of characters and sets of strategies which sets this regiment apart from any other – this codex is not written with you in mind. If you *do* understand and desire this then this codex was made for you, my friend. Enjoy!



The Sabbat World Crusade

The Sabbat Worlds Crusade had been an ongoing operation a decade before the fall of Tanith and the rise of the Tanith First and Only. The vast region had, since 600.M41, been suffering under greater and greater Chaos dominance, but it was not until 754.M41 that the High Lords of Terra approved the petition of then Lord Militant Slaydo to undertake one of the vastest crusade since the founding of the Imperium, one that he would not live to complete.

Slaydo was already a famed military leader by the time he engaged in the Khulan wars in 752.M41. He assembled the 9th Division Pacificus in that war and lead it victory with a combination of masterful charisma, combat prowess and strategic genius. Each faculty is rare and found in only prized commanders and Slaydo possessed all three qualities. It was these qualities, combined with the efficacy of his proposal *A Reasoned Approach to the Reconquest of the Sabbat Territories* which ultimately convinced the High Lords of Terra to declare Slaydo Warmaster of the greatest crusade to be launched since the Macharian Conquests.

The Opening Gambit

Warmaster Slaydo did not wade into war unprepared. He spent nearly two years preparing his opening moves, assembling his force and organizing his movements before officially launching his campaign. By the end of this period of preparation he had assembled a vast army including over a billion Imperial Guardsmen, contributions from six Space Marine chapters, formidable war machines from the Titan legions and a sizable supporting force of Adeptus Mechanicus. Then on the 266th day of 755.M41 he would issue the simple and short command that would launch decades of war and death.



“To all Militant Commanders, the signal is given.
The signal is Advance, effective immediately.
May the Emperor protect us.”

Warmaster Slaydo
266th Day of 755.M41

Operation Red Drake

Before the war had begun in earnest Warmaster Slaydo had made a number of observations and assumptions around which he based his opening strikes. The Arch Enemy forces were firmly entrenched upon dozens of well-fortified worlds. He analogized an all-out invasion of these territories as trying to knock down a stone wall with a hammer. Rather than engage the whole of the Chaos territory he targeted a few select worlds with mobile strike-forces. This Operation Red Drake found its name from the Serrian Redrake, a many-headed snake which would attack and poison several targets at once. He hoped that the Chaos forces would be disorganized and slow to respond to the Imperial attack, given the tribal origins of the enemy leader Archon Nadzybar and his armies.



Operation Redrake had four objectives. The first was to catch the Arch Enemy unaware with a series of swift surprise attacks. The second was

to prevent counter-attacks upon the Imperial fleet. The third was to establish a beachhead upon which a main base could be established. The final was to open with a decisive victory to bolster his own forces morale.

Slaydo and his entourage of tacticians and Lord Militants considered and rejected over thirty different attack plans before settling on the first four worlds in the Newfound Trailing to be captured in the name of the Emperor and Saint Sabbat: Indrid, Formal Prime, Long Halent and Onscard.



Lord Militant Hechtor Dravere

Slaydo left the conquering of Long Halent and Onscard to the pompous Lord Militant Dravere who took those worlds with relative ease. Indrid was entrusted to Lord Militant Cybon and was a far more hard-fought battle than Dravere's. It took a year to complete and ended in an orbital bombardment. Formal Prime, a hive world of strategic importance, was a task Slaydo set himself to personally; a task which would dash his hopes of fighting a campaign against a disorganized foe.

Formal Prime

Slaydo planned to take Formal Prime after six weeks of combat, but was stalled there for eleven weeks. He expected to fight an incompetent commander, some tribal leader whose zeal and fury did not match his skill at command. Instead there he met the first of the able Magisters of Archon Nadzybar, one Shebol Red-Handed and her brazen cult, the Charismites. There in the labyrinthine hive cities of Formal Prime the Imperial Guard forces were bogged down against wave after wave of organized Chaos troopers. It was calculated that during the worst of the fighting 200 Imperial Guard casualties were suffered for every meter of ground gained.

"Show me men who know how to fight!"

Warmaster Slaydo, to his men

"Follow me to the morgue, sir, and I'll show you plenty."

Future Warmaster Macaroth, in response

As the fighting entered its eleventh week Slaydo became frustrated with the slow momentum of his forces. He pulled back his Imperial Guard and deployed a detachment of White Scar Space Marines who firmly obliterated the Chaos forces.

A Toast to Death

In the aftermath of Formal Prime, Warmaster Slaydo held a victory dinner for himself and his inner circle of forty-eight officers, commissars and tacticians. There, during the celebrations, Warmaster Slaydo's disposition seemed to get gradually sadder and more reserved. Eventually he expressed to those gathered his sorrowful belief that he would not survive to see his campaign fulfilled. At that point during the feast

he asked them all to make a blood oath. One by one those men gathered, including a young Commissar Gaunt, sliced open their palms and clasped hands with the Warmaster, promising to carry on the crusade even after his death and to liberate all those worlds for which the Saint had long ago sacrificed her life to conquer.



The Bloody Path to Balhaut

After establishing a base of command on the newly liberated worlds Slaydo pushed out into the Newfound Trailing. The ultimate goal between establishing his beachhead and victory was for Slaydo the liberation of future funeral world Balhaut. But between his initial victories in 756.M41 and the liberation of Balhaut in 765.M41 Slaydo would have to revise his predicted liberation date no fewer than thirty-seven times.

In the Newfound Trailing Slaydo found himself facing three different categories of enemy resistance. Upon some worlds he would face entrenched forces often numbering in the millions. Around these objectives were roaming warbands of retreated forces from the Redrake operation, often targeting supply bases or transport convoys. Finally there was the counter-attack forces personally marshalled by Archon Nadzybar, an unpredictable and mobile force which forced eight significant fleet engagements in the year 756.M41 alone.

Operation Newfound

Slaydo proves himself a military genius, fluidly orchestrating his campaign such that multi-element forces worked in tandem to counter actively any threat which the Imperial Forces faced. But such was the fierceness of enemy resistance that combined-arms assaults were regularly needed to achieve victory. Titan forces were instrumental in the capture of Ashek II, Iron Snake Space Marines in the capture of Amboid Eleven and no less than the combined effort of Guard, Titans, Marines and Navy were necessary to wrestle Sverren from Chaos' grip.

On other worlds the unpredictable nature of Chaos yielded disastrous results. On Fornax Eleven, an entire population of Imperial citizens, an occupying Imperial Guard force and a Lord General disappeared mysteriously. When Iron Snakes Space Marines deployed to investigate they found a massive daemonic incursion which they struggled greatly to defeat. Meanwhile, the final planet to be liberated – Cociaminus – would thirteen years of gruelling warfare to be liberated.

Archon Nadzybar's Counter-Assault

Initially Warmaster Slaydo underestimated the political and tactical wit of his enemy, Archon Nadzybar. Such was his favour in the eyes of the Gods of Chaos that his lifespan had already been unnaturally extended. By the time the crusade had begun Nadzybar was already a hundred and twenty years old and his cadre of vicious, genius luitenants each fielded vast forces of obedient cult-troopers.

Each time Slaydo felt he had an opportunity to push the crusade into the heart of the Newfound Trailing and take Balhaut, Nadzybar would launch an ambitious, unexpected

counter-assault. In one case his forces, lead by himself and Magister Sholen Skara, nearly reclaimed Sverren. It was only through a year-long counter assault that the Chaos forces were pushed off Sverren for good.

But it would ultimately be Nadzybar's underestimation of Slaydo which would prove his undoing. In 760.M41 the Archon attempted to lure Imperial Forces towards his world of Fabia in what would be famously referred to as the Fabian Rouse. Slaydo, being a master of subterfuge, responded by sending out a series of false-positives which lead Nadzybar to believe that a vast Imperial force was moving on Fabia. On 763.M41 the Archon moved his primary attack force to Balhaut in order to refuel and re-arm before moving out to Fabia, only to find himself surrounded by Slaydo and his crusade force. On 765.M41 Slaydo finally launched the assault he had been working towards that bloody decade, the assault which would prove to be his death.

"How many times have we stood here, you and I, surveying the field before battle? How many times have we won? How many times must we lose to have lost all those victories and promises of victory? Once, old friend. Once. Once. Once."

-- Warmaster Slaydo, to an aide

"Stand your ground!" Slaydo called back to them. He couldn't spare them a moment's glance, such was the Archon's ferocity. "I am the Emperor's will! I am the sword of His blessed Saint!"

The Battle of Balhaut

Twenty-one hours after Slaydo commenced his assault on Balhaut dominance over the planets orbit was achieved. He personally led the nine-pronged assault in what was the largest single military assault since the beginning of the crusade. Here, in the cities of Balhaut heroes would be lost and heroes would be made.

The cities, especially Balopolis, would prove to be the bloodiest of the battlegrounds of Balhaut. There the leading commander, General Currell would be removed from the field wounded after two days of fighting. Over the next en hours later two more Imperial commanders were killed. Seniority fell to Commander Macaroth then, which prompted Slaydo to promote him to Marshal. Shortly after assuming command Macaroth turned what appeared to be a loss in the making into certain victory.

Slaydo himself led the fight into the thickest regions. His armies faced directly against Nadzybar and the Archon's three lieutenants Heritor Asphodel, Khul Kolesh and Sholen Skara. They defended the Oligarchy Palace for ten days against Slaydo's relentless assault.

White Scars Space Marines proved to be the final punch that pushed through Chaos lines, slaying Kolesh and his forces. Silver Guard Space Marines launched a second wave against the forced of Heritor Asphodel, who counter attacked with a number of lumbering war machines aptly named Woe Machines.

An Imperial Armour and Artillery assault pushed against the Woe Machines, annihilating them one by one, defended by the Silver Guard and their Chapter Master who refused to retreat.



The final Chaos position outside the Oligarchy High Palace was overwhelmed and blown open by the ice-world Imperial Guard regiment the Hyrkan 8th and their commissar, Ibram Gaunt.

Following this Warmaster Slaydo led a strike force into the Oligarchy High Palace. There he met Archon Nadzybar in personal combat. Though the Archon landed a fatal blow, severing Slaydo's femoral artery, the old Warmaster held his ground. An eleven minute exchange of furious blows ended with Nadzybar's head rolling off his shoulders.

Gaunt's Rise and the Fall of Tanith

Slaydo, on his deathbed, issued a few critical promises and promotions. To Marshal Macaroth he intrusted inheriting the role of Warmaster, much to the discontent of many Lord Militants who questioned the young Marshals inexperience. Commissar Gaunt, in reward for his service with the Hyrkan 8th, was promoted to Colonel-Commissar. He was ordered to the forest world of Tanith, tasked with raising the first Imperial Guard regiments from that world. Slaydo also made him a promise: the first world he managed to conquer with the Tanith would be his world.

Gaunt accepted this promotion, but when he arrived on Tanith and surveyed the three light-infantry regiments he was to supervise the growth of he found himself displeased with the position. These were ill-disciplined, tattooed, ragged woodsmen with little battlefield experience, absolutely nothing like the Hyrkans he had the pleasure of fight alongside before-hand. It was his goal to whip the regiments into shape and transform them into proper bloody guardsmen, but it would not be upon the world of Tanith that he would have this opportunity.

Warmaster Macaroth, much in the spirit of the former Warmaster, planned an even more ambitious second-phase to the crusade. He moved his Crusade armies in a spiral advance inward to a system of worlds called the Cabal worlds. Though he was criticized for over-reaching, he was able to keep a hold of the massive movement and co-ordinate the many fronts quite fluidly.

But one counter-reaction to the Warmaster's sudden change of tactics was the opening of several space-lanes into friendly worlds. Splinter

fleets fleeing the defeat at Balhaut managed to find their way through to several Imperial worlds. One such world was Tanith.

As Chaos forces bore down upon the helpless forest world of Tanith, soldiers from the three regiments begged to stay and resist. But Gaunt made a swift decision, through his loyalty to the Crusade, to Slaydo and to the Emperor to take the Tanith survivors and flee the planet. There were not many, perhaps sight-thousand survivors from the three regiments, none of whom were officers, and only one citizen.

This choice to flee rather than to fight incensed many of his new regiment. Others saw the wisdom in his actions and saw fit to forgive him. Both groups within the Tanith found representation – the first with a hostile ex-smuggler named Elim Rawne, and the second in a hearty old boxer named Colm Corbec. They approached Gaunt simultaneously to discuss with him the issues those parties had with him. Gaunt's reaction was to promote Colm Corbec to Colonel and second-in-command, and to promote Rawne to Major and third-in-command.

Thus was lost Tanith, and born the Tanith First and Only.

I left my homeworld the night it died, and I've been fighting for its memory ever since. We Tanith are a dying breed. Gaunt only got away with enough for one regiment. The Tanith First. The First-and-Only. That's what makes us 'Ghosts', you see. The last few unquiet souls of a dead world. And I suppose we'll keep going until we're all done.

-- Sergeant Dermon Caffran

Gaunt's Ghosts

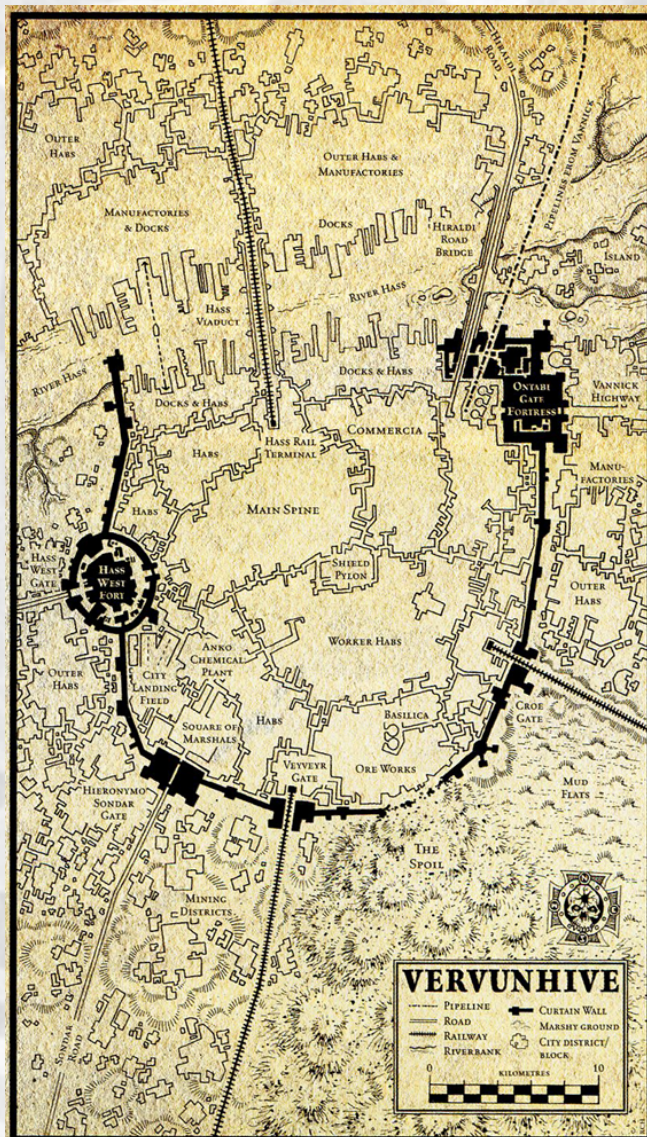
It was not long after that Gaunt abandoned his original assessment of the Tanith being “a scrawny, scruffy mob of soft-voiced woodsmen”. During their first deployment on Blackshard, the Tanith demonstrated their exceptional scouting skills in never getting lost regardless of the battlefield confusion. Generations of living in forests where paths dissolved yearly thanks to trees uprooted, roamed and then replanted them made them extremely adept navigators. Besides that their stealth skills gave them an edge Gaunt did not expect, an edge which prove them a hearty enemy for any foe – heretic, marine or Ork alike.

It was on Blackshard that the regiment's master sniper, Hlaine "Mad" Larkin, coined the term "Gaunt's Ghosts". Colonel Corbec re-enforced this view, stating that Gaunt's decision to leave Tanith to its fate "made ghosts of them, hollow echoes."

The Siege of Vervunhive

After several successful missions on the planets of Caligula, Menzanoid Epsilon, Voltemand, Monthax and Fortis Binary, the Ghosts arrived upon the hiveworld Vergast as part of a larger crusade force to defend its primary city of Vervunhive.

The Siege of Vervunhive was to be a quick ordeal, certainly a career-maker for the ambitious General Noches Sturn who took command of the four fighting groups in Vervunhive. But what was to be a few weeks of resistance against a minor rebellion from an opposing hive city turned out to be a full-blown invasion force led by Heritor Asphodel himself.



As war breached the city walls, citizens and militia remnants formed so-called scratch companies, some of which would prove invaluable during key battles. Some hard-working citizens would find themselves becoming heroes, giving new honour to names like Gol Kolea, Agun Soric or Tona Criid. Where the Tanith First and Only and the Scratch Companies fought side-by-side, the Tanith were alight as kindling by the chance to help these brazen people fight for their home, a chance each of them wished they had when they lost their home to the firestorm.

Though the long campaign had its disastrous moments, including the cowardice and imprisonment of Noches Sturn, Gaunt met Heritor Asphodel inside his woe machine and put an end to the invasion when he plunged the legendary Vervunhive power-sword, the Sword of Heironymo Sondar, into the Magister's chest.

Warmaster Macaroth came to Vergast to survey the aftermath of the war. He decreed that the damage done to Vervunhive was too much to warrant its rebuilding, but offered the *Act of Consolation* to the citizens and soldiers of Vervunhive. Many of them took that opportunity and were enlisted into the Guard, many of their best and most heroic into the ranks of the Tanith First and Only, forging a friendship and a rivalry which would serve only to enhance the regiments battle skills.

"I am an Imperial commissar. I will enflame the weak, support the wavering, guide the lost. I will be all things to all men who need me. But I will also punish without hesitation the incompetent, the cowardly, and the treasonous."

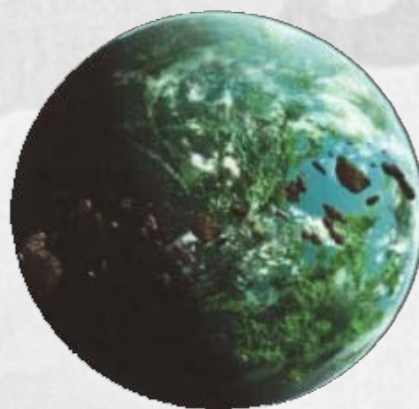
--Colonel-Commissar Ibram Gaunt

Gereon

After a number of successful missions on Magia, Axe Cardinal and Herdor, Gaunt was tasked with a risky suicide mission to the Chaos-held world of Gereon. Gaunt was asked to assemble a small team to go to that world, knowing that they would likely never return. He picked a team of his best: Major Rawne, Scout-Sergeant Mkoll, Scout Mkvenner, Scout Bonin, Flame-Trooper Brostin, Sergeant Criid, Sergeant Varl, Master Sniper Larkin, Trooper Feygor, Trooper Beltayn and Surgeon Ana Curth.

There they would have to meet up with the resistance there on Gereon and convince them to aid them in their desperate task of finding a traitor general whose mind-locked secrets were at risk of being plundered by Magister Anakawar Sek and his elite Sons of Sek.

Miraculously Gaunt's team would make it through the mission without a casualty, despite having gone up against a twisted lightning-fast Lifeward, a squad of elite Chaos Space Marines, hollow-armour daemonic Wirewolves, floating incandescent psychic glyphs and a host of other enemies. Following the mission they would spend a year and a half on Gereon rebuilding and improving the resistance there, opening up the planet for an eventual liberation.



The 81st/1st Recon

Thanks to the mission to Gereon the Tanith First and Only would find themselves without their top commanders, sergeants, sniper and scout. Lost and battered after long years of warfare they would be merged on the planet of Anceron Sextus with the Belladon 81st regiment, forming together the 81st/1st Recon.

This new influx of troops would prove to be overly beneficial to both regiments. Belladon commanders were charismatic and positive and their regimental commander, Colonel Lucian Wilder, would do his genuine best to make a smooth transition for both regiments. Despite being a regiment of scouts, the Belladon would choose to learn a few things from the Tanith, such as wearing camo cloaks, or picking up the tricks-of-the-trade that Mkoll had taught the Tanith Scouts.

In the mountain-cities of the Spardash Mons they would fight together against a regularly receding enemy. As Lucian Wilder fights to maintain the regiments cohesion, his fight becomes even more complicated when word comes that Gaunt and his team have miraculously returned from their mission to Gereon.

After a rigorous examination to prove Gaunt's team's purity, there being great concern that almost two years on a Chaos world would bring taint, High Command would make the decision not to return Gaunt to his regiment, though the rest of the survivors would be cycled back into the 81st/1st. Scarred by the horrible living conditions on Gereon, and honed by the desperate necessity of such underground living the Ghosts would return quietly, seemingly shades of their former selves.

Their experiences on Gereon gave them an intuition for the mechanations of Chaos and as the battle for Anceron Sextus waged, Gaunt, Rawne and Mkoll would all come to conclusions which, when combined, would reveal a terrible Chaos plot that would overwhelm the massive crusade forces gathered there. High Command would decide then to bombard the world from orbit, leaving a window of time for the gathered regiments to retreat. Gaunt would then return to his regiment with his new young aid Junior Commissar Nahum Ludd and lead them on an effective counter attack before being one of the last regiments to escape. Following that, Gaunt would re-instate the regimental identity of the Tanith First and Only.



Novels by Dan Abnett

The Tanith First and Only play many vital roles throughout the Sabbat Worlds Crusade. There are thirteen novels written thus far and at least one more on the way. These books can be broken down into four story archs: The Founding, The Saint, The Lost and The Victory. There are also supplementary publications which flesh out the Sabbat Worlds and the parties warring there. All these descriptions are taken from Lexicanum.

The Founding

First and Only - First and Only begins on the Forge world of Fortis Binary, where Colonel-Commissar Ibram Gaunt leads the Tanith First and Only in disrupting an important Chaos ritual. The Ghosts later become involved in a plot by Lord High Militant General Dravere that has the potential to destroy the Sabbat Worlds Crusade.

Ghostmaker On the world of Monthax, the Tanith First and Only find themselves fighting against not only Chaos cultists, but also the environment and even their very perceptions. Interspersed throughout this narrative are multiple tales of their previous campaigns, from the unit's very inception, highlighting both individual members of the regiment and the ways in which it has changed over the intervening time.

Necropolis - During the Sabbat Worlds Crusade, on the planet of Verghast, the vitally important Hive City of Vervunhive comes under siege from the neighbouring hive of Ferrozoica. The Hive leadership's pleas for Imperial assistance are answered by a small task force, including the Tanith First and Only. Soon after they have landed, it becomes clear that Ferrozoica has

been corrupted by Chaos, which has mobilized the entire hive population into an army several million strong.

The Saint

Honour Guard - The Tanith First and Only are in conflict on the Shrine World of Hagia against a cultist army, the Infardi. After the failed taking of the city of Holy Doctrinopolis, Gaunt is tasked with the recovery of certain holy relics from the Shrinehold of Saint Sabbat, as a psyker beacon is ignited, drawing Chaos forces to the world to reinforce it. It is now a race against time.

Guns of Tanith - In the Sabbat Worlds Crusade, the heretical forces of Chaos are fighting back hard. Dangerously overstretched, their supply lines cut by degenerate enemy troops, the Imperial forces grind to a halt. Colonel-Commissar Gaunt and the Tanith First-and-Only must recapture Phantine, a world rich in promethium but so ruined by pollution that the only way to attack is via a dangerous – and untried – aerial assault. Pitted against deadly opposition and a lethal environment, how can Gaunt and his men possibly survive?

Straight Silver - On the battlefields of Aexe Cardinal, the struggling forces of the Imperial Guard are locked in a deadly stalemate with the dark armies of Chaos. Colonel-Commissar Ibram Gaunt and his regiment, the Tanith First-and-Only, are thrown headlong into the living hell of trench warfare, where death by an unseen enemy is always just a moment away. The only chance for Gaunt and his lightly armed scouts to survive is to volunteer for a mission so dangerous that no one else dares accept it!

Sabbat Martyr - With the future of the Sabbat Worlds campaign balanced on a knife edge, new hope arises in the form of Saint Sabbat herself, reincarnated to lead the Imperium to victory against the dark forces of Chaos. The living saint calls for Colonel-Commissar Gaunt and the Tanith First to be her guardians. Doubting that she is who she claims, Gaunt must discover the truth while fending off enemy troops and lethal assassins. But treachery within the Ghosts will not only threaten the mission, but will rip the Tanith asunder.

The Lost

Traitor General - An Imperial general has defected to the enemy, and the secrets he carries could spell the end of the Sabbat Worlds Crusade. Colonel-Commissar Gaunt and a small team from the Tanith First must infiltrate an enemy-held world and gain the trust of the local underground, all the while trying desperately to avoid the ever-present taint of Chaos. Their mission: to stop the traitor general from revealing his secrets – by any means necessary.

His Last Command - The Tanith First are no more. Moved into another regiment under a charismatic new commander, the loyalties of the former Ghosts are put to the test when Colonel-Commissar Gaunt, long believed dead, returns. As the enemy overrun the Imperial forces, clashing with Crusade command, and suspected of harbouring the taint of Chaos, Gaunt must fight not only to be reunited with his Ghosts, but to stop all their lives being thrown away in an unwinnable war.

The Armour of Contempt - Colonel-Commissar Ibram Gaunt spent a year fighting as part of the underground resistance on the

enemy-held world of Gereon. When he left, he promised that he would bring the forces of the Imperium to liberate Gereon's citizens from their oppressors. Now he has returned, a crusade army at his back, but he finds a world devastated by war and a people irrevocably damaged by the taint of Chaos. Now Gaunt must fight to save Gereon not only from the enemy, but from the Imperium itself.

Only In Death - The Sabbat Worlds Crusade has reached the Fortress World of Jago, and the Tanith First are given a vital – and dangerous – mission to defend a key pass against the enemy, garrisoned in an ancient mansion – the Hinzerhaus. Strange things are happening there. There are voices on the wind and people are disappearing. With enemy outside and ghosts within, Colonel-Commissar Gaunt and his men must face their fears – for only in death does duty end.

The Victory

Blood Pact - The Tanith First have been pulled back from the front line and are enjoying some well-deserved rest. But that is about to end. An enemy prisoner – one of the deadly Blood Pact – wants to betray his masters, but he will only talk to Colonel-Commissar Ibram Gaunt. Can he be trusted, and what exactly does he know? Gaunt must discover the truth and avert a deadly threat to both his own life and to the Sabbat Worlds Crusade itself.

Salvation's Reach - The Ghosts of the Tanith First-and-Only have been away from the front line for too long. Listless, and hungry for action, they are offered a mission that perfectly suits their talents. The objective: the mysterious

Salvation's Reach, a remote and impenetrable stronghold concealing secrets that could change the course of the Sabbat Worlds campaign. But the proposed raid is so hazardous, it's regarded as a suicide mission, and the Ghosts may have been in reserve for so long they've lost their edge. Haunted by spectres from the past and stalked by the Archenemy, Colonel-Commissar Gaunt and his Ghosts embark upon what could be their finest hour... or their final mission.

The Warmaster (Upcoming) - After the success of their desperate mission to Salvation's Reach, Colonel-Commissar Gaunt and the Tanith First race to the strategically vital forge world of Urdesh, besieged by the brutal armies of Anarch Sek. However, there may be more at stake than just a planet. The Imperial forces have made an attempt to divide and conquer their enemy, but with Warmaster Macaroth himself commanding the Urdesh campaign, it is possible that the Archenemy assault has a different purpose - to decapitate the Imperial command structure with a single blow. Has the Warmaster allowed himself to become an unwitting target? And can

Gaunt's Ghosts possibly defend him against the assembled killers and war machines of Chaos?

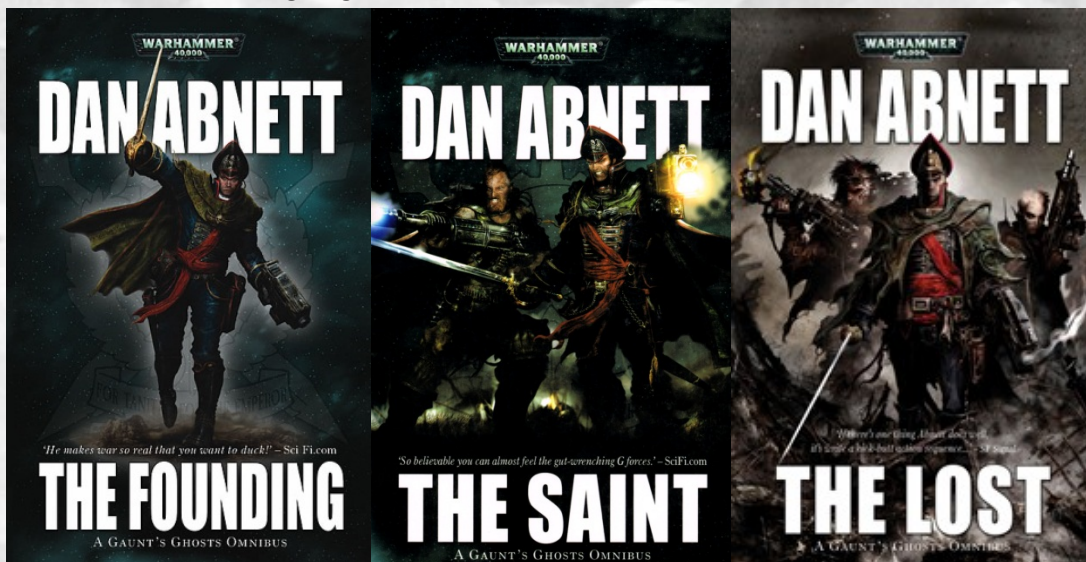
Other Works

Sabbat Worlds (Anthology) – A series of short stories taking place in the Sabbat Worlds Crusade. These feature two stories about the Ghosts, the story of Slaydo's death and many others.

The Sabbat Worlds Crusade Background Book

A background book featuring maps, the descriptions of important battles and descriptions of important characters taking part in the Sabbat Worlds Crusade.

Titanicus - The Forge World of Orestes comes under attack by a legion of Chaos Titans, and enlists the aid of Titan Legio Invicta led by their Princeps Maximus, Pietor Gearhart. During the war, a revelation about the Emperor comes to light, which threatens to splinter the fragile union between the Imperium and the Mechanicum forever



The Guns of Tanith

This section of the codex contains all the information on the forces available to the Tanith First and Only including their special rules, their weapons, their wargear, their crusade allies and their background. Each unit entry gives you a description of their rules and stats and background.

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 likewise take Tanith as allies. In addition, there is a section in this codex called "Crusade Allies" who may be taken over a Codex-derived allied detachment.

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. Camo-cloaks are identical to Camo Gear found in the Astra Militarum codex.*

Woodsmen of Tanith: *The Tanith hail from a world where the trees themselves uprooted from the ground, migrated and replanted themselves. This ever-changing landscape helped to evolve a sharp sense of direction and navigation in Tanithborn. All Tanith units have the Move Through Cover special rule.*

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 fighting their first assault against an enemy on the same initiative step as themselves count as being one initiative step higher than that opponent until the end of that assault round. If that unit includes enemies on a higher initiative step, the Tanith units will fight normally against those units.*

Desperate Champions: *Tanith heroes are not typically so because they are warriors of supernatural brawn nor because they are equipped with the best weapons money can buy. They are champions because they are desperate, efficient and spiteful. When a challenge is made against a Tanith squad with multiple characters and none of those characters have more than one wound the player may choose to accept the challenge using any number of those characters.*

Gereon Survivor: *Following a successful suicide mission behind enemy lines and the subsequent two-year resistance, a number of Gaunt's Ghosts, including Gaunt Himself, returned to the regiment with new skills, synchronous tactics and a sense of psychic sense and resilience previously unknown to those survivors. Up to three Gereon Survivors generate warp die in the enemies psychic phase as if they were a Psyker (Mastery Level 1), though they may not learn powers. If three or more models with this rule are fighting against the same opponent in an assault, they gain +1 Ws and +1A, unless otherwise noted in that unit's profile.*

Warlord Traits

When determining your Warlord's trait you may either roll on the chart below, roll on the chart found in Codex: Astra Militarum or roll on any of the charts found in the Warhammer 40K Rulebook.

Warlord Traits Table	
1. Deny the Foe	4. Fury of Belladon!
2. Blood of the Scout	5. Remember Vervunhive!
3. Reckless Warrior	6. For Tanith, For the Emperor!

Deny the Foe: *The Warlord is inspired by the heroic last stands of fallen Tanith heroes.* The Warlord and any non-vehicle unit within 6" of the Warlord may fire their Overwatch at Bs 2.

Blood of the Scout: *Were it not for this Warlord's propensity for command he would have joined the Scouts by now.* The Warlord has the Scout Training, Crusader and Precision Shots special rules.

Reckless Warrior: *The Warlord is known for his reckless charges through fields of fire, coming out the other side unscathed.* The Warlord has the Feel No Pain and Hammer of Wrath special rules.

Fury of Belladon!: *The Warmaster hails from the Belladon 81st, a regiment that merged with the Tanith at the battles of Ancreon Sextus.* Pick a single Infantry Platoon. That infantry platoon is primarily a Belladon platoon. The Warlord and any unit from the Belladon platoon within 6" have the Relentless special rule.

Remember Vervunhive!: *The Warmaster remembers fighting and bleeding for his ruined Hive City and is a master of such theaters.* Pick a single Infantry Platoon. That infantry platoon is primarily a Vergast platoon. The Warlord and any unit from the Vergast platoon within 6" have the Counter-Attack special rule.



For Tanith, For the Emperor!: *The Warmaster is an old-blooded Tanith commander. He reminds his men of what they have lost at the hands of the Great Enemy.* The Warlord has the Ghost of Tanith and Hatred (Chaos) special rules and he grants those benefits to any unit within 6". The Warlord also has Precision Strikes.

Tanith Command Squad

The highest command rank in the Tanith First and Only is Colonel. Following that is Major, and then Captain. Colonels, Majors and Captains all lead a company of soldiers, but where one leads and another follows is entirely dependent on that spectrum of rank.

Colonel-Commissar Ibram Gaunt selects these commanders personally from the wealth of knowledge he possesses about his regiment. It is not a stretch to say he may know the name and face of every man under his command and makes very prudent, rational decisions when promoting or assigning battlefield responsibilities. As such very few of these commanders are anything besides the best of the best.

Tanith commanders are usually accompanied by an adjutant – a vox man and personal aide – as well as his best and most trusted soldiers. Few of these commanders wade into battle armed with anything less effective than a lasgun, taught by Gaunt to work at least as hard as they expect their own troops to work.

At times advisors and officers from other regiments paired with the Tanith accompany a commander into battle, giving the commander the benefit of a different perspective or set of skills.

Tanith commanders are also often escorted by fire-teams of well-armed infantry, as rarely does the commander of a Tanith force sit in the rear and wait for the enemy to come to him. He takes his best men and charges into the thick of it.



	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	3	3	3	9	5+
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Heavy Weapons Team	3	4	3	3	2	3	2	7	5+

Unit Type: Veterans and Veteran Heavy Weapons Teams are **Infantry**. Company Commander is **Monstrous Creature**, ahem, excuse me, had to clear my throat – **Infantry (Character)**.

WARGEAR

Company Commander: Flak armour, laspistol, lasgun, straight silver, frag grenades, camo-cloak.

Veteran: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

Veteran Heavy Weapons Team: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

SPECIAL RULES

Heavy Weapons Team (Veteran Heavy Weapons Team only), **Voice of Command** (Company Commander only), **Senior Officer** (Company Commander Only).

Crusade Advisors

The Tanith First and Only frequently fight alongside other elements of the Sabbat Worlds Crusade, whose advisors will travel with a Tanith commander as a liason.

During the battles of Fortis Binary and Menzanoid Epsilon the Tanith stood with the honour-bound Vitrian Dragoons.

On numerous occasions the Ghosts fought alongside the uptight heavy infantry regiment the 50th Volpone, or the Volpone Bluebloods. Though at times their rivalry has come to blows, on Vergast the Volpones put aside their distaste for the Tanith and fought in sync with them.

In that very same battle the Ghosts had the privilege of working with one of the most effective armoured regiments in the crusade, the 1st Narmenian Armoured whose synchronized assaults annihilated a far larger enemy armoured group.

On Phantine the Ghosts were tasked to a number of grav-chute insertions into domed cities. This required working alongside Phantine pilots, one of whom fought alongside Scout Bonin's entry team 'til the missions conclusion.

	WS	BS	S	T	W	I	A	Ld	Sv
Narmenian Tank Officer	3	3	3	3	1	3	1	7	5+
Vitrian Dragoon	3	4	3	3	1	3	1	8	4+
Volpone Blueblood Officer	3	4	3	3	2	3	1	8	4+
Phantine Naval Officer	3	3	3	3	1	3	1	7	5+

Unit Type: Every advisor is **Infantry (Character)**.

WARGEAR

Narmenian Tank Officer Flak armour, laspistol, chainsword, vox caster, frag grenades.

Vitrian Dragoon: Carapace armour, full charge lasgun, full charge laspistol, chainsword, frag grenades.

Volpone Blueblood Officer: Carapace Armour, hotshot lasgun, hotshot laspistol, chainsword, frag grenades.

Phantine Naval Officer: Flak armour, naval autopistol, chainsword, vox caster, frag grenades.

SPECIAL RULES

Narmenian Tank Officer - Artillery Barrage, Come in Tank Commander!

Come in Tank Commander! - The Company Commander may relay vital information to the Narmenian Tank Commanders who may have overlooked something only infantry would have spotted. Company Commander may issue the *Bring It Down* order to a single Narmenian Lemman Russ squadron via the Officer's vox caster as if he had the Tank Orders special rule.

Vitrian Dragoon: Zealot, Code of Byhata, Shrouded (Night Fighting Only)

Code of Byhata - *The Vitrian Dragoons fight according to a strict code of honour. A Vitrian Dragoon must make an attack with the fullest strength and can never hold back for any sake of expedience. When a challenge is issued, the Dragoon may not decline the challenge. The Vitrian Dragoon must initiate a challenge if he can.*

Volpone Blueblood Officer – Rivalry

Rivalry - *The Volpone Bluebloods and the Tanith First and Only have a long history of animosity which make them the perfectly opposed rivals, always seeking to out-do the others in combat. When any Volpone Blueblood models are within 6" of any Tanith models you may declare that the Bluebloods and Tanith are firing at the same target as Rivals. First you must declare an enemy unit which is within range of both units or models entirely. Then declare that either the Bluebloods or Tanith are firing first; that unit immediately makes a shooting attack against the declared enemy. Keep track of your to-hit rolls. Next the other unit or model makes a shooting attack at the same enemy, re-rolling any misses that do not exceed the to-hit die rolled by the first round of shooting.*

For example: a unit of five Tanith first fire their lasguns, rolling to-hit: 6,6,6,5,4,4,3,2,1,1. A unit of Bluebloods then fire at the same target, rolling 6,5,5,4,3,2,1,1,1,1. Since the Bluebloods missed four times rolling lower than the Tanith, they may re-roll those four missed hits.

Phantine Naval Officer: Naval Orders, Come In Pilots!

Come In Pilots! - *The Company Commander highlights an enemy unit over the vox for the Naval Commander as a priority target. The Company Commander may issue the *Bring it Down* order to a single Phantine flier via the Officer's vox caster as if the Company Commander had the Tank Commander special rules and was issuing those orders to a tank.*

Command Platoon Fire Teams

From time to time a Tanith commander sees fit to bring with him into battle a number of six-man firing teams, to fill a gap or hold the line, to keep a door way burning with promethium fuel or to support an infantry advance. This style of tactic is a homage to the early regimental formation where, instead of formal companies lead by a commander and then subdivided into platoons, each commander had his own platoon while still commanding a company of platoons beneath him.

There have been numerous occasions where such firing teams proved useful, but Verghastite

Ban Daur proved this technique exceptional when, on Jago, he and his firing teams managed to keep Blood Pact troops from entering the main gate of fortress Hinerhaus with the constant blaze of flamers.

The Tanith First and Only are indeed a micro-tactics army, not relying on wave after wave of massed infantry assaults but instead surgical strikes with small teams of well-organized, well-trained and rightly armed troopers.

Few enemies can stand against a Tanith commander and his fire teams.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Heavy Weapons Team	3	4	3	3	2	3	2	7	5+

Unit Type: Infantry.

WARGEAR

Veteran: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

Veteran Heavy Weapons Team: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

SPECIAL RULES

Heavy Weapons Team (Veteran Heavy Weapons Team only), **Command Support**.

Command Support: Tanith Firing Teams must remain within 12" of the Company Commander to whom they're assigned and vice-verca. A Company Commander may not issue orders to these squads, but when he issues an order to his own squad all Firing Teams receive the order.



Ghosts of Tanith

Though "Ghosts" is the ubiquitous term which the regiment uses to refer to itself, often individual heroes within the regiment are themselves can be regarded as the real ghosts.

It's they whom Gaunt recognizes for their specialist skills, they whom Gaunt entrusts special missions, and they who are at risk of certain death more than the other troopers in the regiments. In some missions of great importance a Tanith commander may rally these veterans-among-veterans to accomplish

an impossible task, but often they are dispersed throughout the regiment, giving aid where it's needed and leading by example.

Many of these Ghosts have memorable names: Larkin, Bragg, Vadim, Brostin, Neskon, Seena or Arrilla. Whoever they are, they've achieved heroics and the regiment is greatly reliant on their special skills and unique traits.

	WS	BS	S	T	W	I	A	Ld	Sv
Ghost	4	4	3	3	1	3	2	8	5+
Ghost Heavy Weapons Team	4	4	3	3	2	3	4	8	5+

Unit Type: Ghosts and Ghost Heavy Weapons Teams are **Infantry** when they operate as a single squad. When Ghosts are dispersed into other squads they are **Infantry (Character)**.

WARGEAR

Ghost: Flak armour, laspistol, lasgun, straight silver, frag grenades, camo-cloak.

Ghost Heavy Weapons Team Flak armour, laspistol, straight silver, frag grenades, camo-cloak.

SPECIAL RULES

Heavy Weapons Team (Ghost Heavy Weapons Team only), **Dispersed Unit**, **Ghosts of Tanith**, **Precision Strikes**.

Dispersed Unit: This special rule allows a unit to either be fielded as a squad or entirely dispersed into other squads. If you choose to field them dispersed they may replace any Trooper or Veteran. If those models had any special weapons, they take that weapon. No squad may have more than three dispersed models, with the exception of the Command Squad.

Ghosts of Tanith: Any unit with a single Ghost in it has the Stubborn special rule. Any unit with a second Ghost has the Tanith Combat Instinct special rule. Any unit with a third Ghost in it has the Counter-Attack special rule.



Tanith Sniper Teams

The Tanith First and Only make a point of elevating their best shots to snipers, and those good shots are further trained by the regiment's finest marksman Hlaine Larkin. Though snipers are dispersed throughout the regiment supporting squads, the best snipers are sometime called away from regimental duties to perform special tasks as part of special firing teams.

These teams are often personally organized by Larkin. They hunt for important targets and employ hot-shot packs when that extra kick is needed. While many Vergast troopers find themselves not making the cut for Scout Sergeant Mkolls elite Scout units, many of the female Vergast recruits have proven themselves expert marksmen and they have swelled the Tanith sniper ranks.

The sniper rifle of choice for a Tanith army is the long-las variant of the lasgun. Featuring an elongated shooting barrel, a sophisticated

scope and a las-based ammunition system this sniper rifle has the option of firing normal las bolts or over-charged hotshot packs.

There have been numerous occasions in the history of the Tanith First and Only where a well-placed long-las shot has meant the difference between victory and defeat.

Notable Tanith snipers include Nessa, Bourah, Jessi Banda, Raess and Questa.



	WS	BS	S	T	W	I	A	Ld	Sv
Sniper	3	4	3	3	1	3	1	7	5+
Trooper	3	3	3	3	1	3	1	7	5+

Unit Type: Infantry.

WARGEAR

Sniper: Flak armour, long-las and hotshot pack, straight silver, frag grenades, camo-cloak.

Trooper: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

SPECIAL RULES

Infiltrate, Night Vision (Sniper only).

Tanith Infantry Platoon

Tanith infantry platoons do not operate like typical Imperial Guard platoons. The standard of the Imperial Guard is to launch a massed infantry assault. The strategy which has so frequently put the Tanith First and Only in a place of victory so many times.

There are no Platoon Commanders in a Tanith First and Only infantry platoon, in the strictest sense. Each squad is commanded by a sergeant, as typical, and each sergeant is seconded by his or her corporal. Command of the platoon is often variable, falling to the sergeant who is best suited to the specific tactical requirements of the situation.

This doesn't mean that command never defaults to a specific source in the platoon. The best sergeants often receive the bulk of the

platoon command responsibility, but the tactical flexibility of having variable commanders has sometimes even seen basic troopers take brief command simply because they were the most suited to the task.

Not only is command variable, but squads are trained to break into even smaller pairings of firing teams when useful to do so. A sergeant may take half the squad and leave the rest in the hands of their corporal and engage in micro-tactics when responding to an enemy attack or when launching one of their own.

It is this flexible system of counter-regulation deployment in Tanith infantry platoons that sets the Tanith apart from other regiments.

Platoon Command Squad

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	3	3	1	3	2	8	5+
Sergeant	3	4	3	3	1	3	2	8	5+
Corporal	3	3	3	3	1	3	1	8	5+
Trooper	3	3	3	3	1	3	1	7	5+
Heavy Weapon Squad	3	3	3	3	2	3	2	7	5+

Unit Type: Troopers and Heavy Weapons Teams are **Infantry**. Veteran Sergeant, Sergeant and Corporal are **Infantry (Character)**.

WARGEAR

Veteran Sergeant: Flak armour, laspistol, lasgun, straight silver, frag grenades, camo-cloak.

Sergeant: Flak armour, laspistol, lasgun, straight silver, frag grenades, camo-cloak.

Corporal: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

Trooper: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

Heavy Weapons Team: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

SPECIAL RULES

Heavy Weapons Team (Heavy Weapons Team only), **Firing Teams**, **Micro-Tactics**, **Command Priority**, **Voice of Command** (Sergeant and Veteran Sergeant only).

Command Priority: *Tanith Infantry platoons are adept at responding to sudden changes on the field of battle by shifting command responsibilities to the most relevant sergeant at that moment.* The Platoon Commander is, at any time, the unit which has Command Priority. Only the Platoon Commander may make use of the “Voice of Command” special rule. During the first turn the Veteran Sergeant is considered as having Command Priority. During the beginning of the player’s movement phase, before any other movements have been made, the player may choose to change which sergeant or veteran sergeant has Command Priority.

Fire Teams: *Tanith squads are taught to be tight and strategic on the field. One of Gaunt’s mottos is “The right tool for the job” and he takes that very seriously. One of the ways that Tanith squads make use of this ethic is to break up into five-man firing teams that work in tandem to accomplish tasks which the squad as a whole could not.*

During any movement phase, before anything has moved but after any Command Priority changes, you may choose to turn an Infantry Squad into a pair of firing teams. These teams must each be a five-man team, one led by the squad’s sergeant and the other by the squad’s corporal. These firing teams must remain within 12” of each other with no model of the firing team being within 3” of a model from the other firing. If for any reason the units are beyond their 12” coherency, they must move as much as they can to get back within coherency. Though separate units, orders issued to one firing team effect the other firing team. If one firing team fails it’s LD tests and must fall back, it must fall back to the other firing team. Once it does so the squads will merge again into a single squad. Two firing teams may again recombine into a single squad simply by moving into standard coherency with each other.

Micro-Tactics: *When divided into fire teams Tanith squads have the opportunity to apply new tactical opportunities to meeting an enemy on the field.* Both Fire Team units may overwatch the same target. Additionally, when operating as Firing Teams, a Tanith squad has three different Micro-Tactics available to them:

Overlapping Fields of Fire: If two Fire Teams are farther than 6” from each other and each are facing an enemy that is between them and no further than 12” away the two squads are firing with overlapping fields of fire. Their shooting attacks have the Shred special rules.

Bait and Trap If one squad is receiving an assault, and the other squad is behind or beside the charging enemy, that other squad may Overwatch against the charging enemy at their full BS. The charging enemy now counts as having made a Disorderly Charge.

Pincer Strike: If one squad is receiving an assault, and the other squad is behind or beside the charging enemy, the two squads may perform a pincer strike. After the enemy has made their charge and Overwatch has been resolved the other Tanith fire team rolls to assault as normal and moves in if it can. The charging Tanith unit, catching the enemy in surprise, fight on Initiative Step 6 and receive a charging bonus.

Tanith Scouts

During the regiment's founding it became clear and obvious that one man rose above all the rest when it came to stealth techniques: Sergeant Oan Mkoll. Gaunt was quick to give this man autonomy and what he did with it is one of the things that sets apart the Tanith First and Only from all other regiments. He pruned the regiment of their best stealthers and trained them in his unique skills, allowing now room for error, no room for mistake.

These men became the Scouts of Tanith. They are a unit unto themselves, operating as an advanced stealth unit within a regiment already specializing in stealth tactics.

When scouts are put onto the field as a unit they often are tasked with special advanced missions. When they are fielded within other companies they lead the way in squads and platoons which benefit from their acute senses, advanced stealth techniques and eye for traps or enemy signs.

It is safe to say that any other company commander would have overlooked these gems

in the rough, but thanks to Gaunt's unique style of "the right tool for the job" command, Mkoll and his scouts get the opportunity to work at class all to themselves.



	WS	BS	S	T	W	I	A	Ld	Sv
Scout	3	4	3	3	1	4	2	8	5+

Unit Type: Scouts are **Infantry** when fielded as a squad and **Infantry (Character)** when dispersed.

WARGEAR

Scout: Flak armour, laspistol, lasgun, straight silver, frag grenades, Krak Grenades, Snare Mines, camo-cloak.

SPECIAL RULES

Dispersed Unit, Scout Training, Acute Senses, Precision Shots, Crusader.

Scout Training: Any squad with a single Scout in it has the Stealth special rule. Any unit with a second Scout has the Infiltrate special rule. Any Tanith unit with a third Scout in it has the Scout special rule.

Tanith Heavy Weapon Platoons

The Tanith make heavy use of heavy weapon teams. Entrenched firing positions are a necessary part of Tanith tactics.

They will hold the rear of a Tanith line, spattering heavy calibre weapons fire and

treadfether missiles at the enemy while the main infantry body advances to meet the foe.

Combined with their natural stealth abilities a Tanith heavy weapons platoon is a deadly and stubborn arsenal.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Unit Type: Heavy Weapons Teams are **Infantry**.

WARGEAR

Heavy Weapons Team: Flak armour, lasgun, straight silver, frag grenades, camo-cloak.

SPECIAL RULES

Heavy Weapons Team



Colonel-Commissar Ibram Gaunt

Colonel-Commissar Ibram Gaunt is the son of the late second-in-command of the Jantine Patricians Imperial Guard regiment. When his father died due to the cowardice of his uncle Dercius, Gaunt was sent to the Schola Progenium on the planet of Ignatius Cardinal. He fought with the Hyrkan 8th regiment as a cadet-commissar, and later as a full-fledged Commissar and received the honourable title of Colonel-Commissar by Warmaster Slaydo on the man's deathbed.



Gaunt is a strategic master, a charismatic leader, a fearless warrior and a brazen champion. He has injured or slain Chaos Space Marines, daemonic beasts, heroes of the Arch Enemy and Chaos dreadnoughts alike. His preferred arsenal is the gleaming powersword of Heironymo Sondar and a pair of bolt pistols. Such is his skill that his subordinate Commissar Hark once walked in on him sparring with two four-armed combat droids with their safety protocols turned off.

Such is the loyalty that Gaunt commands from his army that his presence is enough to turn a wavering infantry line into a charging mass of seething fury. He can always be found at the front, where the fighting is thickest, where the spirit is wavering, where the enemy is strongest.

Gaunt's singular purpose is the Emperor's purpose. It is his faith in the Emperor which kept him same and uncorrupted despite a year and a half behind enemy lines on a Chaos held world. It is his piety that saw him chosen personally by the risen Saint Sabbat as her personal bodyguard.

Gaunt is a hero of the Imperium and victory after victory he only solidifies his great skills.

	WS	BS	S	T	W	I	A	Ld	Sv
Ibram Gaunt	5	4	3	3	3	4	4	10	5+

Unit Type: If taken with a Command Squad he is **Infantry (Character)**, if not he is an **Independent Character**.

WARLORD TRAIT - Legendary Fighter

WARGEAR

Flak armour, Sword of Heironymo Sondar, two bolt pistols, frag grenades, camo cloak.

SPECIAL RULES

Independent Character, Eternal Warrior, Fearless, Voice of Command, Senior Officer, Heroic Strike, Front Liner, For Your Own Good, Gereon Survivor "Men of Tanith! Warriors of Vergast! Fury of Belladon! "

Heroic Strike: Once per battle and only during a challenge Gaunt may make a Heroic Strike in lieu of his normal attacks. This is a single attack with the Preferred Enemy and Rending special rule hitting on Initiative Step 6. The attack adds an extra 1D3 to his strength (which does not remain after this attack). A to-wound roll of 6 during a heroic strike causes instant death.

Front Liner: If there is an assault occurring within 12 inches of Gaunt, he must move to assault the enemy and may re-roll failed charges. 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. Additionally, Gaunt may never decline a challenge and must always issue a challenge if he is in the position to do so.

Gereon Survivor: Gaunt does not receive any combat bonus in a unit with Gereon Survivors; his skills are already honed as sharp as they can be.

"Men of Tanith! Warriors of Vergast! Fury of Belladon! ": *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 friendly units automatically regroup if they were falling back, become fearless, re-roll misses of 1 when shooting and run no less than 3" whenever they attempt to do so until the beginning of their next movement phase.

Trooper Brin Milo

Brin Milo was the only citizen to survive the burning of Tanith. At first too young to fight alongside the Ghosts, he made a name for himself in seeming to have a pre-natural gift for sensing danger. On numerous occasions this second-sense saved the life of a close comrade, Gaunt among them. Milo is also the only trooper in the regiment who knows how to play their infamous Tanith Pipes in a way which is both inspiring to the Tanith and terrifying to their enemies.

Besides that, being the only citizen and the youngest Tanithborn to survive has turned Milo into a sort of lucky charm for the regiment.



	WS	BS	S	T	W	I	A	Ld	Sv
Brin Milo	3	4	3	3	1	3	1	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, frag grenades, Tanith pipes.

SPECIAL RULES

Pipesman of Tanith, Precognition, Tanith Combat Instinct.

Pipesman of Tanith – When Milo is playing his pipes it helps to bolster the Tanith line and put a fire in their bellies. Milos pipe counts as a Regimental Standard. It also bestows upon Milo the Battle Hymn special rule, though the only hymns he may play are “The Emperor Protects”.

Precognition – *Brin Milo appears to be a very unusual latent psyker. Unlike other psykers, his abilities have never seemed to manifest themselves in any troublesome or unusual ways. This is so-much so that, when interrogated by an Inquisitor, no shred of evidence could be found that he was a psyker. Yet on Herdor, the psyker Agun Soric found a message from a warp which made the claim he “special”, and the risen Saint Sabbath afterwards asked him to join her personally as she left to support Warmaster Macaroth.* Brin Milo does not have a psyker mastery level. This power never needs to be checked for, nor can it be resisted. It grants Milos unit a 4+ invulnerable save. Milo also adds one die to the warp-pool.

Eszrah Ap Niht



The once-Imperial world of Gereon has two sides to it. The first is the rolling lands of farm-fields and humble villages, and the other are

the overgrown death-swamps of the Untill. Deep in those swamps are head-sized predator insects, poisonous animals of all sorts – and the Partisan people.

It was the Chaos invasion and the acts of the Tanith First and Only which allied the people of the Untill with the Imperial resistance. In honour for the services rendered to the Partisans by Gaunt, the chief quite literally gave him one of his sons as a lifeguard – Eszrah. Since then he has saved Gaunt's life no less than nine times.

He fights with a Partisan weapon called a Rainbow. It uses a magnetic launcher system to fire metal bolts tipped with the virulent poison wode the Partisan have become resistant to.

	WS	BS	S	T	W	I	A	Ld	Sv
Eszrah Ap Niht	4	5	3	3	1	4	3	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, Rainbow, straight silver, Wode, Camo Cloak.

SPECIAL RULES

Wode, Daeda Waeg.

Wode –Eszrah wears a poison powder that blends his skin in with drab surroundings. Eszrah has the Shrouding special rule and never may the Poisoned rule wound him on better than a 5+.

Daeda Waeg - *It is Eszrah's sworn duty to protect Gaunt from death. If Gaunt dies before Eszrah does, Eszrah must redeem his failure by avenging Gaunt's death with Gaunt's own weapon, and preferably at the cost of his own life.* If Gaunt dies while Eszrah is still alive he gains Gaunt's Sword of Heironymo Sondar. Eszrah must detach from any unit he is attached to and move towards the unit which killed Gaunt, shoot at it, and charge it if possible. If it was an enemy character that killed Gaunt, Eszrah must challenge that character. Afterwards Eszrah may be treated as an independent character, though he confers no victory points if he is slain.

Colonel Colm Corbec

Colm Corbec's skill as a leader and a soldier belies his humble origins. The son of a furniture-maker and machine smith, Corbec worked long years in the lumber mills of Tanith Magna. After he began to develop a terrible cough he quit and joined the local militia.

But it wasn't until the battle of Caligula that Corbec became comfortable with his stripes. There he had to take command of the whole regiment without Gaunt's support, and at the height of the battle engage and defeat a daemonic entity.

On numerous occasions Corbec risked his life or took severe injuries in order to save fallen comrades. He has been known to hold off cultist advances on his own, to engage armoured targets in reckless engagements and to pay no

need for his own life when challenged by a superior foe.



	WS	BS	S	T	W	I	A	Ld	Sv
Colm Corbec	4	4	3	4	3	3	3	10	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, krak grenades, frag grenades.

WARLORD TRAIT – Reckless Warrior

SPECIAL RULES

Voice of Command, Senior Officer, Admantium Will, It Will Not Die, Natural Born Leader, Pryze County Champion, Tanith Combat Instinct.

Natural Born Leader: Any unit which falls back within 12" of Corbec automatically regroups.

Something Reckless: So long as Corbec is within 12" of an enemy unit, he and of his fire teams shooting at the same unit may apply one of the following to their shooting attacks: rending, monster hunter, precision shots or twin-linked. Additionally, all of Corbec's shooting or assault attacks are made at AP 5.

Pryze County Champion: *Corbec is among the Tanith's most skilled brawlers, having even taught Gaunt a thing or two about hand-to-hand fighting.* He may make a single S4 AP5 attack on Initiative step 6 on top of his normal attacks.

Major Elim Rawne



Major Rawne was for a long time a thorn in Gaunt's side. Adhering to the rule "keep your friends close and your enemies closer" Gaunt had promoted him to his third-in-command. Though Rawne was for a long time resentful of Gaunt, indeed wishing he could kill Gaunt, tactically this promotion was not a bad choice. Rawne has proven himself a ruthless and deadly commander second in the regiment only to Corbec.

On the suicide mission to Gereon, Rawne honed his already fine skills with knives and explosives. There too grew a respect for Gaunt, enough so that he struck a senior officer for insulting "Bram Gaunt". Though his anger has waned over the years, his killer instinct has not.

	WS	BS	S	T	W	I	A	Ld	Sv
Elim Rawne	4	4	3	3	3	3	3	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades, Demo Charge.

WARLORD TRAIT – For Tanith, For the Emperor!

SPECIAL RULES

Voice of Command, Senior Officer, Zealot, Furious Charge, Demolitions Expert, "Go Feth Yourself", Gereon Survivor, Tanith Combat Instinct.

Demolitions Expert: Rawne has Tank Hunter when using Krak Grenades or his Demo Charge. He also treats his BS as 6 and re-rolls the scatter die when throwing grenades or demo charges.

"Go Feth Yourself": *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. But such is his tenacity that he and his unit has Relentless.

Major Gol Kolea

Kolea began his career as a soldier when the forces of Heritor Asphodel attacked his hive city Vervunhive. He and other fellow miners were trapped in the face of the invasion. There he rallied citizens to him and formed one of the most effective scratch companies, killing hundreds of enemies in secret ambushes as cult forces marched into his home.

When he managed to make it back to the hive he fell into a semi-official command detachment which was ordered to guide a force including Gaunt through the ruined hive and to the Woe Machine Heritor Asphodel was commanding from. It's said that when Gaunt's forces engaged the Chaos Magister, Kolea attacked Heritor with a mining rake and survived, such was the force of the man's courage.

Near the end of the campaign on Phantine, Kolea took a serious head injury while saving Caffran's life. He had been known for charging headlong through enemy fire, but this time it

would nearly cost him his life. He suffered for a period after that as an empty shell of a man barely able to respond to vocal commands and utterly unable to communicate effectively.

That changes when, on Herdor, the risen Saint Sabbat healed him of his injuries. When Gaunt and Rawne left for their eighteen month campaign on Gereon, Kolea assumed a command role he would never relinquish.



	WS	BS	S	T	W	I	A	Ld	Sv
Gol Kolea	4	4	3	3	3	3	3	10	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades.

WARLORD TRAIT – Remember Vervunhive!, Master of the Vanguard.

SPECIAL RULES

Voice of Command, Senior Officer, Reckless Advance.

Reckless Advance: Once per battle instead of issuing any orders, Kolea can issue a broad Reckless Advance order to every unit within his command radius, including his own. Roll for each unit as normal, but disregard any Incompetent/Inspired Command results. The order functions the same as "Forward for the Emperor!" except that all units will automatically roll 6 when they run and Gol Kolea will have a 4+ invulnerable save until his next turn.

Captain Ban Daur

Captain Daur is among the regiment's foremost organized and effective tacticians. He began his service with the Tanith during the defence of Vervunhive where he operated as a liaison between Gaunt and the Vergast defenders. Eventually he was a key figure in the coordination of Vergast forces.

Having recently been injured in battle he spent much of that battle coordinating elements of the defence and his knack for command impressed Gaunt, Mkoll and Corbec.

Daur's best talent is his organizational ability which truly shone really shone during the battle for Hinzerhaus on Jago. His company was tasked with holding the gatehouse there and did so with a series of brilliant defensive manoeuvres and counter-attacks.



	WS	BS	S	T	W	I	A	Ld	Sv
Ban Daur	4	4	3	3	3	3	3	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades.

WARLORD TRAIT – Deny the Enemy.

SPECIAL RULES

Voice of Command, Senior Officer, Coordinated Advance, Coordinated Defence.

Coordinated Advance – Ban Daur and his unit may attempt a Coordinated Advance instead of issuing any orders or shooting. Selects an enemy unit in line of sight from Daur – this unit is the Priority Target. The closest unit to the Primary Target is the Secondary Target and the next closest is the Tertiary target. Next, select up to six friendly units within 12" and assign them evenly to three categories – Alpha, Beta and Gamma. Daur issues a series of orders, first to Beta units, then to Alpha units, then to the Gamma units. These orders never benefit from nor result in Inspiring Command nor are they affected by or cause an Incompetent Command. As soon as a single order fails the Coordinated Advance ceases.

Beta – Beta units are issued the "Covering Fire" order and must resolve their shooting attacks against the Secondary Target.

Alpha – Gamma units are issued the “First rank Fire! Second rank Fire!” order and must resolve their shooting attacks against the Primary Target.

Gamma – Alpha units are issued the “Forward for the Emperor!” order and must resolve their shooting attacks against the Tertiary Target.

Coordinated Defence – If Ban Daur has neither issued orders or attempted a Coordinated Advance, Daur has active the Coordinated Defence special rule. When an enemy unit assaults Daur’s command squad or a friendly unit within 12” of Daur, any unit within 12” of Daur may fire at the charging enemy unit in Overwatch as if they themselves were being charged.

Captain Ferdy Kolosim

Captain Ferdy Kolosim is a Belladon born scout and a captain in the Tanith First and Only. While Mkoll was on Gereon with Gaunt, Kolosim took control of the elite scout squads of the Tanith First and Only. It’s said though that they taught his scouts far more than he taught them. None the less, he was well received and well liked and the scouts – indeed the Tanith – were desperate for leadership after the command

losses they had suffered those past couple years.

Though in no way a superior scout than Mkoll, he is the only closest company commander in the Tanith First and Only who has the skills of trade which define the scouts. Besides that he is a reliable man and a tough-as-nails fighter.

	WS	BS	S	T	W	I	A	Ld	Sv
Ferdy Kolosim	4	4	3	3	3	4	3	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, krak grenades, frag grenades, snare mines.

WARLORD TRAIT – Blood of the Scout.

SPECIAL RULES

Voice of Command, Senior Officer, Night Vision, Precision Shots, Crusader.

Captain Dohon “Shoggy” Domor



Captain Domor is one of the most distinguishable captains in the First and Only thanks to the bug-eyed augmented implants he received after an injury he sustained to his eyes on Menazoid Epsilon. These implants are the source of his nickname, for they look like the eyes of a now extinct tree-frog from Tanith called the shoggy.

Though he began his career with a reputation for being good at clearing out mine fields and recognizing mechanical systems, he rose up the ranks of command to make captain of his own company.

Domor is an intelligent man with a background in engineering. His augmetic eyes give him an advanced vision which Gaunt has often exploited to his advantage. He is well considered to be one of the most well-liked, loyal and easy going members of the regiment.

	WS	BS	S	T	W	I	A	Ld	Sv
Shoggy Domor	4	4	3	3	3	3	3	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, krak grenades, frag grenades.

WARLORD TRAIT – Implacable Determination.

SPECIAL RULES

Voice of Command, Senior Officer, Night Vision, Interceptor, Armourbane Tanith Combat Instinct.

Chief Surgeon Tolin “Doc” Dorden



Doc Dorden is many things to the Tanith First and Only. He is the eldest surviving Tanith-born, so old in fact that he delivered Colm Corbec when the man was born.

He is the only member of the regiment to have a surviving family member – his son, Mikal Dorden. He is the only professionally-trained medical personnel hailing from Tanith. He is a well-loved, old man.

Though over the years as he ages his front-line service has receded to the dirty business of patching up the injured as they are cycled off the front line, Dorden has accompanied the Ghosts on front line missions when needed and his support as a healer has been invaluable.

	WS	BS	S	T	W	I	A	Ld	Sv
Tolin Dorden	3	4	3	3	1	3	1	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, laspistol, straight silver, camo-cloak, medipack, frag grenades.

SPECIAL RULES

Master Medicae, Pacifist.

Master Medicae: Dordin and his medic tools grant Feel No Pain (4+) to his unit.

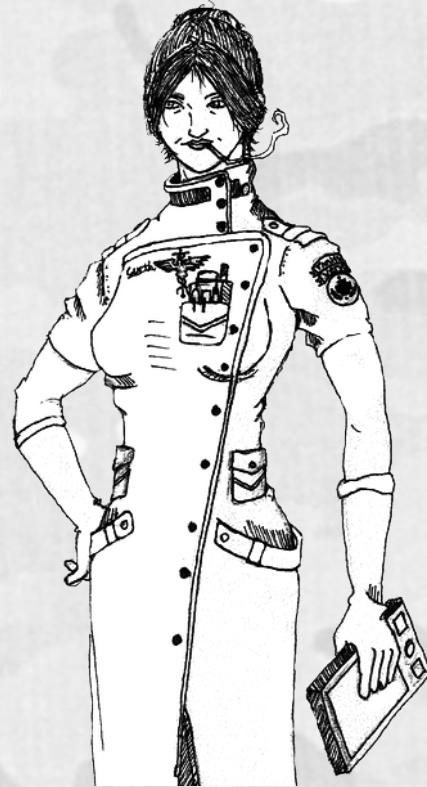
Pacifist: *Dordin is a pacifist. In his entire service with the Ghosts he has only ever fired his pistol once. He will never make any shooting attacks save for in Overwatch.*

Surgeon Ana Curth

Curth first met the Tanith First and Only on Vergast where it was her job to help patch up the wounded. A tightly-wound, fast paced woman, her battlefield surgeon skills were a welcome addition to the First and Only after the Act of Consolation.

She was one of the 12-man group sent to Gereon where she personally killed a Wire-Wolf daemonic entity. When Gaunt and his team returned, she was one of two members to stay behind, her surgical skills being extremely valuable to the resistance there.

As such she would spend another year on that hellish Chaos world, only recovered by the regiment when the Tanith were sent as part of a liberation force to Gereon. When she was found she had become unhealthily thin and anxious. But her skills and friendship were welcomed back in the regiment.



	WS	BS	S	T	W	I	A	Ld	Sv
Ana Curth	3	3	3	3	1	3	1	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, laspistol, straight silver, camo-cloak, medipack, frag grenades.

SPECIAL RULES

Gereon Survivor, Efficient Surgeon.

Gereon Survivor: Ana Curth does not receive any combat bonus when she is with Gereon survivors.

Efficient Surgeon: Along with her normal medic benefits, the squad can ignore the first wound suffered in every turn that is not made in assault and which does not inflict instant death.

Adjutant Dughan Beltayn

Dughan Beltayn is Gaunt's personal adjutant. One of the Gereon survivors, Beltayn is a master voxman and is able to pick out even subtle discrepancies within the frequencies he receives on his vox caster. His ability to move data and intercept signals has meant the difference between failure and victory on several occasions, beginning his explanation always with "Something's awry, sir."

The most dramatic discovery was on Jago. During the haunting they experienced in Hinnerhaus, Beltayn became obsessed with finding a message hiding between frequencies. It would come in and out suddenly; an anxious message with his voice asking "Are we the last ones left alive? Are we? Someone, anyone, please? Are we? Is there anybody out there? Are we the last ones left alive?"



	WS	BS	S	T	W	I	A	Ld	Sv
Dughan Beltayn	4	4	3	3	1	3	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades, vox caster.

SPECIAL RULES

Master Voxman, "Something's Awry", Gereon Survivor, Tanith Combat Instinct.

Master Voxman – *Beltayn's abilities with a vox caster are without equal. His custom built vox unit combined with those skills pierce through distortion with ease, and he relays commands with diligence and articulation.* Guard units receiving orders from a Company Commander with Beltayn in it may use the Company Commander's LD value to test for the order.

"Something's Awry" - *Beltayn is masterful when it comes to surfing the waves of vox frequencies flowing around him. By tuning into the right spot at the right time he can intercept enemy vox signals, intercepting their well-laid plans - and thanks to the time he spent on Gereon he can speak their foul language and misdirect them.* Enemies roll for incoming reserves at -1. Additionally, any unit with Beltayn has the Interceptor special rule.

Adjutant Murtan Feygor

Murtan Feygor was a black-market career criminal before joining the Imperial Guard. In those days he worked closely with Major Rawne on all sorts of illegal pursuits. That bond of professionalism followed them into the Tanith as he took his place as Rawne's adjutant and right-hand man.

Feygor is a ruthless fighter, an able stealthier and a killer marksman. He is also very identifiable by the mechanical rasp he has thanks to a voice-box implant installed after suffering a throat wound. Though for many years he trusted no one and resented Gaunt, he came to be a reliable soldier. This was so much so that he accompanied Gaunt and Rawne on the suicide mission to Gereon.



	WS	BS	S	T	W	I	A	Ld	Sv
Murtan Feygor	4	4	3	3	1	3	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun , laspistol, straight silver, camo-cloak, frag grenades, demo charge, Vox Caster.

SPECIAL RULES

Ghosts of Tanith, Demolitions Expert, Armourbane, Tanith Combat Instinct, Gereon Survivor, Rigged Explosives, Rawne's Man.

Rigged Explosives: If Feygor's unit assaults a vehicle and still has his demo charge he can attempt to use it in the way a model may use a melta bomb. Feygor makes his attack. If the attack is successful, but before the attack is resolved, his unit must fall back from the vehicle 1D6". Place the ordinance template over the vehicle, it does not scatter. Resolve the attack with the Demo Charge profile. If Feygor's unit is caught under the ordinance blast, you may choose to remove Feygor as a casualty and add 3" to the squads fall back distance.

Rawne's Man – *Feygor is famously one of Rawne's inner circle.* When he is in a unit with Rawne he grants Rawne +1 A.

Master Sniper Hlaine “Mad” Larkin

Hlaine Larkin is has been known as a crack shot and a crackpot. Indeed, if it weren't for his expert shooting skill he might not have even made it into the guard due to his unhinged mind. He's been known to see things that aren't there and all in all he's never been the bravest person.

But his exploits have included killing the rogue Inquisitor Heldane, Chaos Magister Nokad, en expert Blood Pact sniper assassin.

Though historically he hasn't been the bravest of souls, he was taken on the suicide mission to Gereon. After losing part of his leg he helped to reform the anti-Chaos resistance there. Eighteen months behind enemy lines seemed to have burned out any cowardice. After returning

to Imperial lines he accepted nothing other than a simple wooden prosthetic made of Tanith-born nalwood.



	WS	BS	S	T	W	I	A	Ld	Sv
Mad Larkin	3	6	3	3	1	2	1	7	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, custom long-las, laspistol, straight silver, frag grenades, camo cloak.

SPECIAL RULES

Ghosts of Tanith, Master Sniper, Wooden Leg, Gereon Survivor, Airburst Special, Night Vision.

Master Sniper: Larkin achieves a precision shot on a to-hit roll of 4+ instead of 6+.

Gereon Survivor: Larkin does not receive any fighting bonus for his Gereon Survivor special rule.

Wooden Leg: Larkin always moves as if through difficult terrain.

Airburst Special: If Larkin and trooper Brostin are both within shooting range of the same opponent, they may make a single shooting attack together with the following profile:

Range: x S: 4 **AP:** 5 **Type** - Heavy 1 **Large Blast**

Flame-Trooper Aongus Brostin



Brostin is the regiment's most notable pyro. He carries with him a signature flamer he refers to as "Mr. Yellow", especially right before he incinerates his foes by asking them to "Say hello to Mr. Yellow!"

Brostin accompanied Gaunt on the Gereon suicide mission. There he enhanced his reputation as a master of fire when he came out of an exploding fuel tanker unburnt. Though he later told Scout Sergeant Mkoll his survival came from the kinship he and fire had developed over the years, he had really just covered himself in a tube of fire-resistant gel right before the explosion went off.

During the events on Gereon he and Larkin developed a special attack together. Brostin would hurl with his massive strength a fuel tank from his flamer over the enemy, which Larkin would then shoot at the right time, raining fire down on their enemy.

	WS	BS	S	T	W	I	A	Ld	Sv
Mad Larkin	4	4	3	3	1	3	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, Mr.Yellow (heavy flamer), laspistol, straight silver, frag grenades, camo cloak.

SPECIAL RULES

Gereon Survivor, Ghosts of Tanith, "Say hello to Mr. Yellow", Airburst Special, Tanith Combat Instinct, Rawne's Man.

"Say Hello to Mr. Yellow": *Brostin's greatest love in life is fire, and he shows off that love of fire in the way he uses it to kill his enemies, lovingly rocking his flamer from side to side in order to maximize the death toll.* When firing Mr.Yellow, roll 1D3. Wherever you choose to place the template, measure off the sides of the flamer by half the D3 in inches to tally hits. Brostin causes 1D6 wounds during Overwatch.

Airburst Special: If Larkin and trooper Brostin are both within shooting range of the same opponent, they may make a single shooting attack together. First declare the target, then place the template, then roll to hit with Larkin. Finally, roll a scatter die relying on Larkin's BS to determine its scatter distance. The attack has the following profile:

Range: x S: 4 AP: 5 Type - Heavy 1 Large Blast*

Rawne's Man – *Brostin is part of Rawne's cadre.* When in a unit with him, he increases Rawne's T by 1.

“Try Again” Bragg

“Try Again” Bragg is without a doubt the largest person in the regiment. Such is his strength that he can easily hold and fire a heavy weapon and manage loading his weapon without a loader – though he definitely works faster with a loader by his side.

Bragg’s reputation goes beyond just being big. He’s also a terrible shot and as such has to re-aim and, as the nickname says, try again.

His gentle, positive personality belies his size. He’s not known for being particularly bright, but it’s been noted by his friends that this may not be simply because he is dull. He has at time shown an understanding of tactics and strategy that demonstrate a hidden intelligence he may be too humble to rely upon. Whether or not he’s secret genius, he definitely brews the best Sacra in the regiment.



	WS	BS	S	T	W	I	A	Ld	Sv
“Try Again” Bragg	4	2	4	3	1	2	2	9	5+
Bragg’s Weapons Team	4	2	4	3	2	3	4	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, laspistol, straight silver, frag grenades, camo cloak.

SPECIAL RULES

Ghosts of Tanith, Slow and Purposeful (“Try Again” Bragg only), **Relentless** (Bragg’s Weapons Team only), **Try Again, Bragg!, Tanith Combat Instinct.**

Try Again, Bragg! – *Bragg is a terrible shot, but he fires quickly and doubles up his fire-power to make up for missing the first time around.* Try Again Bragg always fires his weapon twice.

Lijah “fething” Cuu

Lijah “fething” Cuu is without a doubt the most hated man in the Tanith First and Only regiment. A Vergastite, he joined the regiment after the Act of Consolation. As a member of the Tanith he had been seen looting civilian shops of currency, even accepting coins defaced by the arch enemy.

In that same theater of war he raped and murdered a civilian woman during an evacuation, nearly let Caffran get away with the blame, and only was cleared of charges due to the possibility that Chaos infiltrators may have been the true perpetrators.

Later on he would come to murder some of the regiment’s most loved members. His hatred of Larkin would lead to several failed attempts at his life as well. Finally, while trying to kill Gaunt

himself with a knife, Cuu would be put down by a well-placed las round from Larkin’s own gun, but not before having murdered several of the Ghosts most beloved members.



	WS	BS	S	T	W	I	A	Ld	Sv
Lijah Cuu	4	4	3	3	1	3	3	7	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, frag grenades, camo cloak.

SPECIAL RULES

Ghosts of Tanith, Precision Shots, Precision Strikes, Cold Blooded Killer, Murderer.

Cold Blooded Killer – *Lijah Cuu is not just a soldier used to killing the enemy. He is an amoral person who genuinely takes pleasure in any kind of killing.* Cuu re-rolls any failed to-hit and to-wound rolls.

Murderer – *Cuu is a murderer, willing to kill civilians and Tanith soldiers alike if it pleases or benefits him to do so.* Cuu must be placed in a unit with Bragg, Corbec or Larkin in that order of priority if they are in the army. If Cuu’s unit fails a LD test and must fall back, Cuu must immediately make an assault move against a model in the unit he is in. If he is in a unit with Bragg, Corbec or Larkin, then those attacks must be made against that character in that order of priority. If Cuu fails to kill the person he is attacking, remove Cuu as a casualty – he has been executed like the dog he is.

“The Gun Girls” Seena and Arilla



Though the Vergast influx into the Tanith First and Only seldom have what it takes to become members of the elite Scout units of the Tanith First and Only, a disproportionate number of women have shown excellent skill at handling special weapons. Though these women are often crack-shot snipers, Seena and Arilla form an anti-infantry heavy weapons team of notable skill.

	WS	BS	S	T	W	I	A	Ld	Sv
Seena and Arilla	4	4	3	3	2	3	4	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

Ghosts of Tanith, Heavy Weapon Squad, Shred.

Sniper Jessi Banda

Jessi Banda is among the regiment’s foremost snipers. She was one of the first Vervunhivers and the first woman to become a sharp-shooter. Aside from her expert shot, she has had relationships with two senior commanders, Rawne first and later Meryn after Rawne was presumed dead after leaving for the Gereon mission.



	WS	BS	S	T	W	I	A	Ld	Sv
Jessi Banda	4	4	3	3	1	3	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, long-las with hotshot pack, laspistol, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

Infiltrate, Night Vision, Rawne’s Girl.

Rawne’s Girl – Jessi has been a lover of Rawne and part of his inner circle of close associates. When in a unit with Rawne she grants him +1 Ld.

Sniper Nessa Bourah



Nessa is another of the regiment's best shots and another example of a prominent female marksman in the regiment. She was a member of Kolea's scratch company during the siege of Vervunhive where she was permanently deafened by shelling. This did nothing to hamper her excellent skills at a marksman, which once led her to counter-sniper a famous Bloodpact marksman who was nearly about to assassinate the risen Saint Sabbat

	WS	BS	S	T	W	I	A	Ld	Sv
Nessa Bourah	3	5	3	3	1	3	1	7	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, long-las with two hotshot packs, laspistol, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

Infiltrate, Night Vision.

Field Medic Lesp

Following the founding of the First and Only there was a sharp need for medical personnel. Doctor Dordon had to train a number of troopers in field medicine in order to make due, and Lesp was among the most promising of the Tanith to be trained. A former fisherman, Lesp had a knack at working with a needle and threat

that gave him a head-start over other Tanith so-trained.

Those skills have inadvertently made Lesp the go-to guy for tattoos and sock repair, though surely the Ghosts whose lives he saved appreciate more his talent for surgery.

	WS	BS	S	T	W	I	A	Ld	Sv
Medic Lesp	4	4	3	3	1	3	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, medipack, frag grenades.

SPECIAL RULES

Ghosts of Tanith, Tanith Combat Instinct.

Sergeant Agun Soric

Agun Soric formed a scratch company when his home of Vervunhive came under siege. There he defended his smeltery along with his co-workers. There he demonstrated himself as an effective commander and earned a role as sergeant in the Tanith First and Only when he joined through the Act of Consolation.

Soric was badly wounded on Phantine where he gained a limp, lost an eye and became a psyker. There was a superstition in his family that, being the seventh son of a seventh son, he inherited an witchcraft. He didn't believe it to be true until a message ball appeared in his pocket which he could not dispose of. Whenever in a tense situation, without his bidding a message would appear within it written in his own hand writing warning of impending death and how to avoid it.



	WS	BS	S	T	W	I	A	Ld	Sv
Agun Soric	4	4	3	4	2	3	3	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

Voice of Command, Relentless, Untrained Psyker, Message Ball Prophecy.

Untrained Psyker – Sergeant Soric is an untrained psyker. As such, he has no mastery level. Each psychic phase he generates 1D3 warp pool points which must be applied to his psychic power. His psychic power manifests every psychic phase. His power cannot be resisted, but the opposing player may apply any number of their psychic die to forcing re-rolls of Soric's psychic test. Finally, if Soric rolls Perils of the Warp do not consult the Perils of the Warp chart. Instead a daemon hijacks Soric's power and uses it to torment him. Soric loses the benefit of his power, his Voice of Command ability, has his Ld reduced to 6 and is permanently impacted by Fear. The player may remove him as a casualty if desired, representing him turning himself into his seniors.

Message Ball Prophecy – Soric's strange power allows him or his unit to re-roll one D6 of any kind per successful roll of psychic dice. So long as there is at least one success, his unit has a 4+ invulnerable save.

Sergeant Ceglan Varl



Sergeant Ceglan Varl is one of the most well-liked individuals in the Tanith First and Only. A sergeant of some skill, he has a bionic shoulder after having taken injury on Fortis Binary. He was promoted shortly after, and proved the promotion valuable after saving Rawne from his capture by the Jantine Patritions and by noticing a discrepancy during a flanking attack by Chaos forces on Vervunhive.

Varl has shown excellent fighting skill and determination against overwhelming odds on numerous occasions, especially on Herdor. He was a member of the suicide team to Gereon as well. When the team returned, he was the only member of the group besides Brostin who was able to cut through the psychological scarring and retain some humour without recovery time.

	WS	BS	S	T	W	I	A	Ld	Sv
Ceglan Varl	4	4	3	3	1	3	2	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades, bionic shoulder.

SPECIAL RULES

Voice of Command, Gereon Survivor, In Good Humour, Tanith Combat Instinct, Bionic Shoulder.

In Good Humor: *Varl is a high-spirited man of good humour.* His unit may re-roll failed morale checks.

Bionic Shoulder: Varl's bionic shoulder confers to him Feel No Pain (6+) and Hammer of Wrath.

Sergeant Tona Criid

Sergeant Tona Criid was a hive ganger from Vergast. Unlike a lot of Vergast-born Tanith she did not fight in the scratch companies. Instead, she survived almost alone save for the two children she guarded, adopting them after their mother died during an assault. Those children were in fact Gol Kolea's children, though it was quite some time later before Kolea knew Criid was raising his children and he never commented, not wanting to confuse the children or ruin their lives.

When she encountered the Tanith she first met Sergeant Dermon Caffran, a young sergeant who had made a name for himself through some heroics. Though immediately distrustful of him, he fought alongside her and protected her and nearly died to do so. She came to love

him for it and ever since the two of them have been lovers, sharing mutually the responsibility of raising young Dalin and Yoncy.

One of Gaunt's most loyal sergeants, Criid accompanied him on the suicide mission to Gereon. She is a vicious fighter, a humourless person and a stubborn character.



	WS	BS	S	T	W	I	A	Ld	Sv
Tona Criid	4	4	3	3	1	3	3	10	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, krak grenades, frag grenades.

SPECIAL RULES

Voice of Command, Gereon Survivor, Tanith Combat Instinct, Stubborn, Rending, Family Criid.

Family Criid— *Caffran, Criid and Dalin are a family together and each will become incensed by the death of the other.* Should any of them become a casualty the others will gain Preferred Enemy, Furious Charge, and Relentless. If the casualty was not killed by a weapon which would cause instant death, roll a D6. On a 3+, place that model on its side. They are still alive, but grievously wounded. They become an objective which only the others may capture, worth a victory point if captured and reducing the Tanith victory points by one if not. The surviving characters and their units must move towards the objective, hold the objective and kill any enemy unit that tries to contest the objective. So long as they are holding the objective they have counter-attack and fearless.

Sergeant Dermon Caffran



Sergeant Dermon Caffran is one of the regiment's youngest members, indeed the youngest sergeant. His age belies his talent for command, his intuition for battlefield momentum and his combat ability.

During the siege of Vervunhive he stumbled upon the hive ganger Tona Criid and her two adopted children. He defended her and fought alongside her, falling in love with the woman. After the battle they became lovers and he became like a father to those two children.

During the battles of Sapienica when the First and Only engaged the armies of Sholen Skara, Caffran's unit managed to get inside the walls of the Magister's fortress while the rest of the armies were pushed back from the walls. Inside the fortress he used demolition charges to destroy a manufactorum.

This tricked Skara into thinking his armies had been defeated by a greater Imperial force. He commanded his armies to commit mass sacrificial suicide, opening them up to a second assault by the Imperial Guard.

When the battle was over, Gaunt offered Caffran the opportunity to execute the captured Skara. Caffran considered that death would probably be preferable to a devotee of Khorne and decided to spare the magister's life, much to Skara's horror.

	WS	BS	S	T	W	I	A	Ld	Sv
Dermon Caffran	4	4	3	3	1	3	2	9	5+
Caffran's Heavy Weapon Team	4	4	3	3	2	3	3	9	5+

Unit Type: Infantry (Character).

WARGEAR

Caffran: Flak armour, lasgun, laspistol, straight silver, camo-cloak, demo charge, frag grenades.

Caffran's Heavy Weapon Team: Flak armour, treadfether, laspistol, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

Voice of Command, Tanith Combat Instinct, Go-lucky, Family Criid, Tank Hunter (Caffran's Heavy Weapon Team only).

Go-Lucky: *At times Caffran finds himself at the right place at the right time, and when he does he takes advantage of the opportunity to deal some serious damage.* Once per battle at the beginning of the movement phase you may test Caffran's luck by rolling a D6. On a 3+ Caffran and his unit may re-roll any failed rolls until their next turn.

Trooper Dalin Criid

Dalin Criid was the son of Livy and Gol Kolea. When he was ten he was estranged from his father during the Chaos invasion, and he lost his mother in a bombardment during that very same conflict. Found along with his sister Yoncy by a young Tona Criid, she took to protecting them. They were all later found by Caffran and they formed an impromptu family together.

Eight years later Dalin would join the Imperial Guard in order to serve with the Tanith First and Only. He would first fight as part of an

impromptu squad of trainees on Gereon under the harsh command of a whip-happy commissar and a stiff sergeant whose best friend was a heavy stick named which he used to beat upstarts. There in the mindless infantry assault, even at a moment against a greater daemon he would survive while many, many died.

Following that conflict he would join the Ghosts for real, becoming an adjutant for a company commander named Meryn and surviving the brutal battle on Jago at Hinzershaus.

	WS	BS	S	T	W	I	A	Ld	Sv
Dalin Criid	3	3	3	3	1	3	1	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, straight silver, camo-cloak, frag grenades, vox caster.

SPECIAL RULES

Family Criid, Child of the Regiment.

Child of the Regiment – *Dalin Criid was far too young to join the Guard when he was brought to the regiment by his adopted parents Tona Criid and Dermon Caffran. Years later, though, he would become a Ghost, the youngest member of the regiment and indeed the regiment's child.* Dalin Criid counts as a Platoon Standard.

Scout Leyr

Rawne's favoured scout, and one of the few men he's admitted to trusting, Leyr is a hard-

edged scout whose skills and loyalty are beyond questioning.

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Leyr	3	4	3	3	1	4	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

Scout Training, Tanith Combat Instinct, Rawne's Man.

Rawne's Man: *Leyr is part of Rawne's inner circle.* When in a unit with Rawne he grants him +1 I.

Commissar Viktor Hark



Commissar Hark was first placed in the regiment to facilitate his downfall; it was only by the grace of General Lugo's ignorance that this never happened, for Hark is true to his station as a servant of Imperial justice. What Hark saw in Gaunt during that campaign was a great man whose frustration in the failings of the upper echelons of command was causing him to plunge into depression.

Hark helped Gaunt see what next moves he needed to make, stirring him back on heroic course. Afterwards he would join the regiment as it's full-time commissar, taking political responsibilities away from Gaunt so he could focus on command.

Hark took serious injuries during the battle for Herdor, where xenos weaponry would take his arm. It was replaced afterwards with a hefty prosthetic capable of breaking bone.

	WS	BS	S	T	W	I	A	Ld	Sv
Viktor Hark	4	4	3	3	2	3	2	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, plasma pistol, bionic arm, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

Summary Execution, Aura of Discipline, For Your Own Good, Stubborn.

Junior-Commissar Nahum Ludd



Ludd first met Gaunt on Ancreon Sextus where he was the aide of another Commissar. When that commissar wasn't willing to listen to Commissar Gaunt when he explained how he had got from Gereon to that detention cell, Ludd was the one who expressed concern for the order to execute the Ghosts. It wouldn't matter – Gaunt's team would, by gun point, free themselves and take Ludd along with them.

Ludd would later defend Gaunt in a court appointed to determine whether Gaunt was free of taint or not after that mission. After proving Gaunt's innocence, he was ordered to watch Gaunt and report any odd behaviour.

After proving himself a loyal person he would join the regiment as Commissar Hark's aide. Though young and inexperienced, there is a responsibility budding in him.

	WS	BS	S	T	W	I	A	Ld	Sv
Nahum Ludd	4	4	3	3	1	3	2	9	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, bolt pistol, straight silver, camo-cloak, frag grenades.

SPECIAL RULES

On The Wire, Stubborn.

On The Wire: *Being only a junior Commissar, Ludd is not yet confident enough to discharge his full commissariat responsibilities. But he has demonstrated several times the ability to rise to the occasion when it's needed of him and take charge of the situation.* If the unit he is attached to fails a LD test, roll a D6. On a 4+ Ludd rises to the occasion. The squad ignores the failed LD. Additionally, Ludd gains Summary Execution and Aura of Discipline for the remainder of the battle.

Scout Trooper “Ven” Mkvenner

Mkvenner was born the son of warrior from the isolationist tribal Tanith-born called the Nalsheen. Much like the Partisan people to the citizens of Gereon, the Nalsheen did not participate in the primary politics or Imperial methods that the rest of Tanith did. But between their legendary heroism in overthrowing a tyrant which allowed Imperial rule to come to Tanith.

The inheritor of a secret martial art called cwlhl, Mkvenner has always impressed and struck awe his fellow soldiers with his close combat abilities. Indeed on Gereon he went toe-to-toe with a vicious daemonic Wire-Wolf, something so lethal it was feared to be indestructible. Using his lasgun as a quarterstaff he held the thing at bay in prolonged combat. It's also been said by Mkoll that Mkvenner is the only scout in the regiment to match, and even exceed the sergeant's own skills as a scout.



	WS	BS	S	T	W	I	A	Ld	Sv
MkVenner	5	4	3	3	1	5	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, frag grenades, camo cloak.

SPECIAL RULES

Scout Training, Cwlhl, Tanith Combat Instinct, Acute Senses, Precision Shots, Crusader.

Cwlhl – *Mkvenner is the sole inheritor of the ancient, secret fighting art of the Nalsheen, a tribal people who were lost when Tanith was destroyed.* On his initiative step declare whether Mkvenner is taking up a defensive stance or an offensive stance. When in a defensive stance he can sacrifice any number of attacks to deny that number of attacks from selected enemies in base to base contact. The total attacks removed cannot exceed his available attacks but may reduce an enemy to 0 attacks. In an offensive stance, when he makes an attack, each successful to-hit of 5+ grants Mkvenner an extra attack, which may not prompt further extra attacks. All his close combat attacks are made at AP 5.

Scout Simen Urvin Macharius “Lucky” Bonin



Bonin is, perhaps, the luckiest man in the regiment. Ignoring his difficult childhood and the miraculous survival of illness and injury, as a trooper he has survived too many close calls. He fell off Heritor Asphodel's Woe Machine on Vergast and only needed a hip replacement. On Phantine he survived the destruction of his Valkyrie troop transport, made it into the domed city and narrowly escaped execution at the hands of the Blood Pact commander there, Sagittar Slaith. He survived the suicide mission to Gereon, on Ancron Sextus felled a fleshy monstrosity of Chaos called a Thricewrought with his straight silver and on Jago was shot in the back, only to reappear moments later, surprising all in that he was not dead.

	WS	BS	S	T	W	I	A	Ld	Sv
Simen Bonin	4	4	3	3	1	4	2	8	5+

Unit Type: Infantry (Character).

WARGEAR

Flak armour, lasgun, laspistol, straight silver, frag grenades, camo cloak.

SPECIAL RULES

Scout Training, Born Under a Lucky Star, Feel No Pain, Gereon Survivor, Tanith Combat Instinct, Acute Senses, Precision Shots, Monster Killer, Crusader.

Monster Killer – When Bonin's unit enters an assault with a Monstrous Creature, before the charge has been made, remove Bonin from the unit. On the initiative step 4 place Bonin in base to base contact with the Monstrous Creature. He may make his attacks against the Monstrous Creature in that assault phase with the Furious Charge, Smash and Monster Hunter special rules.

Born Under a Lucky Star – *Bonin was said by his mother to have been born under a lucky star. Given the amount of close-calls this man has survived, it could definitely be said to be true.* Bonin's save is invulnerable. Additionally, once per game, if Bonin loses his last wound place his model on its side. On the next friendly movement phase, before movements have been made roll a D6; on a 3+ he stands back up. He re-joins his squad if they are still alive, a friendly squad within 6" if they've been destroyed, and becomes an independent character otherwise (though he does not confer victory points if killed).

Scout-Sergeant Oan Mkoll

Mkoll is the master scout of the Tanith First and Only. His exploits have included killing a blinded Chaos dreadnought, out-stealth a Dark Eldar mandrake and killing the Blood Pact etuguar Sagittar Slaith where none else could. Besides that, on numerous occasions he's been left on his own in hostile conditions and made his way to exactly where he needed to be.

He has the authority to pick from the best of the regiment to receive his training in stealth tactics, so those trained may become part of his elite scout groups. He only chooses the best, indeed none of which have been Vergastites. When the Belladon joined their regiment their best scout, Ferdy Kolosim, was blown away by the level of skill Mkoll demonstrated.

Mkoll was always a gifted scout, having spent all his life living in the shifting woods of Tanith, hunting for his children in a place where there was no continuity or paths. But when he returned from the Gereon mission so honed

were his skills that he surprised even himself. While part of a group of scouts he had personally trained, he scolded them for not being stealthy enough. But upon further reviewing their methods he'd realized it wasn't them who had depreciated, it was him who had increased in skill levels.



	WS	BS	S	T	W	I	A	Ld	Sv
Mkoll	5	4	3	3	3	5	3	9	5+

Unit Type: Mkoll is Infantry (Character)

WARGEAR

Flak armour, lasgun, laspistol, straight silver, frag grenades, krak grenades, demo charge, camo cloak.

SPECIAL RULES

Master of Scouts, Gereon Survivor, Tanith Combat Instinct, Acute Senses, Precision Shots, Precision Strikes, Special Mission Leader, Assassin, Crusader.

Master of Scouts – *Mkoll is a legend among the Tanith for almost supernatural intuition, stealth abilities and combat prowess and his accomplishments include killing a Chaos Magister nearly face-to-face, out-stealth a Dark Eldar mandrake and using a planet to kill a dreadnought. Besides that, the elite scout training all scouts receive comes directly from Mkoll.* He has and grants to any unit he is with Scout, Stealth, Infiltrate and Shrouding.

Special Mission Leader – *Mkoll often leads teams on unconventional, special missions.* If Mkoll is part of a unit, before the battle begins you may choose a single Special Mission for Mkoll to lead.

Reveal Yourself! – Hold Mkoll's unit and up to two other units in reserves. When they are brought onto the table the units may be deployed within 12" of a single piece of difficult terrain.

Forward Recon – Before any army has deployed, Mkoll's unit and up to two other units may deploy within 12" of each other anywhere on the board, except that they may not deploy within 6" of the enemy deployment zone. They may make a single shooting attack before the first player's movement phase.

Ambush– Hold Mkoll's unit in reserves. When they are brought onto the table the units may be deployed within 12" of any enemy unit.

Assassin – If Mkoll is fielded on his own, Mkoll may be given an assassination mission. His goal is to kill valuable targets. Mkoll will make active use of all his stealth abilities, completely unhampered by inferior people around him. So long as Mkoll does not make a shooting attack, anyone attempting to shoot at or assault him must pass an initiative test to do so. If they are more than 24" away they'll receive a -1 penalty to their I for the purpose of the test, and -2 for being further than 36". No one may fire at Mkoll from greater than 48" away. When he shoots at an enemy unit, if he allocates his shot against a Character, his shots will be made with the poisoned (3+) and rending special rules. If he charges the enemy unit, he must challenge the character. In that challenge his attacks will be made on the Initiative step 6 with Poisoned (3+), Rending and Hit and Run.

The Risen Saint Sabbat



Saint Sabbat, the woman who originally conquered the worlds which would later bare her name, is a holy figure and is revered throughout the sector. Her accomplishments are innumerable, though the wounds which claimed her life are not – they were nine, nine holy wounds. Her body is entombed on the small world of Hagia, a place Gaunt would one-day come to.

He was tasked to guard those remains as an honour guard against relentless Chaos assault. He did so bravely, losing a man at the end who died bringing to life the psychic defences of her shrine, no less by bearing the same nine holy wounds the Saint suffered.

Later, on Herdor, she would rise from the dead and possess the mind and body of a young woman Gaunt encountered there on Hagia. The risen saint would request that the First and Only be her honour guard as the forces of Magister Enok Innokenti closed in around them. After nine assassins failed in their attempts to kill her, she would engage Enok Innokenti in personal combat, Gaunt engaging the magister's Lifeguard. Emanating etheric green energies which seemed to take the shape of the Aquila itself, she would hold the Magister's head victorious above the melee carnage of Ghosts versus Heretics.

	WS	BS	S	T	W	I	A	Ld	Sv
Saint Sabbat	6	5	4	4	4	6	4	10	3+

Unit Type: Infantry (Character).

WARGEAR

Power Armour, Close Combat Weapon, The Beati's Holy Sword, Frag Grenades, Krak Grenades.

SPECIAL RULES

Independent Character, Eternal Warrior, Fearless, Psyker (Mastery Level 2), Aura of the Emperor's Glory.

Aura of the Emperor's Glory – *The Saint radiates with etheric energies that takes the form of the Aquila when she does battle. Warriors around her feel uplifted, invigorated and eager to do the Emperor's bidding.* The Beati has a 4+ invulnerable save, which is improved to 3+ when in a unit with Brin Milo. All friendly models within 12" are fearless and re-roll failed to-hits of 1. If she is slain, all units on the board will be at -1 Ld until the beginning of the next phase parallel to the one she died on.

General Grizmund's Narmenian 1st Armoured

Among the armies assembled at Vergast were the heroic Narmenian 1st Armoured and their battle decorated General Grizmund. A sensible, down to earth commander, Grizmund is a master at orchestrating armoured formations which can leave his opponent crippled.

During one particularly vicious battle at Vervunhive his series of manoeuvres called "the Scissors" made effective use of his armours superior weapon range to put out of action a

superior Chaos force while only losing two of his own armoured pieces.

The Tanith First and Only worked well with Grizmund, and indeed Gaunt saved the man from a potentially disastrous arrest made by Vervunhive Primaries for taking an unpermitted route to a battlefield. Gaunt used his authority as a commissar to have the charges put aside so Grizmund could lead his men into battle and do what they do best: kill tanks.

	WS	BS	S	T	W	I	A	Ld	Sv
Coron Grizmund	-	4	-	-	-	-	-	-	-

Unit Type: Infantry (Character).

SPECIAL RULES

Leman Russ Commander, Tank Orders, Narmenian Battle Formation

Narmenian Battle Formation – *When the Narmenians fight they do so by applying incredible synchronized battle formations. Tanks will move in well-planned, well drilled manners in order to increase the number of firing opportunities they have and they will prioritize far-ranged weapons in support of shorter ranged weapons.* This allows them to maximize their damage output while minimizing their own losses. While General Grizmund is alive, Narmenian Leman Russes never block the line of sight of other Narmenian Leman Russes.

Commander Bree Jagdea's Umbra Flight

Commander Jagdea is a legendary ace pilot who flew in service of the Tanith First and Only twice on Phantine. When her Thunderbolt fighter was shot down she would land in the vicinity of a Tanith fireteam including Bonin, who had abandoned their flying transport when it was shot down by Chaos forces. She would follow the team into the domed city, her life being saved by Bonin when she attempted suicide.

After surviving her time with the Tanith, after returning to friendly lines she would volunteer to pilot another Valkyrie troop transport with Bonin's team in it. After that transport was too shot down she would follow Bonin into the domed city and narrowly escape execution there.



	WS	BS	S	T	W	I	A	Ld	Sv
Bree Jagdea	-	4	-	-	-	-	-	-	-
Bree Jagdea	3	3	3	3	2	3	1	8	5+

Unit Type: When piloting a flyer she adds (Character) to her fliers unit type and when on her own she is Infantry (Character).

SPECIAL RULES

Umbra Leader, Ejection System

Umbra Leader – Jagdea is a flight commander and can issue Flight Orders to friendly flier squadrons. To do this, select the unit receiving the order and roll a 2D6. On a 9 or less select one of the following orders:

On Your Six! –If successful, this order will improve any Jink saves taken by the squadron to 3+ until the beginning of the next player turn.

Bombing Run is a Go – If successful, the vehicle squadron gains the Agile special rule until the beginning of its next turn.

Permission for Strafing Run Acknowledged – The selected unit must immediately make a shooting attack at an enemy target with the Strafing Run special rule.

Ejection System– If Jagdea's flier is destroyed, roll a D6. On a 3+ she manages to use her ejection system to escape the wreck. Roll a scatter die and 2D6, if a hit is rolled use the arrows on the die to determine the scatter direction – this is where Jagdea lands. She counts as an objective worth 1 victory point, even though she can move and shoot under the Tanith player's power. If the enemy wishes to capture her they may do so as if she was a Relic. If she is killed she rewards no victory points.

Colonel Gizhaum Danver De Banzi Haight Gilbear



Colonel Gilbear and his Volpone Bluebloods 3rd regiment are a royal regiment of heavy-set shock troopers. While the average Blueblood trooper is well in excess of six feet tall, Gilbear is seven and a half feet tall, a giant of a man.

His well-funded, well-armed regiment is the polar opposite of the scrawny, ill-disciplined Tanith First and Only and this stark difference was the initial source of animosity between the Ghosts and Bluebloods.

This animosity has at times come to blows. But when their regimental commander Noches Sturn displayed cowardice on the field during the siege of Vurvunhive, Gilbear sided with Gaunt, aiding in the apprehension the cowardly officer he had defended up to that point. He would admit that despite his dislike of the Tanith and the bad blood between the two regiments, they are honourable fighters.

	WS	BS	S	T	W	I	A	Ld	Sv
Gizhaum Gilbear	4	4	4	3	3	3	3	9	4+

Unit Type: Infantry (Character).

WARGEAR

Carpace Armour, hotshot laspistol, power weapon, hotshot lasgun, krak grenades, frag grenades.

SPECIAL RULES

Clarion Vox-Net, Voice of Command, Senior Officer, Move Through Cover, Outflank, Rivals.

Colonel Zoren's Vitrian Dragoons

The Vitrian Dragoons are a dark-skinned honour bound regiment of heavily armed shock troops. Their code of Byhata defines their behaviour as a regiment and decrees that when they attack they do so with their fullest strength. As such they always fight with their lasguns charged to full. Though this reduces the life-span of the ammo packs and makes the weapon more unwieldy, it goes a step towards their motto that the first shot should be the last shot.

The Vitrian Dragoons and Tanith First and Only worked closely on several occasions. First they fought together on Fortis Binary against the Shriven heretics. Later Zoren would help Gaunt protect an important secret from the Jaintine Patricians. That same regiment under Militant General Hechtor Dravere would try and annihilate the Ghosts, prompting the heroic last stand of Sergeant Blane's platoon. Zoren and his Dragoons would stop the Patricians from then charging against the rest of the Ghosts, at significant losses in his own regiment.

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel Zoren	4	4	3	3	3	3	3	9	4+

Unit Type: Infantry (Character).

WARGEAR

Carpace Armour, full charged laspistol, power weapon, full charged lasgun, krak grenades, frag grenades.

SPECIAL RULES

Code of Byhata, Voice of Command, Senior Officer, Zealot, Shrouded (Night Fighting Only)

First and Only

The following army list enables you to field an army of the elite Tanith First and Only stealthier guardsmen to fight battles using the missions included in the Warhammer 40'000 rulebook.

Using the Armylist

The Tanith First and Only army list is divided into six sections: HQ, Eli0tes, Troops, Fast Attack, Heavy Support and Crusade Allies.

Weapons of the Tanith First and Only

The Beati's Holy Sword: *This holy power sword is consecrated with holy water of the most pious of men and blood of the most foul.* The Beati's Holy Sword has the following profile:

S:+2 **Ap:**3 **Type** – Master-Crafted, Soul Blaze

Bionic Arm: *Commissar Hark wears a bulky and powerful bionic arm which can smash bone and kill a man with contemptuous ease.* His bionic arm has the following profile:

S: +1 **Ap:** 5 **Type:** Specialist Weapon

Custom long-las: *Larkin carries with him a custom long-las through which he can see the truth.* No psychic power or special rule may reduce Larkin's BS when firing his long-las.

Range: 48" **S:** 4 **AP:** 4 **Type** - Heavy 1, Sniper

Hotshot: **Range:** 48" **S:** 5 **AP:** 4 **Type** - Heavy 1, Sniper, one use only, Poisoned (2+), Strikedown

Full charge lasgun: *Vitrian Dragoons fire their lasguns on full charge, attempting to make one good shot rather than many lesser ones.* Instead of firing two shots at half the lasgun's range, they fire a single shot with +1S.

Full charge laspistol: *Vitrian Dragoons fire their lasguns on full charge, attempting to make one good shot rather than many lesser ones.*

Range: 10" **S:**4 **Ap:**- **Type** - Pistol

Long-las with Hotshot pack: *Tanith snipers often carry over-charged las-packs for their*

long-las sniper rifles. Instead of firing the long-las as normal the shooter may use this secondary firing mode:

Range: 36" **S:**X **Ap:**4 **Type** - Heavy 1, Sniper, one use only, Poisoned (3+), Strikedown

Reinbow – *Metal bolts tipped with virulent poisons are hurled by this weapon's magnetic launching system.* The Reinbow is a shooting weapon with the following profile:

Range: 18" **S:** 4 **AP:** 5 **Type:** Assault 1, Poisoned (4+)

Straight Silver: *The Tanith field a characteristic double-sided silver blade over the standard-issue bayonets blade arming most Imperial Guard units.*

S: user **Ap:** 6

Stubber: *This heavy-duty .30 calibre submachine gun makes regular rotation in the Tanith First and Only.*

Range: 24" **S:** 3 **AP:** 5 **Type** – Heavy 3

Sword of Heironymo Sondar: *This legendary blade was a gift from the ruling house of Vervunhive, an heirloom of their greatest hero.*

This is a Blade of Conquering found in codex: Astra Militarum.

Weapon Option Lists

Ranged Weapons

A model may replace their laspistol or lasgun with one of the following:

- Bolt Pistol – 2 pt
- Boltgun – 2 pt

Special Weapons

- Stubber – Free
- Long-las – 2 pts
- Long-Las with Hotshot pack – 5 pts
- Flamer – 5 pts
- Grenade Launcher – 5 pts

Special Issue Ranged Weapons

- Meltagun – 15 pts
- Plasma Gun – 20 pts
- Demolition Charge – 20 pts

Heavy Weapons

- Heavy Stubber – Free
- Mortar – 5 pts
- Heavy Bolter – 10 pts
- Autocannon – 10 pts
- Missile Launcher – 10 pts
- May also take Flakk Missiles – 10 pts

Special Issue Wargear

- Krak Grenades – 2 pts
- Meltabombs – 5 pts
- Snare Mines – 5 pts

HQ

Tanith Command Squad											55 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Company Commander	5	4	3	3	3	5	3	10	5+	Infantry (Character)	1	25
Veteran	3	4	3	3	1	3	1	7	5+	Infantry	4	
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+	Infantry	-	
Narmenian Tank Officer	3	3	3	3	1	3	1	7	5+	Infantry (Character)	-	
Vitrian Dragoon	3	4	3	3	1	3	2	8	4+	Infantry (Character)	-	
Blueblood Officer	3	4	3	3	2	3	2	8	4+	Infantry (Character)	-	
Phantine Naval Officer	3	3	3	3	1	3	1	7	5+	Infantry (Character)	-	

Wargear (Company Commander)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Wargear (Veteran)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Wargear (Veteran Weapon's Team)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Wargear (Narmenian Tank Officer)

- Flak Armour
- Laspistol
- Close Combat Weapons
- Frag Grenades

Wargear (Vitrian Dragoon)

- Carapace Armour
- Full charged Lasgun
- Full charged Laspistol
- Close Combat Weapon
- Frag Grenades

Wargear (Blueblood Officer)

- Carapace Armour
- Hotshot Lasgun
- Hotshot Laspistol
- Close Combat Weapon
- Frag Grenades

Wargear (Phantine Naval Officer)

- Flak Armour
- Laspistol
- Close Combat Weapons
- Frag Grenades

Special Rules

(Company Commander)

- Voice of Command
- Senior Officer

Special Rules

(Veteran Weapons Team)

- Heavy Weapons Team

Special Rules

(Narmenian Tank Officer)

- Artillery Barrage
- Come in Tank Commander!

Special Rules

(Vitrian Dragoon)

- Zealot
- Code of Byhata
- Shrouded (Night Fighting Only)

Special Rules

(Blueblood Officer)

- Rivalry

Special Rules

(Phantine Naval Officer)

- Naval Orders
- Come in Pilots!

Options:

May add one of the following:

- Narmenian Tank Officer – 25 pts
- Vitrian Dragoon – 25 pts
- Blueblood Officer – 35 pts
- Phantine Naval Officer – 25 pts

- The Company Commander may take options from the Ranged Weapons or Special Issue Wargear lists.
- One veteran may carry a vox caster for 5 pts
- One veteran may replace his lasgun for a heavy flamer for 10 pts
- One other veteran may take a medipack for 15 pts
- Two other veterans may form a veteran heavy weapons team which **must** take one item from the **Heavy Weapons** list.
- Any remaining veterans may replace his lasgun for an item from **special weapons** or **special issue ranged weapons** lists.

Command Platoon Fire Team

40 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Veteran	3	4	3	3	1	3	1	7	5+	Infantry	6	
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+	Infantry	-	

A Command Squad may be accompanied by a single Command Platoon Fire Teams. This unit does not take up a force organization slot. It consists of 2-5 Fire Teams.

Wargear (Veteran)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Wargear (Veteran Weapons Team)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Special Rules

- Command Support

Special Rules

(Veteran Weapons Team)

- Heavy Weapons Team

Options

- Up to three Veterans may replace their lasgun for an item from the **special weapons** or **special issue ranged weapons** lists.
- Two other veterans may form a veteran heavy weapons team which **must** take one item from the **Heavy Weapons** list.
- A single remaining Veteran may take a vox caster for 5+.

Colonel-Commissar Gaunt

160 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Ibram Gaunt	5	4	3	3	3	4	3	10	5+	Infantry (Character)	1 (Unique)	25

Gaunt may replace one Company Commander or be fielded as an independent character.

Wargear

- Flak Armour
- Camo Cloak
- Sword of Heironymo Sondar
- 2 Bolt Pistols
- Straight Silver
- Frag Grenades

Warlord Trait - Legendary Fighter

Special Rules

- Independent Character
- Eternal Warrior
- Fearless
- Voice of Command
- Senior Officer
- Heroic Strike
- Front Liner
- For Your Own Good
- "Men of Tanith! Warriors of Vergast! Fury of Belladon!"

Trooper Milo												50 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Brin Milo	3	4	3	3	1	3	1	8	5+	Infantry (Character)	1 (Unique)	25

Gaunt may take Milo as a bodyguard if he otherwise has none. He remains an independent character.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Straight Silver
- Frag Grenades
- Pipes of Tanith

Special Rules

- Pipesman of Tanith
- Precognition
- Tanith Combat Instinct

Eszrah Ap Niht												40 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Eszrah	4	5	3	3	1	4	3	8	5+	Infantry (Character)	1 (Unique)	25

Gaunt may take Eszrah as a bodyguard if he otherwise has none. He remains an independent character.

Wargear

- Flak Armour
- Camo Cloak
- Reinbow
- Frag Grenades
- Straight Silver

Special Rules

- Wode
- Daeda Waeg

Colonel Corbec												60 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Colm Corbec	4	4	3	4	3	3	3	10	5+	Infantry (Character)	1 (Unique)	25

Corbec may replace one Company Commander.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Krak Grenades
- Frag Grenades

Special Rules

- Voice of Command
- Senior Officer
- Adamantium Will
- It Will Not Die
- Natural Born Leader
- Pryze County Champion
- Tanith Combat Instinct

Warlord Trait – Reckless Warrior

Major Rawne

60 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Elim Rawne	4	4	3	3	3	3	3	9	5+	Infantry (Character)	1 (Unique)	25

Rawne may replace one company commander.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Demo Charge
- Frag Grenades

Special Rules

- Voice of Command
- Senior Officer
- Zealot
- Furious Charge
- Demolitions Expert
- "Go Feth Yourself!"
- Gereon Survivor
- Tanith Combat Instinct

Warlord Trait – For Tanith, For the Emperor!

Major Kolea

45 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Gol Kolea	4	4	3	3	3	3	3	10	5+	Infantry (Character)	1 (Unique)	25

Kolea may replace one company commander.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Special Rules

- Voice of Command
- Senior Officer
- Reckless Advance

Warlord Trait – Remember Vervunhive, Master of the Vanguard.

Captain Daur

45 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Captain Daur	4	4	3	3	3	3	3	9	5+	Infantry (Character)	1 (Unique)	25

Daur may replace one Company Commander.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Special Rules

- Voice of Command
- Senior Officer
- Coordinated Offense
- Coordinated Defence

Warlord Trait – Deny The Enemy

Captain Kolosim												30 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Ferdy Kolosim	4	4	3	3	3	4	3	9	5+	Infantry (Character)	1 (Unique)	25

Kolosim may replace one company commander.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades
- Krak Grenades
- Snare Mines

Special Rules

- Voice of Command
- Senior Officer
- Night Vision
- Precision Shots
- Crusader

Warlord Trait – Blood of the Scout

Captain Shoggy Domor												30 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Dohon Domor	4	4	3	3	3	3	3	9	5+	Infantry (Character)	1 (Unique)	25

Domor may replace one company commander.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Krak Grenades
- Frag Grenades

Special Rules

- Voice of Command
- Senior Officer
- Armourbane
- Night Vision
- Interceptor
- Tanith Combat Instinct

Warlord Trait – Implacable Determination.

Doc Dorden

25 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Doc Dorden	3	4	3	3	1	3	1	8	5+	Infantry (Character)	1 (Unique)	25

Dorden may replace a single Command Squad veteran if it has neither a medipack nor Curth.

Wargear

- Flak Armour
- Camo Cloak
- Medipack
- Laspistol
- Straight Silver

Special Rules

- Master Medicae
- Pacifist

Surgeon Curth

25 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Surgeon Curth	3	3	3	3	1	3	1	8	5+	Infantry (Character)	1 (Unique)	25

Curth may replace a single Command Squad veteran if it has neither a medipack nor Dorden.

Wargear

- Flak Armour
- Camo Cloak
- Medipack
- Laspistol
- Frag grenades
- Straight Silver

Special Rules

- Gereon Survivor
- Efficient Surgeon

Adjutant Beltayn

35 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Dughan Beltayn	4	4	3	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	25

Beltayn may replace a single Command Squad veteran if the unit has neither a vox caster nor Feygor.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver
- Vox Caster

Special Rules

- Ghosts of Tanith
- Master Voxman
- "Something's Awry"
- Gereon Survivor
- Tanith Combat Instinct

Adjutant Feygor

50 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Murtan Feygor	4	4	3	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	25

Feygor may replace a single Command Squad veteran if the unit has neither a vox caster nor Beltayn.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver
- Demo Charge
- Vox Caster

Special Rules

- Ghosts of Tanith
- Demolitions Expert
- Armourbane
- Gereon Survivor
- Tanith Combat Instinct
- Rigged Explosives
- Rawne's Man

Elites

Tanith Ghosts

45 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Ghost	4	4	3	3	1	3	2	8	5+	Infantry	3	
Ghost Weapons Team	4	4	3	3	2	3	4	8	5+	Infantry	-	

Wargear (Ghost)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Special Rules**(Ghost)**

- Dispersed Unit
- Ghosts of Tanith
- Precision Strikes

Special Rules**(Ghost Weapon Team)**

- Heavy Weapons Team

Wargear (Ghost Weapon Team)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Options

- The unit may take up to 7 more Ghosts for +15 pts each.
- If the squad is fielded Dispersed, stop here. If they are fielded as a squad, they have the following options:
- Up to three Ghosts may replace their lasgun for an item from the **special weapons** or **special issue ranged weapons** lists.
- Two other veterans may form a veteran heavy weapons team who **must** take one item from the **Heavy Weapons** list.
- A single remaining Veteran may take a vox caster for +5 pts.

Flame-Trooper Brostin

40 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Aongus Brostin	4	4	3	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	25

Brostin may replace a single Ghost.

Wargear

- Flak Armour
- Camo Cloak
- Mr. Yellow (Heavy Flamer)
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Ghosts of Tanith
- Gereon Survivor
- "Say Hello to Mr. Yellow"
- Airburst Special
- Tanith Combat Instinct
- Rawne's Man

Try Again Bragg

40 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Bragg	4	2	4	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	25
Bragg's Weapon Team	4	2	4	3	2	3	3	8	5+	Infantry (Character)	1 (Unique)	

Bragg may replace a single Ghost, or Bragg's Weapon Team may replace a pair of Ghosts.

Wargear

- Flak Armour
- Camo Cloak
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules (Bragg)

- Ghosts of Tanith
- Slow and Steady
- Try Again, Bragg!
- Tanith Combat Instinct

Special Rules (Bragg's Weapon Team))

- Ghosts of Tanith
- Relentless
- Try Again, Bragg!
- Tanith Combat Instinct

Options

- Bragg **must** take one item from the **Heavy Weapons** list.

Fething Cuu

20 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Lijah Cuu	4	4	3	3	1	3	3	7	5+	Infantry (Character)	1 (Unique)	25

Cuu may replace a single Ghost, Trooper or Veteran.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Ghosts of Tanith
- Precision Strikes
- Precision Shots
- Cold Blooded Killer
- Murderer

The Gun Girls											15 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Seena and Arilla	4	4	3	3	2	3	4	8	5+	Infantry (Character)	1 (Unique)	25

Seena and Arilla may replace a pair of Ghosts, a Ghost Heavy Weapons Team, a Heavy Weapons Team or a Veteran Heavy Weapons Team.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Ghosts of Tanith
- Heavy Weapons Squad
- Shred

Options

- Seena and Arilla **must** take one item from the **Heavy Weapons** list.

Field Medic Lesp											15 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Medic Lesp	4	4	3	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	25

Lesp may replace a single Ghost in a unit without a medipack, Dorden or Curth.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver
- Medipack

Special Rules

- Ghosts of Tanith
- Tanith Combat Instinct

Tanith Sniper Teams											65 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Sniper	3	4	3	3	1	3	1	7	5+	Infantry	3	
Trooper	3	3	3	3	1	3	1	7	5+	Infantry	3	

You may field 1-3 Sniper Teams for each slot on the force organization chart.

Wargear (Sniper)

- Flak Armour
- Camo Cloak
- Long-las and hotshot pack
- Straight Silver
- Frag Grenades

Special Rules

- Infiltrate
- Night Vision

Options

- A single Trooper may take a vox caster for +5 pts.

Wargear (Trooper)

- Flak Armour
- Camo Cloak
- Lasgun
- Straight Silver
- Frag Grenades

Mad Larkin

50 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Hlaine Larkin	3	6	3	3	1	2	1	7	5+	Infantry (Character)	1 (Unique)	25

Larkin may replace any Ghost or Sniper.

Wargear

- Flak Armour
- Camo Cloak
- Custom long-las
- Hotshot pack
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Ghosts of Tanith
- Master Sniper
- Night Vision
- Wooden Leg
- Gereon Survivor
- Airburst Special

Sniper Banda

20 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Jessi Banda	4	4	3	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	25

Banda may replace any Ghost or Sniper.

Wargear

- Flak Armour
- Camo Cloak
- Long-las with hotshot pack
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Ghosts of Tanith
- Night Vision
- Rawne's Girl

Sniper Nessa

20 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Nessa Bourah	3	5	3	3	1	3	1	7	5+	Infantry (Character)	1 (Unique)	25

Nessa may replace any Sniper.

Wargear

- Flak Armour
- Camo Cloak
- Long-las with 2 hotshot packs
- Frag Grenades
- Straight Silver

Special Rules

- Night Vision

Troops

Tanith Infantry Platoon										65 pts		
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Veteran Sergeant	4	4	3	3	1	3	2	9	5+	Infantry (Character)	-	25
Sergeant	3	4	3	3	1	3	2	8	5+	Infantry (Character)	1	
Corporal	3	3	3	3	1	3	1	8	5+	Infantry (Character)	1	
Trooper	3	3	3	3	1	3	1	7	5+	Infantry	8	
Heavy Weapon Team	3	3	3	3	2	3	2	7	5+	Infantry	-	
A Tanith Infantry Platoon consists of between 3 and 6 Infantry Squads												

Wargear (Veteran Sergeant)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Wargear (Sergeant)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades

Wargear (Corporal)

- Flak Armour
- Camo Cloak
- Lasgun
- Straight Silver
- Frag Grenades

Wargear (Trooper)

- Flak Armour
- Camo Cloak
- Lasgun
- Straight Silver
- Frag Grenades

Wargear (Heavy Weapon Squad)

- Flak Armour
- Camo Cloak
- Lasgun
- Straight Silver
- Frag Grenade

Special Rules

- Variable Command
- Fireteams
- Microtactics

Special Rules

(Veteran Sergeant)

- Voice of Command

Special Rules (Sergeants)

- Voice of Command

Special Rules

(Heavy Weapons Team)

- Heavy Weapons Team

Options

- A single Infantry Squad **must** replace its sergeant with a Veteran Sergeant for +15 pts.

If an Infantry Squad has a **Veteran Sergeant** it has the following options:

- The Veteran Sergeant may take options from the **Ranged Weapons** and **Special Issue Wargear** lists.
- One troopers may carry a vox caster for 5 pts
- One other trooper may replace his lasgun for a heavy flamer for 10 pts
- One other trooper may take a medipack for 15 pts

- Two other troopers may form a heavy weapons team which **must** take one item from the **Heavy Weapons** list.

- Three remaining veterans may replace their lasguns for items from the **special weapons** list.

If an Infantry Squad has a **Sergeant** it has the following options:

- The Sergeant may take options from the **Ranged Weapons** and **Special Issue Wargear** lists.
- One troopers may carry a vox caster for 5 pts
- Two other troopers may form a heavy weapons team which **must** take one item from the **Heavy Weapons** list.
- One other trooper may replace his lasgun for an item from the **special weapons** list.

Sergeant Soric

45 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Agun Soric	4	4	3	4	2	3	3	9	5+	Infantry (Character)	1 (Unique)	25

Soric may replace a single Veteran Sergeant or Sergeant.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Voice of Command
- Relentless
- Untrained Psyker
- Message Ball Prophecy

Sergeant Varl

45 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Ceglan Varl	4	4	3	3	1	3	2	9	5+	Infantry (Character)	1 (Unique)	25

Varl may replace a single Veteran Sergeant or Sergeant.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Voice of Command
- Gereon Survivor
- In Good Humour
- Tanith Combat Instinct
- Bionic Shoulder

Sergeant Criid

45 pts

	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Tona Criid	4	4	3	3	1	3	3	10	5+	Infantry (Character)	1 (Unique)	25

Criid may replace a single Veteran Sergeant or Sergeant.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Voice of Command
- Gereon Survivor
- Tanith Combat Instinct
- Stubborn
- Rending
- Precision Shots
- Family Criid

Sergeant Caffran												50 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Dermion Caffran	4	4	3	3	1	3	2	9	5+	Infantry (Character)	1 (Unique)	25
Caffran's Weapon Team	4	4	3	3	2	3	3	9	5+	Infantry (Character)	1 (Unique)	

Caffran may replace a Sergeant or Veteran Sergeant. Replace an additional trooper to form Caffran's Weapon Team

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver
- Demo Charge

Wargear (Caffran's Heavy Weapons Team)

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Options

- Caffran's Heavy Weapon Team **must** take a Missile Launcher from the **Heavy Weapons** list.

Special Rules

- Voice of Command
- Go-Lucky
- Family Criid
- Tanith Combat Instinct

Special Rules (Caffran's Heavy Weapon Team)

- Voice of Command
- Heavy Weapons Team
- Go-Lucky
- Family Criid
- Tanith Combat Instinct
- Tank Hunter

Commissar Hark												60 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Viktor Hark	4	4	3	3	2	3	2	9	5+	Infantry (Character)	1 (Unique)	25

Hark may be attached to any Infantry Squad, Ghost Squad or Command Squad.

Wargear

- Flak Armour
- Camo Cloak
- Plasma Pistol
- Bionic Arm
- Straight Silver
- Frag Grenades

Special Rules

- Aura of Discipline
- Summary Execution
- For Your Own Good
- Stubborn

Junior-Commissar Ludd												20 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Nahum Ludd	4	4	3	3	1	3	2	9	5+	Infantry (Character)	1 (Unique)	25

Ludd may be attached to any Infantry Squad, Ghost Squad or Command Squad.

Wargear

- Flak Armour
- Camo Cloak
- Bolt Pistol
- Straight Silver
- Frag Grenades

Special Rules

- Stubborn
- On The Wire

Fast Attack

Tanith Scouts												45 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Scout	3	4	3	3	1	4	2	8	5+	Infantry	3	

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Straight Silver
- Frag Grenades
- Snare Grenades

Options

- The unit may take up to 7 more Scouts for +15 pts each.
- If the unit is Dispersed, then stop hear. If the unit is fielded as a squad, it has the following options:
- Up to three Scouts may replace their lasgun for an item from the **special weapons** or **special issue ranged weapons** lists. One of these models may instead take a heavy flamer for +10 pts.
- A single remaining Scout may take a vox caster for +5 pts.

Special Rules

- Dispersed Unit
- Scout Training
- Precision Shots
- Crusader

Scout Leyr											20 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Leyr	3	4	3	3	1	4	2	8	5+	Infantry (Character)	1 (Unique)	25

Leyr may replace a single Scout.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Scout Training
- Precision Shots
- Crusader
- Tanith Combat Instinct
- Acute Senses
- Rawne's Man.

Scout Ven											40 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Mkvenner	5	4	3	3	1	4	3	8	5+	Infantry (Character)	1 (Unique)	25

Ven may replace a single Scout.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Scout Training
- Precision Shots
- Crusader
- CwIhl
- Acute Senses
- Tanith Combat Instinct

Lucky Bonin											50 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Simen Bonin	4	4	3	3	1	3	2	8	5+	Infantry (Character)	1 (Unique)	25

Bonin may replace a single scout.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Straight Silver

Special Rules

- Scout Training
- Precision Shots
- Crusader
- Feel No Pain
- Gereon Survivor
- Born Under a Lucky Star
- Acute Senses
- Monster Killer

Scout-Sergeant Mkoll												100 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Oan Mkoll	5	4	3	3	3	4	3	9	5+	Infantry (Character)	1 (Unique)	25

Mkoll may replace a single Scout, or may be fielded as an infantry squad of one.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Laspistol
- Frag Grenades
- Demo Charge
- Straight Silver

Special Rules

- Master of Scouts
- Precision Shots
- Precision Strikes
- Special Mission Leader
- Crusader
- Assassin
- Gereon Survivor
- Acute Senses
- Tanith Combat Instinct

Heavy Support

Tanith Heavy Weapons Platoon												30 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+	Infantry	3	

Each platoon consists of 2-5 Heavy Weapon Squads.

Wargear

- Flak Armour
- Camo Cloak
- Lasgun
- Straight Silver
- Frag Grenades

Special Rules

- Heavy Weapons Team

Options

- Each Heavy Weapons Team **must** take an item from the **Heavy Weapons List**.

Crusade Allies

If the Tanith First and Only do not take any other kind of allied detachments, they may take a detachment of Crusade Allies. They must, in that case, take at least one HQ choice.

HQ

The Risen Saint												180 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Saint Sabbat	6	5	4	4	4	6	4	10	3+	Infantry (Character)	1 (Unique)	25

Wargear

- Power Amour
- Close Combat Weapon
- The Beati's Holy Sword
- Frag Grenades
- Krak Grenades

Special Rules

- Independent Character
- Eternal Warrior
- Fearless
- Psyker (Mastery Level 2)
- Aura of the Emperor's Glory

Options

- The Risen Saint may generate powers from the Biomancy, Daemonology (Sanctic), Divination, Telekinesis or Telepathy disciplines.

General Grizmund												70 pts
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Coron Grizmund	-	4	-	-	-	-	-	-	-	Vehicle (Tank, Heavy, Character)	1 (Unique)	25

If your army includes a Narmenian Tank Officer, you may take General Grizmund.

Options

- General Grizmund **must** take one Leman Russ from those listed in Codex: Astra Militarum.
- General Grizmund **must** be accompanied by 1-2 additional Leman Russ tanks.
- You **must** take 1-2 Leman Russ Tank Squadrons as a heavy support choice and may opt to take 0-5 Chimera Troop Transports as Dedicated Transports for any Tanith unit.

Special Rules

- Leman Russ Commander
- Tank Orders
- Narmenian Battle Formation

Commander Jagdea											60 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Bree Jagdea	-	4	-	-	-	-	-	-	-	Vehicle (Character)	1 (Unique)	25
Bree Jagdea	3	3	3	3	2	3	1	8	5+	Infantry (Character)	1 (Unique)	25

If your army includes a Phantine Naval Officer, you may take Commander Jagdea.

Options

- Commander Jagdea **must** take one Vendetta or Valkyrie from Codex: Astra Militarum, or otherwise a Vulture Gunship, Thunderbolt Heavy Flyer, Valkyrie Sky Talon or Avenger Strike Fighter.
- Commander Jagdea **must** be accompanied by 1-2 additional vehicles of the same type as hers bound together as a vehicle squadron.
- You **must** take 1-2 Vendetta Squadrons or Valkyrie Squadrons as a Fast Attack choice.

Special Rules

- Umbra Leader
- Ejection System

Colonel Gilbear											40 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Gizhaum Gilbear	4	4	4	3	3	3	3	9	4+	Infantry (Character)	1 (Unique)	25

If your army includes a Volpone Blueblood Officer, your army may include Colonel Gilbear

Wargear

- Carpace Armour
- Hot-shot laspistol
- Power Weapon
- Hot-shot lasgun
- Frag Grenades
- Krak Grenades

Special Rules

- Clarion Vox-net
- Voice of Command
- Senior Officer
- Move Through Cover
- Outflank
- Rivals

Options

- Commander Gilbear **must** replace a Tempestor Prime in a Militarum Command Squad which **must** be taken as part of a Militarum Tempus Platoon. The Militarum Tempust Platoon may not deep strike, but it may outflank. Every squad is considered a squad of Bluebloods.

Colonel Zoren											40 pts	
	Ws	Bs	S	T	W	I	A	Ld	Sv	Type	Composition	Page
Colonel Zoren	4	4	3	3	3	3	3	9	4+	Infantry (Character)	1 (Unique)	25

If your army includes a Vitrian Dragoon advisor, your army may include Colonel Zoren.

Wargear

- Carpace Armour
- Full charged Laspistol
- Power Weapon
- Full charged Lasgun
- Frag Grenades
- Krak Grenades

Special Rules

- Code of Byhata
- Voice of Command
- Senior Officer
- Zealot
- Shrouded (Night Fighting Only)

Options

- Colonel Zoren **must** replace a Company Commander in a Company Command Squad which **must** take carapace armour for the whole unit. He **must** be accompanied by 1-3 Veteran squads which must be Grenadiers. All veteran squads replace any lasguns or laspistols for a full charged lasgun or full charged laspistol respectively and have Shrouded (Night Fighting Only).