

KILL TEAM

Tanith First and Only

Codex: Astra Militarum

This team list uses the special rules and wargear found in:

- Codex: Astra Militarum (6th Edition),
- Codex: Imperial Guard (3rd Edition),
- Chapter Approved 2003 and additional character rules for Gaunt’s Ghosts no longer available on the GW webpage.

If a rule differs from the source, it will be clearly stated. Plasma Pistol costs 10 pts.

Voice of Command

A number of models in this list may issue orders, this works in the same way as detailed in the Codex with the following addition: when issuing orders choose a ‘Primary Target’ for that order. The Primary Target must pass a Leadership test to receive that order. Units within 3" can nominate themselves as secondary targets of that order and do not need to roll a Leadership test to receive it.

For example, if the Primary Target of an order was a Heavy Weapons Team and the test to receive the order is passed, all friendly models or Squads within 3" may also receive that order.

If a Squad is the Primary Target, do not measure for secondary beneficiaries.

Furthermore, a model with the Voice of Command rule always counts as having a Vox-Caster.

The “Move! Move! Move!” order now has the effect “The ordered unit Runs 6” + 2d3 (pick the highest)”.

Camo-Cloak

This piece of wargear works as camo gear described in codex Astra Militarum with the following addition: the model equipped with it can hide (see Kill Team Rules) within 8” of an enemy, instead of 12”.

Absolute Direction

All Tanith units may re-roll any Reserve rolls, even successful ones.

Long-las

A Long-Las has the same profile as a sniper rifle.

Tanith Knife

A Tanith Knife is a Close Combat Weapon.

Ambush

When a Tanith unit with this special rule is infiltrating, once it is deployed on the table it can automatically go into hiding (see Kill Team Rules and Camo-Cloak above), if it fulfils the requirements. It then stays hidden until its first turn or until an Enemy moves within 8”.

Hero Among Men

Models with this special rule are named characters and heroes. You can include up to 3 such models in your Kill Team, and you can never take more than one specific model with this special rule – since there is only one such hero in the entire regiment.

Every model with this special rule may benefit from “Look out, Sir!” - their friends and comrades shielding them from enemy fire.

Additionally, a Special model with the “Hero among men” special rule can be picked to be a team leader. He then counts as a Team Leader for all intents and purposes (gains the Inspiring Presence special rule and an additional Wound), and does not count towards Special model limit. Since he also is expected to give orders, he gains Voice of Command Special Rule.

Command Priority

The Tanith have a chain of command that is:

1. Colonel-Commissar Ibram Gaunt
2. Colonel Colm Corbec
3. Major Elim Rawne;

In that order. If one of them is the Team Leader, you may take one or both of the lower ranked Team Leaders as Special Choices.

The highest ranked character, who is not Stunned, Out of Action (see the Injury Optional Rules in Kill Team Rules) or removed from the battlefield always has Command Priority, meaning that only he can issue orders with the Voice of Command Special Rule.

Clarification:

- As long as Colonel-Commissar Ibram Gaunt is not Stunned, Out of Action or removed from battle, neither Colonel Colm Corbec nor Major Elim Rawne can issue orders with the Voice of Command Special Rule.
- As long as Colonel Colm Corbec is not Stunned, Out of Action or removed from battle, Major Elim Rawne cannot issue orders with the Voice of Command Special Rule.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

TEAM LEADERS

Colonel-Commissar Ibram Gaunt

30 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	3	3	2	4	3	10	5+

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Chainsword
- Bolt Pistol
- Camo-cloak
- Frag grenade
- Krak grenade

Special Rules:

- Inspiring Presence
- Hero among men
- Voice of Command
- Senior officer
- Scout
- Stubborn
- Front Liner
- “It’s for your own good!”
- Command Priority

Options:

- May replace the chainsword with the Sword of Heironymo for 15 pts.

Sword of Heironymo

Range	S	AP	Special
-	+1	3	Melee, Master-crafted

Front Liner

Commissar Gaunt has always led from the front, and will plunge into the thick of the fighting without hesitation.

If there is an assault occurring within 12” of Gaunt at the start of his turn and he is not in combat, he must immediately move toward nearest combat in his movement phase and assault the enemy models in that combat if at all possible.

However, when Gaunt charges into an assault, he inspires such feats of heroism that all friendly models up to 3” away from the Colonel-Commissar benefit from +1 Attack for that round of combat only. This benefit does not affect Gaunt.

“It’s for your own good!”

If a friendly model within 6” of Gaunt suffers Perils of the Warp, Gaunt will execute the psyker after Perils of the Warp are resolved – remove that model as casualty.

May take select upgrades from the Tanith 1st Armoury.

Colonel Colm Corbec

27 points

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Tanith knife
- Lasgun
- Camo-cloak
- Frag grenade
- Melta bomb

Special Rules:

- Inspiring Presence
- Hero among men
- Voice of Command
- Senior officer
- Scout
- Move Through Cover
- Charismatic
- Command Priority

Options:

- May replace his lasgun with:
 - Laspistol free
 - Shotgun free
 - Plasma gun 15 pts
 - Flamer 5 pts
- May take an additional laspistol for 2 pts.

Charismatic

Corbec’s Inspiring Presence radius is increased to 9”.

May take select upgrades from the Tanith 1st Armoury.

Major Elim Rawne

25 points

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Tanith knife
- Lasgun
- Camo-cloak
- Frag grenade
- Demolition Charge

Special Rules:

- Inspiring Presence
- Hero among men
- Voice of Command
- Senior Officer
- Scout
- Move Through Cover
- Hatred
- Command Priority

Options:

- May replace his lasgun with:
 - Laspistol free
 - Shotgun free
 - Melta gun 10 pts
 - Grenade launcher 5 pts
- May take an additional laspistol for 2 pts.

May take select upgrades from the Tanith 1st Armoury.

Team Commander

13 points

	WS	BS	S	T	W	I	A	Ld	Sv
Team CDR	4	4	3	3	2	3	2	8	5+
Force CDR	4	4	3	3	2	3	3	9	5+

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Close Combat Weapon
- Laspistol
- Camo-cloak
- Frag grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Voice of Command
- Scout
- Senior Officer (Force Commander only)
- Move Through Cover

Options:

- May be upgraded to Force Commander for 10 points.
- May replace his Laspistol with a Lasgun or a shotgun for free, or with an item from the **Ranged Weapons** list for the specified cost (see Astra Militarum 6th edition codex).
- May replace his Close Combat Weapon with an item from the **Melee Weapons** lists (see Astra Militarum 6th edition codex).
- May take a Melta bomb for 5 pts.
- May add the *Infiltrate* special rule for 3 pts.

May take select upgrades from the Tanith 1st Armoury.



CORE

Tanith Infantry Squad

18 points

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

Unit Type:

Infantry

Wargear:

- Flak Armour
- Lasgun
- Frag Grenade
- Camo-cloak

- **Special Rules:**
- Squad (3 models)
- Scout

Options:

- You can add up to two additional models 6pts/model
- For every 5 Tanith Guardsmen one model in the squad may replace his lasgun with a single **Special Weapon** (see the AM 6th ed Codex).
- One model can have a vox-caster for 5 pts.

May take additional upgrades from Tanith 1st Armoury.



“Men of Tanith! Do you want to live forever?”

Sergeant

6 points

You may only include one Sergeant per every two Tanith Infantry/Veterans Squads in your Team.

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

Unit Type:

Infantry (Character)

Special Rules:

- Scout
- Move Through Cover (Veteran Sergeant only)
- “Listen Up!”

Wargear:

- Flak Armour
- Close combat weapon
- Laspistol
- Frag Grenade
- Camo-cloak



Options:

- Can be upgraded to Veteran sergeant for 2 pts.
- May replace his close combat weapon for a power weapon (not power fist) for 15 pts.
- May replace his laspistol with:
 - Lasgun free
 - Shotgun free
 - Bolt pistol 1 pt
 - Boltgun 1 pt
 - Plasma pistol 10 pts
- Vet. Sergeant may take Snare Mines 1 pt.
- Vet. Sergeant may Infiltrate 3 pts

“Listen Up!”

Guardsmen, Veterans and Heavy Weapons Teams within 6” of a Sergeant/Veteran Sergeant can use his Leadership for any Leadership test.

When the Veteran Sergeant is the Primary Target of an order: Guardsmen, Veterans and Heavy Weapons Teams within 6” may be secondary targets of that order.

May take additional upgrades from Tanith 1st Armoury.

Tanith Heavy Weapons Team

11 points

You may only include one Heavy Weapons Team per five Tanith Infantry/Veterans models in your Team

	WS	BS	S	T	W	I	A	Ld	Sv
HWT	3	3	3	3	2	3	1	7	5+
Vet HWT	3	4	3	3	2	3	1	7	5+

Unit Type:

Infantry

Special Rules:

- Heavy Weapons Team
- Squad Reinforcements
- Scout
- Move through cover (Tanith Veterans only)

Wargear:

- Flak Armour
- Lasgun
- Frag Grenade x2
- Camo-cloak



Options:

- Can be upgraded to Tanith Veterans for 3 pts.
 - If upgraded to veterans, the Team may Infiltrate 3 pts
 - Has to take one of the following:
 - Missile Launcher 15 pts
 - Autocannon 10 pts
 - Heavy Bolter 10 pts
 - Spotting Equipment 5 pts
 - Spotting Equipment and a Long-las 7 pts
- The unit gains the Tanith Sniper Team Special Rule.*

Tanith Sniper Team

If a Heavy Weapons Team takes Spotting Equipment and a Long-las, they may use both in the Shooting Phase, but only if they target the same unit.

Also, if the target gains the ‘Designated’ token (see Spotting Equipment in the Tanith 1st Armoury), the Long-las gains Twin-linked or Ignores Cover without spending the token.

- Veteran Weapons Teams may additionally take:
 - Mobile Weapons Platform 10 pts
 - Bioscanner 10 pts
 - Snare Mines 5 pts
 - Spotting Equipment 5 pts

Squad Reinforcements

If a Heavy Weapons Team rolls a ‘Dead’ result in a campaign injury step, you may instead apply the result to two members of an Infantry Squad. A Veteran Heavy Weapons Team may apply the same rule to a Veteran Squad.

May take additional upgrades from Tanith 1st Armoury.

Tanith Veteran Squad

21 points

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

Unit Type:

Infantry

Wargear:

- Flak Armour
- Lasgun
- Frag Grenade
- Camo-cloak

Special Rules:

- Squad (3)
- Scout
- Move through cover

Options:

- You can add up to two additional models 7 pts/model
- Two models can replace their lasguns with shotguns or a Close Combat Weapon and laspistol for free.
- One model in the squad may replace his lasgun with a **Special Weapon** (see the AM 6th ed Codex) and another model may replace his lasgun with a Long-las for 2 pts.
- One model can take a vox-caster for 5 pts.
- The whole squad may take a snare mines 3 pts
- The entire squad may Infiltrate 1 pt/model

May take additional upgrades from Tanith 1st Armoury.



SPECIAL

Tanith Ghost

12 points

You can only take up to three Tanith Ghosts in your team.

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Camo-cloak
- Lasgun
- Laspistol
- Tanith Knife
- Frag Grenade
- Krak Grenade

Special Rules:

- Acute Senses
- Ambush
- Infiltrate
- Move Through Cover
- Scout
- Ghost

**Options:**

- Every 2nd Tanith Ghost may replace his lasgun with a **Special Weapon**.
- May replace Lasgun with:
 - Shotgun free
 - Laspistol free
 - Bolt Pistol 1 pt
 - Boltgun 1 pt
- May take a Melta Bomb 5 pts
- May take Snare Mines 1 pt
- May take a Vox Caster 5 pts
- A single Tanith Ghost be upgraded to a Sergeant Ghost for 3 pts – the Ghost gains “Listen Up!” Special Rule (see Sergeant) – but normal restrictions for including Sergeants in your Kill Team still apply.
- If upgraded to a Sergeant Ghost, he may replace his Tanith Knife with a power weapon for 15 pts, and/or replace his lasgun or laspistol with a Plasma pistol for 10 pts.

Ghost

This unit may reroll any failed Cover Save results of 1.

When choosing which units stay in Reserve, you may pair this unit with another unit of your choice - that unit gains Acute Senses– you may at the same time declare that these units are going to Outflank together.

When rolling for Reserves, roll once for both units. When rolling for Outflank, also roll once for both units.

When Outflanking, instead of normally moving from the Table edge you may set them up anywhere within 12” from that Table edge, but no closer than 12” from any enemy model. The units can make no other move in the Movement Phase, and counts as having moved in the Movement Phase, but can Hide.

May take additional upgrades from Tanith 1st Armoury.

Tanith Master Sniper

12 points

You can only take up to three Tanith Master Snipers in your team.

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Camo-cloak
- Long-las
- Frag Grenade

Special Rules:

- Infiltrate
- Ambush
- Camouflage
- Master Snipers
- Immobile
- Optimum Firing Position



Options:

- May take a spotter

10 pts

Spotter

The unit gains Heavy Weapons Team Special rule, an additional wound, a lasgun, spotting equipment and an additional frag grenade.

The unit may use both the long-las and the spotting equipment in the Shooting Phase, but they must target the same unit. Additionally, you may target Hidden units with the spotting equipment.

If the target is hit by the spotting equipment, instead of placing a 'Designated' token, the long-las gains the following benefits:

- Twin-linked Special Rule.
- Ignores Cover Special Rule.
- The Long-las can be fired at Hidden Units.

Camouflage

Tanith Master Sniper has a 3+ cover save that cannot be improved or reduced by any factors other than 'Going to ground' (see the main rulebook).

Master Sniper

Experienced Tanith Master Snipers constantly hone their ability to pick out the most vulnerable spot on their target with unerring accuracy. The unit may re-roll all failed To Wound rolls made with the Long-las.

Optimum Firing Position

Disappear

In your Movement phase you can replace the unit with a 'Last Position X' token (X for X unit, Y for Y unit etc.), and place it in the Ongoing Reserves - representing the Master Sniper (and optionally his spotter) merging back into the shadows so he can fight another day or to find a better position.

The unit cannot disappear if it is within 6" of an enemy model or locked in combat. If it loses combat and fails its Leadership test, it disappears automatically if it is not caught in the Sweeping Advance.

Reappear

Instead of arriving from Reserves normally, use the following rule.

Set up the unit within 15" from the 'Last Position X' token, but no less than 12" from an enemy model. If that is not possible, the unit may try to return in the following Turns, but may set up an additional 15" further from the token for every Turn they could not be set up.

Tanith Master Snipers cannot claim objectives or table quarters in any way.

Immobile

You may never Move, Run or Charge a Tanith Master Sniper unit. He may Hide in the Movement Phase.

May take additional upgrades from Tanith 1st Armoury.

Medic

20 points

You may only include one Medic in your Team.

	WS	BS	S	T	W	I	A	Ld	Sv
Medic	3	3	3	3	1	3	1	7	5+
Vet. Medic	3	4	3	3	1	3	1	7	5+

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Lasgun
- Medi-pack
- Frag Grenade
- Camo-cloak

Special Rules:

- Scout
- Move through Cover (Veteran only)

Options:

- May be upgraded to a Veteran 2 pts
- May replace Lasgun with:
 - Laspistol and Close Combat Weapon free
 - Shotgun free
- May Infiltrate 3 pts

Medi-pack

The medic and all units within 6" of him have the *Feel No Pain* special rule.

May take additional upgrades from Tanith 1st Armoury.

Tanith Recon Biker

10 points

You may have a total of three Tanith Recon Bikes (pieces of wargear) in your Kill Team.

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	3	3	3	4	1	3	1	7	5+
Veterans	3	4	3	4	1	3	1	7	5+

Unit Type:

Bike

Wargear:

- Tanith Recon Bike
- Flak Armour
- Frag Grenade
- Shotgun

Special Rules:

- Scout
- Lightweight

Options:

- May replace the shotgun with a Laspistol and Close Combat Weapon.
- May be upgraded to Veterans for 3 pts.
- If upgraded to veterans the unit may Infiltrate 4 pts
- For every 3 Tanith Recon Bikes in your Team, you may replace one biker's shotgun with a special weapon.
- You may attach a sidecar to the bike for 10 pts.

Lightweight

The unit may reroll Dangerous Terrain rolls.

Sidecar

The unit gains a single wound, but it loses the Lightweight Special Rule.

The sidecar is equipped with a Heavy Stubber, which can be replaced by one of the following:

- Grenade Launcher free
- Flamer free
- Heavy Bolter 5 pts
- Heavy Flamer 5 pts

The sidecar weapon may fire at a different target than the driver.

May take select upgrades from the Tanith 1st Armoury.

Master Sniper ‘Mad’ Larkin

27 points

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Camo-cloak
- Lasgun
- Customised long-las
- Frag Grenade
- Tanith knife

Special Rules:

- Infiltrate
- Scout
- Hero Among Men
- Move through Cover
- Marksman
- Master of Snipers
- Optimum Firing Position (see Tanith Master Sniper)

Options:

- May replace the lasgun with a Laspistol.

Master of Snipers:

Master Sniper ‘Mad’ Larkin counts toward the maximum of three Tanith Master Snipers in your Kill Team.

If Master Sniper ‘Mad’ Larkin is your Team Leader, you can take up to five Tanith Master Snipers as Core models. No more Tanith Master Snipers can be taken in your Kill Team, even counting as Special models.

Customised long-las:

Larkin carries an extensively modified long-las, and his ability with it is unparalleled.

Range	S	AP	Special Rules
36"	X	6	Sniper, Heavy 1, Mad Larkin’s Tool

Mad Larkin’s Tool: Larkin may move and fire with this weapon counting as stationary. If he rolls a 5+ To Hit, then his shot is a Precision shot that has AP2 and Ignores Cover Special Rule - This does not apply to Snap Shots. He may also reroll any failed To Wound rolls.

Larkin may target Hidden units with this weapon.

May take select upgrades from the Tanith 1st Armoury.

Chief Medical Officer Dorden

27 points

You may only include one Medic in your Team – CMO Dorden counts as a medic.

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Laspistol
- Close combat weapon
- Medi-pack
- Frag Grenade
- Camo-cloak

Special Rules:

- Scout
- Hero among men
- Oath
- Expert Medic
- Chief Medic

Oath

Dorden will not use his weapon unless in the direst of circumstances. He may not fire his laspistol in the Shooting phase but may use it as a weapon in the Assault phase.

Medi-pack:

Dorden and all units within 6" of him have the *Feel No Pain* special rule.

Expert Medic:

Dorden is extremely good at his job; totally efficient and focused even under pressure. A *Feel No Pain* roll made by a model within 6" of him can be rerolled if failed. This can happen only once every turn.

Chief Medic:

If Dorden is taken as Team Leader you can take up to two Medics as Core Choices. No other Medics can be taken.

May take select upgrades from the Tanith 1st Armoury.

Brin Milo

25 points

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Lasgun
- Tanith knife
- Frag Grenade
- Camo-cloak

Special Rules:

- Scout
- Hero among men
- Precognition
- Psyker (lvl 0)

Options:

- May replace the lasgun with a shotgun or a Laspistol for free.

Tanith pipes

The pipes Milo plays in battle have a beneficial effect on Tanith morale. All units within 12” count as having a Banner when determining Assault results (see Kill Team rules) and can reroll any failed Leadership tests.

However, if Milo dies, all Tanith troops are at -1 Leadership for the rest of the game.

Precognition

Brin Milo has, on numerous occasions shown a considerable measure of psychic ability. He innately knows when himself and other Ghosts are about to come under attack, and so knows the psychic power ‘Forewarning’ from the Divination Discipline. He generates no warp charges, so he can only use the D3 charges generated in the Psychic phase.

Also, if Milo is within 6” of your Team Leader, that Leader may issue an additional order – it cannot be an order that can only be issued by a model with Senior Officer Special Rule. Milo also benefits from this if he is taken as Team Leader.

May take select upgrades from the Tanith 1st Armoury.

“Try Again” Bragg

20 points

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

Unit Type:

Infantry (Character)

Wargear:

- Flak Armour
- Heavy bolter
- Frag Grenade
- Camo-cloak

Special Rules:

- Scout
- Hero Among Men
- Brawn
- “Try again”

Options:

- Can exchange the Heavy Bolter for an Autocannon or Heavy Flamer for free, or a missile launcher for additional 5 points.

Brawn

Bragg is almost legendarily strong. He may fire his heavy weapon counting as stationary even if he moved in the previous movement phase.

“Try again”

Brag got his nickname because of his terrible aim. When he fires at enemies, the chances of hitting the guy next to the guy he was aiming at are about the same as hitting his target. If he does not hit, he keeps pulling the trigger until he does. He does not reduce his BS when using *Suppressing Fire* rule (see KT rules) and has the Twin-linked Special Rule when firing his heavy weapon.

May take select upgrades from the Tanith 1st Armoury.

Sergeant Mkoll

30 points

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

Unit Type:

Infantry(Character)

Wargear:

- Flak Armour
- Lasgun
- Tanith Knife
- Frag Grenade
- Camo-cloak
- Mobility Gear

Special Rules:

- Acute Perception
- Acute Senses
- Ambush
- Scout
- Master of Scouts
- Move Through Cover
- Hero Among Men
- Infiltrate
- Peerless Scout
- Ghost (see Tanith Ghost)

Options:

- May replace the lasgun with a shotgun or a Laspistol for free.
- May take Snare Mines 1pts
- May take a Melta Bomb 5pts

Master of Scouts

Sergeant Mkoll counts toward the maximum of three Tanith Ghosts in your Kill Team.

If Sergeant Mkoll is your Team Leader, you can take up to five Tanith Ghosts as Core models. No more Tanith Ghosts can be taken in your Kill Team, even counting as Special models.

Peerless Scout

A single chosen unit within 3” of him may reroll the results of 1 on their Cover saves. Once per turn, he and the chosen unit may additionally reroll a single failed Cover save which is not a 1.

At the beginning of the game, choose a single unit - the chosen unit gains Infiltrate and Ambush.

If Mkoll is your Team Leader, you may choose an additional unit which is not a squad that will gain Infiltrate and Ambush, and you may also reroll your Seize the Initiative roll.

Acute Perception

When firing his weapon Mkoll treats all his targets as if they were targeted with an auspex (see the Tanith 1st Armoury). A single chosen unit within 3” of Mkoll also benefits from this effect (you have to declare that the unit will benefit from this effect before you shoot).

May take select upgrades from the Tanith 1st Armoury.

Volpone Blueblood Stormtrooper

8 points

You may take up to three Volpone Blueblood Stormtroopers as Special Choices in your Kill Team.

	WS	BS	S	T	W	I	A	Ld	Sv
Blueblood	4	3	3	3	1	3	1	7	4+
Sergeant	4	4	3	3	1	3	2	8	4+

Unit Type:

Infantry. Sergeant is Infantry (Character).

Wargear:

- Carapace Armour
- Hellgun
- Frag Grenade
- Krak Grenade

Special Rules:

- Old Grudges
- Stubborn
- “Listen Up!” (Sergeant only – the Volpone Sergeant counts as Veteran Sergeant for this rule – see Sergeant entry)
- Voice of Command (Sergeant only)

Options:

- May replace the lasgun with:
 - Shotgun free
 - Laspistol and Close Combat Weapon free
 - Hot-Shot Lasgun 3 pts
- Every 3rd Blueblood may replace his lasgun with a Special Weapon.
- A single Volpone Blueblood may be upgraded to a Sergeant for 3 pts. If you have a Volpone Sergeant in your Kill Team, you may take up to 5 Volpone Stormtroopers as Core Choices.

Old Grudges

The Blue-bloods despise the Tanith, whom they consider filthy uncivilised barbarians. They may never benefit from orders that are not issued by their own Sergeant.

Only other Volpone Bluebloods benefit from orders issued by their Sergeant – Their Sergeant’s orders may never benefit other units in this army list.

The Volpone Bluebloods cannot benefit from any Tanith Special Rules, with the one exceptions of Inspiring Presence and Expert Medic (see Chief Medical Officer Dorden).

May take select upgrades from the Tanith 1st Armoury.

TRANSPORTS

Appropriated Personnel Carrier

30 points

BS	F	S	R	HP
3	10	10	10	3

Unit Type:

- Vehicle (Transport, Open-Topped, Fast)

Wargear:

- None

Special Rules:

- Transport Capacity (12 models)
- Access points: one in the rear
- Scout

Options:

- Combat Experience – For 5 pts, increase BS by 1.
- Armoured – for 10 pts, increase the Front and Side Armour values by one, but the vehicle loses the Fast type.
- May take Camouflage equipment for 15 pts (see the Tanith 1st Armoury).
- Ammo transport – for 15 pts the vehicle becomes a mobile Ammunition Dump – All models within the transport and within 2” of it can re-roll To Hit rolls of 1 in the Shooting phase – But Transport Capacity is reduced by 2, and the vehicle gets +1 to the Vehicle Damage Table.
- May take one of the turret mounted heavy weapons from the following:

○ Twin-linked Heavy Stubber	10 pts
○ Twin-linked Autocannon	15 pts
○ Twin-linked Heavy Bolter	15 pts

Recon Tauros

30 points

BS	F	S	R	HP
3	10	10	10	2

Unit Type:

- Vehicle (Transport, Open-Topped, Fast)

Wargear:

- Searchlight

Special Rules:

- Transport Capacity (3 models)
- Access points: one on each side, one in the rear
- Scout
- Galvanic Engine
- All-Terrain Vehicle


Options:

- Combat Experience – For 5 pts, increase BS by 1.
- May take Camouflage Equipment for 15 pts (see the Tanith 1st Armoury).
- May take Extra Armour for 15 pts.
- May take Smoke Launchers for 5 pts.
- May take a Turret mounted weapon with one of the following:

○ Twin-linked Heavy Stubber	10 pts
○ Heavy Flamer	10 pts
○ Tauros Grenade Launcher	15pts

Galvanic Engine

Whenever the vehicle suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a D6 roll of 4+.

All-terrain Vehicle

The vehicle may re-roll Dangerous Terrain tests while travelling at Combat Speed.

Tauros Grenade Launcher

	Range	S	AP	Special Rules
Frag	36"	3	6	Heavy 2, Blast
Krak	36"	6	4	Heavy 2
Smoke	36"	-	-	Heavy 2, Large Blast, Smoke

TANITH 1ST ARMOURY

Upgrade/Item	Price per model	Restrictions/Availability
Auspex	5	No Restrictions.
Beloved Blade	1	Characters and Heroes Among Men only.
Bionics	5	Characters and Heroes Among Men only.
Bio-scanner	10	No Restrictions.
Camouflage Equipment	15	Transport Vehicles only.
Climbing Gear	1	Cannot be taken by models with Tanith Recon Bikes. If taken for a squad, every

		model has to buy this upgrade.
Demolition Charge	10	A single model may take a Demolition Charge per every 10 Core Choices taken in your Kill Team. Another model may take one if you take 5 Special Choices in your Kill Team.
Frag Grenade	1	No Restrictions. If taken for a squad, every model has to buy this upgrade.
Hero of the Day	8	Heroes Among Men only.
Hot-Shot Power Pack	5	Team Leader, Heroes Among Men, Sergeants and Tanith Ghosts only.
Infra-red Goggles	5	No Restrictions.
Krak Grenade	1	No Restrictions. If taken for a squad, every model has to buy this upgrade.
Long-las Hot-shot Power Pack	8	Models with the long-las only.
Master-crafted Weapon	10	Team Leader (including any Hero Among Men) only.
Melta Bombs	5	Team Leader (including any Hero Among Men) and sergeants only.
Mobile Weapons Platform	10	Heavy Weapons Teams only.
Mobility Gear	2	Cannot be taken by models with Tanith Recon Bikes. If taken for a squad, every model has to buy this upgrade.
Refractor Field	15	Team Leader (including any Hero Among Men) only.
Smoke Grenade	5/free*	Characters and Heroes Among Men only. *Any model with a Grenade Launcher.
Smoke Missiles	Free	Any model equipped with a Missile Launcher.
Spotting Equipment	5	Heavy Weapons Teams only.
Tanith Recon Bike	5	Team Leader (including Heroes Among Men) and a single Sergeant Only. You can have up to three pieces of this wargear in your Kill Team. Units that count toward this restriction: Team Leader mounted on a bike, Sergeant mounted on a bike. Tanith Recon Biker.
Targeter	5	No Restrictions.

Auspex	5 pts
A model with an auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A model that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.	

Beloved Blade	1 pt
Replaces any Close Combat Weapon.	
<i>Range</i>	<i>S AP Special Rules</i>
-	User <i>Melee, Master-crafted</i>
"A Straight Silver Tanith blade that has served its wielder across countless battlefields, cared for and bathed in blood of the enemies of Man."	

Bionics	5 pts
Grants the model a 6+ Feel No Pain.	

Bio-scanner	10 pts
A bio-scanner detects life signs within the proximity of the user. If any Infiltrating models set up within the model's weapon range, you the model or the model's unit may take a round of shooting at a single infiltrating model before the battle starts.	

Camouflage Equipment	15 pt
The vehicle gains camo-netting, and also gains Infiltrate and Hidden Vehicle special rules.	

Hidden Vehicle:	The vehicle was camouflaged and hidden from prying eyes before the battle began. If you use the Infiltrate Special Rule to deploy the vehicle, you may choose to hide it. You cannot hide the vehicle if you make a Scout move. The Vehicle remains hidden until it moves in any way or fires any weapons, including models firing from inside of it.
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Climbing Gear	1 pt
Climbing gear allows the model to re-roll a failed climbing check.	

Demolition Pack	8 pts
<i>Range</i>	<i>S AP Type</i>
8"	8 2 <i>Assault 1, Large Blast, One use only</i>

Hellgun	- pts
<i>Range</i>	<i>S AP Type</i>
24"	3 - <i>Rapid Fire</i>

Hero of the Day	8 pts
The model gains a single Wound. This upgrade can be taken only once.	

Hot-Shot Power Pack **5 pts**

The Hot-shot pack is an especially powerful version of the standard las power pack. Any shot from a laspistol or lasgun fired by the bearer becomes AP3 but reduces its maximum range by 6”.

Infra-red Goggles **5 pts**

A pair of goggles which allows a fighter to see the thermal images of his enemy. The model may shoot at hidden models and gains the Night Vision special rule.

Long-las Hot-shot Power Pack **8 pts**

Every shot from the Long-las becomes AP3.

Master-crafted Weapon **10 pts**

One of the model’s weapons gains the Master-crafted Special Rule.

Mobile Weapons Platform **5 pts**

A model with this item may shoot a Heavy Weapon at full Ballistic Skill even if it moved in the preceding Movement Phase. If it had moved in the preceding Movement Phase the weapon’s range is halved.

Mobility Gear **2 pts**

Mobility gear allows the model to re-roll a failed climbing, dropping and jumping check.

Refractor Field **15 pts**

Grants the model a 5+ Invulnerable Save.

Smoke Grenade **5 pts**

A grenade that billows smoke, providing vital cover. It has the following profile:

	Range	S	AP	Type
Thrown	8”	-	-	Assault 1, Large Blast, Smoke, One use only
Grenade Launcher	24”	-	-	Assault 1, Large Blast, Smoke

Smoke: Units hit by this attack gain the Shrouded rule. This weapon may be fired at friendly units in order to gain Cover.

Smoke Missiles **free**

Missiles that billow smoke, providing vital cover. It has the following profile:

Range	S	AP	Type
48”	-	-	Heavy 1, Large Blast, Smoke

Smoke: Units hit by this attack gain the Shrouded rule. This weapon may be fired at friendly units.

Spotting Equipment **5 pts**

A set of image enhancers, auspexes and range finders fed into a Vox unit, it allows spotters to precisely pick out targets for the friendly forces.

Can target Hidden units (see Kill Team rulebook).

Range	S	AP	Type
36”	-	-	Heavy 1, Designating

Designating: A unit hit by this attack gains the Designated token. A single unit in the same Shooting Phase may shoot the Designated unit to gain either Twin-Linked or Ignores Cover SR.

If the Designated unit is Hidden, it may be targeted, but the shooting unit does not gain any other benefits (other than firing at a Hidden unit).

The token is removed after the shooting attack.

Tanith Recon Bike **5 pts**

Changes unit type to bike, increases Toughness by 1, the unit gains Lightweight special rule.

Lightweight: The unit may reroll Dangerous Terrain rolls.

Even if the model has a camo-cloak, its effect is reduced to giving a +1 Cover Save – The model may no longer hide within 8” of an enemy model, but within 12” as normal – the cover save does stack with the unit’s Jink Save.

If your Team Leader is mounted on a bike, you may take two Tanith Recon Bikers as Core Choices. No other Tanith Recon Bikers can be taken, even as Special Choices.

Targeter **5 pts**

If the model with a Targeter has not moved in the previous Movement phase they may re roll all shooting To Hit rolls of 1.