

IMPERIAL DATA SHEET

UNIT / TROOP TYPE	Mv	Save	CAF	WEAPONS	Rg.	Att	TO HIT	Target Save	NOTES	comp \$	#	squad \$	#	per unit \$	
IMPERIAL GUARD															
Assault	15	-	1	Pistols/Swords	25	1	5+	0	Jump Packs	(15+2)350	2	(5)100	3	20	
Beastmen	10	-	3	Swords/Clubs	-	-	-	0	close assault only!	(30+2)600	1	(10)200	2	20	
Heavy	10	0	0	Heavy Weapons	75	2	5	-1		(15+2)600	2	(5)200	3	40	
Ogryn	10	6	0	Ripper Gun	10	1	4	-1		-	-	(4)100	3	25	
Ratling Snipers	10	-	-1	Rifle	50	1	5	0	Only visible to 25cm.	-	-	(4)100	2	25	
Rough Rider	20	-	3	Hunting Lance	25	1	6	0		(30+2)600	1	(10)150	2	15	
Tactical	10	-	0	Lasgun	50	1	5	0		(30+2)600	2	(10)200	3	20	
COMMAND UNITS															
Commissar	10	-	4	Pistols/Swords	25	2	5	0	Order Any Imperial unit	-	-	-	-	FREE	
Company HQ	10	-	2	Pistols/Swords	25	2	5	0		-	-	-	-	-	
SPECIAL UNITS															
Gorgon	10	1(x2)	4	Mine Thrower	15	1	4	-3	Carry 5 tactical stands and saves twice on front	(15+2+5)500	1	(5+1)50	2	-	
Heibore	m15	1	12	none	15	4	6	0	Carry 30 troop stands	(30F)1000	1	-	-	-	
Mole	15	3	3	none	-	-	-	-	Carry 10 troop stands	(30+2+1000)	1	(10+250)	2	-	
Termite	15	4	1	none	-	-	-	-	Carry 2 troop stands	-	-	(6+1)50	3	-	
VEHICLES															
Basisk	15	5	0	Earth Shaker	150	2 Barr Pts	-	-2	Barrage - fires 1 WICE	see artillery	2	(3)200	2	67	
Baneblade	10	1	8	Battlecannon	75	2	4	-2		(3)500	1	(1)200	2	200	
Super Heavy Tank				Bolters	75	2	5	-1							
				Bolters	15	10	6	0							
Bombard	10	5	0	Siege Mortar	50/150	3 Barr Pts	-	-3	Barrage	see artillery	2	(3)200	2	67	
Capitol Imperialis	m10	1	10	Behemoth Cannon	25	4 x 4 Barr Pts	-	-3	6 void shields	-	-	-	-	250	
				Bolters	15	8	6	-	carry 2 companies	-	-	-	-	-	
Deainsrike Missile	15	6	0	none	-	-	-	-		-	-	(3)250	1	83	
Helimound Firethrower	15	3	0	Fire Thrower	25	-	5	0	use attack template	-	-	(3)150	1	50	
Imperial Bike	30	-	3	Bolters	15	1	6	0		(15+1)300	1	(5)150	2	30	
Landro Speeder	30	-	3	Multi-melta	25	1	3+	-2	Skimmer	see ravenwing	1	(5)200	1	40	
Leman Russ Tank	20	3	2	Battlecannon	75	1	5	-2		(10)600	2	(3)200	2	67	
				Lascannon	75	1	5	-1							
				Bolters	15	12	6	0							
Leviathan	m10	1	12	Doomsday Cannon	200	d6+3 Barr	-	-3	4 void shields	-	-	-	-	350	
				Lascannons	75	6	5	-1	carry 1 company						
				Battle Cannon	75	1	5	-2							
				Bolters	15	6	6	0							
Mannicore	15	5	0	Rockets	200	6 Barr Pts	-	0	1 turn to reload	see rockets	1	(3)200	2	67	
Mole Mortar	5	-	-3	150	1 Barr Pt.	-	-	0	underground "mortar"	-	-	(3)100	2	33	
Predator	25	3	0	Autocannon	75	1	5	-1		(10)600	1	(3)200	2	67	
				Lascannon	75	2	5	-1							
Rapier	5	-	-3	Las.Destinyr	50	1	4	-1		-	-	(3)50	2	17	
Rhino	25	4+	0	Bolters	15	1	6+	0	may carry 2 troop status	-	-	-	-	-	
Robots	10	5	2	Auto-Cannon	75	1	5	0	special	-	-	(4)100	25	-	
Sentinels	25	6	2	Auto-Cannon	50	1	4	0		-	-	(5)100	2	20	
ShadowSword	10	1	6	Volcano Cannon	100	1	3	-4	Volcano is +3 dmg vs. 1 titan	(3)500	1	(1)200	2	200	
Super Heavy Tank				Lascannon	75	2	5	-1							
				Bolters	15	6	6	0							
Storm Hammer	10	1	10	Cannon	50	4	4	-2	Side armour as front	(3)500	1	(1)200	2	200	
Super Heavy Tank				Bolters	15	14	6	0	Rear armour -1						
Taranula	m10	-	-3	Lascannon	75	1	5	-2	First Fire AND Advance Fire	-	-	(5)100	3	20	
Thunder Gun	5	-	-3	Thunder Gun	75	2 Barr Pts	-	0	Barrage	(10)450	1	(3)150	1	50	
Windicator	20	2+	2	Thunderer	50	1	4+	-3	ignore to-hit mods for cover	see rockets	1	(3)150	1	50	
Whirlwind	20	4+	0	Multi-launcher	150	2 Barr Pts	-	0	Barrage weapon	see rockets	1	(3)150	1	50	