

# Imperial Guard Human Resources

## Troops

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic
Conscript	Infantry	4	2	-1	-1	3	2	2	0
Regular Guardsmen	Infantry	4	2	0	0	3	3	3	0
Veteran Guardsmen	Infantry	4	2	0	1	3	3	4	0
Stormtroopers	Infantry	4	2	1	1	3	4	5	0
Ogryns	Infantry	6	3	0	2	4	4	5	0

## Officers and Officials

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic
Lieutenant	Infantry	4	2	1	1	3	3	5	0
Captain	Infantry	4	2	1	1	3	3	6	0
Colonel	Infantry	4	2	1	1	3	3	7	0
Commissar	Infantry	4	2	1	1	3	3	6	0
Sanctioned Psycker	Infantry	4	2	0	0	3	3	3	2
Adeptus Mechanicus	Infantry	4	2	0	1	3	6	7	0
Adeptus Ministorum	Infantry	4	2	0	1	3	3	7	0

## Vehicles

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic	Transport
Chimera	Vehicle	10	1	0	-1	2	5, 10	4	0	11
Basilisk	Vehicle	8	1	0	-1	2	4, 8	4	0	2
Leman Russ	Vehicle	10	1	0	-1	2	8, 16, 24	4	0	1
Sentinel	Vehicle	12	3	0	0	4	4, 8	4	0	0

## Upgrades- Unfinished

Comm-Specialist	May carry comm-links, necessary for off-board artillery strikes
Medic-Specialist	May carry medi-packs and use that hero point on models in 2"
Weapon-Specialist	May carry a Special or Heavy weapon.
Spotter-Specialist	May carry special equipment such as an auspex, spotting equipment, etc
Auspex	Allows unit to make "Use Scanner" action
Medi-pack	Model gets a free hero point against all attacks
Comm-link	Model may use Morale score of other squads with comm-links
Light Infantry	Model's Armour reduced by 1 point, Speed and Agility increases by 1 point
Heavy Infantry	Model's Armour increased by 1 point, Speed reduced by 1"
Fanatics	Ignores 1 point of combat fatigue, to a minium of 1, from attacks
Whiteshields	Morale now have Morale 4

## Imperial Guard Weaponry

### Personal Ordnance

Name	Range	Power	Rate of Fire	Accuracy	Special
Frag Grenade	2"	2	2	0	Blast
Krak Grenade	2"	3	0	0	
Demolition Charge	2"	5	4	0	Single handed, Blast

### Melee Weaponry

Name	Range	Power	Rate of Fire	Accuracy	Special
Bayonet/Knife	PB	2	0	1	Single handed
Chainsword	PB	3	0	0	Single handed
Power weapon	PB	4	0	0	Single handed
Force weapon	PB	2	0	0	Single handed, Psychic Shock

### Standard Arms

Name	Range	Power	Rate of Fire	Accuracy	Special
Laspistol/Autopistol	4"	2	0	0	Single handed
Lasgun/Autogun	8"	2	0	0	Double handed

### Special Weapons

Name	Range	Power	Rate of Fire	Accuracy	Special
Grenade Launcher (HE)	6"	2	2	0	Double handed, Blast
Grenade Launcher (AP)	6"	3	0	0	Double handed
Plasmagun	6"	4	0	0	Double handed, Gets Hot
Meltagun	4"	5	0	1	Double handed, AT+2
Flamethrower	4"	2	2	1	Double handed, Ignores Cover

### Heavy Weapons

Name	Range	Power	Rate of Fire	Accuracy	Special
Sniper Rifle	12"	3	0	2	Heavy, Barrage
Heavy Stubber	8"	2	3	1	Heavy
Heavy Bolter	8"	3	2	0	Heavy
Autocannon	12"	4	1	1	Heavy
Mortar	12"	3	2	-1	Heavy, Blast, Barrage, Indirect
Missile Launcher (HE)	10"	3	3	0	Heavy, Blast
Missile Launcher (AP)	10"	4	0	0	Heavy, AT+1
Lascannon	12"	6	0	0	Heavy

### Vehicle Mounted Weaponry

Name	Range	Power	Rate of Fire	Accuracy	Special
Conqueror Cannon	16"	4	2	1	Heavy, Blast
Battle Cannon (HE)	16"	5	3	0	Ordnance, Blast
Battle Cannon (AP)	16"	7	0	0	Ordnance, Blast
Earthshaker Cannon	20"	6	4	0	Ordnance, Blast
Demolisher Cannon	8"	7	5	0	Ordnance, Blast
Multilaser	8"	3	3	1	Heavy

