

The Imperial Guard

Imperial Troops

| Type | Speed | Agility | Shooting | Assault | Armour | Morale | Psy-Power |
|-----------------------|-------|---------|----------|---------|--------|--------|-----------|
| Cadian Pattern | 4 | 2 | 2 | 1 | 3 | 3 | 0 |
| Veteran Sergeants | | | | .+1 | | .+1 | 0 |
| Catachan Pattern | 4 | 3 | 2 | 1 | 2 | 3 | 0 |
| Veteran Sergeants | | | | .+1 | | .+1 | 0 |
| Storm Trooper/Kasrkin | 4 | 2 | 3 | 2 | 6 | 4 | 0 |
| Veteran Sergeants | | | | .+1 | | .+1 | 0 |
| Hardened Veterans | 4 | 2 | 2 | 2 | 3 | 4 | 0 |
| Ratlings | 3 | 3 | 3 | 0 | 2 | 4 | 0 |
| Ogryns | 6 | 3 | 1 | 3 | .6/12 | 5 | 0 |
| BONEheads | | | | | | .+1 | 0 |
| Junior Officers | 4 | 2 | 2 | 1 | 3 | 4 | 0 |
| Senior Officers | 4 | 2 | 2 | 2 | 3 | 5 | 0 |
| Heroic Officers | 4 | 2 | 3 | 3 | 3 | 6 | 0 |
| Sanctioned Psyckers | 4 | 1 | 1 | 1 | 3 | 3 | 2 |

Imperial Weaponry

| Type | Range | Power | Rate of Fire | Accuracy | Special |
|----------------------|--------|-------|--------------|----------|---|
| Frag Grenades: HE | Short | 3 | 0 | 0 | Area of Effect, grenade |
| Krak Grenades: AP | Short | 5 | 0 | -.1 | grenade |
| Melee weapon | PB | 2 | 1 | 0 | One handed |
| Laspistol/Autopistol | Short | 2 | 0 | 0 | One handed |
| Lasgun/Autogun | Medium | 2 | 1 | 0 | Two handed |
| Grenade Launcher: HE | Medium | 3 | 0 | 0 | Two handed |
| Grenade Launcher: AP | Medium | 5 | 0 | -.1 | Two handed |
| Flamethrower | Short | 3 | 2 | +.1 | Two handed, ignores cover |
| Hvy. Flamethrower | Short | 4 | 3 | +.1 | Two handed, ignores cover |
| Meltagun | Short | 8 | 0 | +.1 | Two handed |
| Plasmagun | Medium | 6 | 0 | 0 | Two handed |
| Heavy Stubber | Long | 3 | 2 | 0 | Vehicle mounted only |
| Heavy Bolter | Long | 4 | 2 | 0 | Two handed, heavy |
| Multilaser | Long | 5 | 2 | 0 | Vehicle mounted only |
| Lascannon | Long | 9 | 0 | 0 | Two handed, heavy |
| Autocannon | Long | 6 | 1 | 0 | Two handed, heavy |
| Mortar: HE | Long | 3 | 2 | -.1 | Two handed, heavy, area of effect, indirect fire (no LOS) |
| Missile Launcher: HE | Long | 4 | 1 | 0 | Two handed, heavy, area of effect |
| Missile Launcher: AP | Long | 6 | 0 | -.1 | Two handed, heavy |
| Ripper Gun | Short | 3 | 2 | +.1 | Two handed |
| Sniper Rifle | Long | 4 | 0 | +.1 | Two handed |