SM v0.1

unit type	Unit	Move	Save	Invul	CAF	Weapon	Range	Att	To Hit	TSM	Sup Pts	Co Pts	Notes
inf	Apothecary	10	5		2	Bolt Pistol	10	1	6	0	40	35	hq; make way men; medic; pd1
cav	Biker Apothecary	30	5		2	Bolters	25	1	5	0	55	50	hq; medic; pd1
inf	Jump Pack Apothecary	20	5		2	Bolt Pistol	10	1	6	0	55	50	hq; jump packs; make way men; medic; pd1
inf	Terminator Apothecary	10	4	6	2	Storm Bolter	25	1	5	0	65	55	elite; hq; make way men; medic; pd1; teleport
inf	Chaplain	10	5	6	4	Bolt Pistol	10	1	6	0	60	55	combat leader; command; elite; hq; make way men; pd1
cav	Biker Chaplain	30	5	6	4	Bolters	25	1	5	0	100	90	combat leader; command; elite; hq; pd1
inf	Jump Pack Chaplain	20	5	6	4	Bolt Pistol	10	1	6	0	70	65	combat leader; command; elite; hq; make way men; pd1
inf	Terminator Chaplain	10	4	6	4	Storm Bolter	25	1	5	0	75	70	combat leader; command; elite; hq; make way men; pd1; teleport
inf	Chapter Master	10	4	6	5	Plasma Pistol	10	1	5	-1	80	75	command; elite; hq; inspirational; make way men; pd1; special
cav	Biker Chapter Master	30	4	6	5	Plasma Pistol	10	1	5	-1	125	115	command; elite; hq; inspirational; pd1; special
inf	Jump Pack Chapter Master	20	4	6	5	Plasma Pistol	10	1	5	-1	95	85	command; elite; hq; inspirational; make way men; pd1; special
inf	Terminator Chapter Master	10	4	6	5	Combi Weapon	10	1	5	-1	100	90	command; elite; hq; inspirational; make way men; pd1; special; teleport
inf	Captain	10	5	6	4	Plasma Pistol	10	1	5	-1	60	55	command; elite; hq; inspirational; make way men; pd1
cav	Biker Captain	30	5	6	4	Plasma Pistol	10	1	5	-1	100	90	command; elite; hq; inspirational; pd1
inf	Jump Pack Captain	20	5	6	4	Plasma Pistol	10	1	5	-1	70	65	command; elite; hq; inspirational; make way men; pd1
inf	Terminator Captain	10	4	6	4	Combi Weapon	10	1	5	-1	75	70	command; elite; hq; inspirational; make way men; pd1; teleport
inf	Librarian	10	5		4	Bolt Pistol	10	1	6	0	50	45	hq; make way men; pd1; psyker
cav	Biker Librarian	30	5		4	Bolters	25	1	5	0	90	80	hq; pd1; psyker
inf	Jump Pack Librarian	20	5		4	Bolt Pistol	10	1	6	0	65	60	hq; make way men; pd1; psyker
inf	Terminator Librarian	10	4	6	4	Storm Bolter	25	1	5	0	90	80	elite; hq; make way men; pd1; psyker; teleport
inf	Techmarine	10	5		2	Servitor Heavy Weapons	35	2	5	-2	50	45	hq; mechanic
inf	Tactical Marines	10	5		2	Bolters	25	1	5	0	15	15	
					0	Heavy Weapon	50	0.5	5	-1			
inf	Devastator Marines	10	5		1	Devastator Heavy Weapons	50	2	5	-1	20	20	OR
inf		10	5		1	Flakk Missiles	50	1	6	-1			AA
inf	Assault Marines	20	5		3	Bolt Pistols	10	1	5	0	30	25	bulky; jump packs
inf	Vanguard Veterans	20	5		5	Bolt Pistols	10	1	5	0	50	45	elite; jump packs
inf	Sternguard Veterans	10	5		4	Special Ammunition	25	1	4	-1	30	30	elite; ignore cover; sniper
inf	Terminators	10	4	6	6	Storm Bolters	25	1	5	0	50	45	bulky; elite; teleport
					0	Assault Cannon	35	1	4	-1			
inf	Assault Terminators	10	3	6	8	Thunder Hammers				0	45	40	bulky; elite; teleport
inf	Scouts	10	6		1	Sniper Rifle	35	1	5	0	20	20	infiltrate, sniper, stealth
inf	Command Squad	10	5	6	3	Special Weapons	10	2	5	-1	25	20	
inf	Honour Guard	10	4		6	Bolters	25	1	5	0	30	30	elite
inf	Centurion Assault Squad	10	3		8	Flamers	10	1	4	0	30	30	bulky; ignore cover
inf	Centurion Devastator Squad	10	3		2	Grav-Cannons	25	2	4	-2	35	30	bulky
					0	Centurion Missile Launchers	50	2	5	-1			
cav	Attack Bike	30	5		0	Multi-Melta	25	1	5	-3	20	20	pd1
cav	Marine Bikes	30	5		2	Bolters	25	1	5	0	30	25	
cav	Scout Bikes	30	6		1	Astartes Grenade Launchers	25	1	4	0	30	30	infiltrate, stealth
cav	Land Speeder	30	5		0	Multi-Melta	25	1	5	-3	25	25	skimmer
cav	Land Speeder Storm	30	5		0	Cerberus Launcher	20	1	5	0	35	35	skimmer, transport (1 scouts)
					0	Heavy Bolter	35	1	5	0			pd1
cav	Land Speeder Tornado	30	5		0	Heavy Flamer	10	1	4	0	30	25	ignore cover; pd3; skimmer
					0	Assault Cannon	35	1	4	-1			
cav	Land Speeder Typhoon	30	5		0	Typhoon Missile Launcher	50	1	5	-1	30	30	skimmer
					0	Multi-Melta	25	1	5	-3			

unit type	Unit	Move	Save	Invul	CAF	Weapon	Range	Att	To Hit	TSM	Sup Pts	Co Pts	Notes
wal	Dreadnought	10	4		2					0	15	15	must choose two of the following
	Twin Linked Lascannon				0	Twin Linked Lascannon	50	1	5	-2	5	5	
	Twin Linked Heavy Bolter				0	Twin Linked Heavy Bolter	35	1	4	0	0	0	pd1
	Twin Linked Autocannon				0	Twin Linked Autocannon	50	1	5	-1	5	5	
	Multi-Melta				0	Multi-Melta	25	1	5	-3	5	5	
	Dreadnought Close Combat Weapon				1	Dreadnought Close Combat Weapon				0	0	0	pd1; +1 caf
	Twin Linked Missile Launcher				0	Twin Linked Missile Launcher	50	1	5	-2	5	5	
	Plasma Cannon				0	Plasma Cannon	35	1	4	-1	5	5	
	Flamestorm Cannon				0	Flamestorm Cannon	25	1	4	0	5	5	ignore cover; pd2
wal	Venerable Dreadnought	10	4	6	3					0	40	35	elite; hq; inspirational; must choose two of the following
	Twin Linked Lascannon				0	Twin Linked Lascannon	50	1	5	-2	5	5	
	Twin Linked Heavy Bolter				0	Twin Linked Heavy Bolter	35	1	4	0	5	0	pd1
	Twin Linked Autocannon				0	Twin Linked Autocannon	50	1	5	-1	5	5	
	Multi-Melta				0	Multi-Melta	25	1	5	-3	5	5	
	Dreadnought Close Combat Weapon				1	Dreadnought Close Combat Weapon				0	5	0	pd1; +1 caf
	Twin Linked Missile Launcher				0	Twin Linked Missile Launcher	50	1	5	-2	5	5	
	Plasma Cannon				0	Plasma Cannon	35	1	4	-1	5	5	
	Flamestorm Cannon				0	Flamestorm Cannon	25	1	4	0	5	5	ignore cover; pd2
wal	Ironclad Dreadnought	10	3		5	Melta Gun	10	1	5	-3	25	25	
wal	Chaplain Dreadnought	10	4	6	3					0	55	50	combat leader; command; elite; hq; must choose two of the following
	Twin Linked Lascannon				0	Twin Linked Lascannon	50	1	5	-2	10	10	
	Twin Linked Heavy Bolter				0	Twin Linked Heavy Bolter	35	1	4	0	5	5	pd1
	Twin Linked Autocannon				0	Twin Linked Autocannon	50	1	5	-1	5	5	
	Multi-Melta				0	Multi-Melta	25	1	5	-3	5	5	
	Dreadnought Close Combat Weapon				1	Dreadnought Close Combat Weapon				0	5	5	pd1; +1 caf
	Twin Linked Missile Launcher				0	Twin Linked Missile Launcher	50	1	5	-2	10	10	
	Plasma Cannon				0	Plasma Cannon	35	1	4	-1	5	5	
	Flamestorm Cannon				0	Flamestorm Cannon	25	1	4	0	10	5	ignore cover; pd2
wal	Librarian Dreadnought	10	4	6	3					0	60	55	elite; hq; psyker; must choose two of the following
	Twin Linked Lascannon				0	Twin Linked Lascannon	50	1	5	-2	5	5	
	Twin Linked Heavy Bolter				0	Twin Linked Heavy Bolter	35	1	4	0	5	0	pd1
	Twin Linked Autocannon				0	Twin Linked Autocannon	50	1	5	-1	5	5	
	Multi-Melta				0	Multi-Melta	25	1	5	-3	5	5	
	Dreadnought Close Combat Weapon				1	Dreadnought Close Combat Weapon				0	5	0	pd1; +1 caf
	Twin Linked Missile Launcher				0	Twin Linked Missile Launcher	50	1	5	-2	5	5	
	Plasma Cannon				0	Plasma Cannon	35	1	4	-1	5	5	
	Flamestorm Cannon				0	Flamestorm Cannon	25	1	4	0	5	5	ignore cover; pd2
veh	Rhino	25	4		0					0	30	25	infantry fighting vehicle(1), pd1, transport 2
veh	Razorback	25	4		0	Twin Linked Lascannon	50	1	5	-2	35	35	transport1; turret
veh	Drop Pod		4		0					0	25	25	all around armour; deep strike; pd1; transport 2
veh	Land Raider	20	2		3	2 Twin Linked Lascannon	50	2	5	-2	70	65	all around armour; pd1; transport 2
					0	Twin Linked Heavy Bolter	35	1	4	0			
veh	Land Raider Crusader	20	2		3	Twin Linked Assault Cannon	35	1	3	-1	70	65	all around armour; pd4; transport 2
					0	Multi-Melta	25	1	5	-3			turret
veh	Land Raider Redeemer	20	2		3	Twin Linked Assault Cannon	35	1	3	-1	70	60	all around armour; pd4; transport 2
					0	2 Flamestorm Cannons	25	2	4	0			ignore cover
veh	Predator Annihilator	25	3		0	Twin Linked Lascannon	50	1	5	-2	35	35	turret
					0	2 Lascannons	50	2	5	-1			
veh	Predator Destructor	25	3		0	Predator Autocannon	50	1	5	0	30	25	turret; pd2
					0	2 Heavy Bolters	35	2	5	0			
veh	Vindicator	25	3		0	Demolisher Cannon	25	1	4	-3	30	25	ignore cover
la	Thunderfire Cannon	5	5		-3	Thunderfire Cannon	60	1	6	0	10	10	bp1, bulky, damages buildings
ha	Whirlwind	25	4		0	Multiple Missile Launcher	150	2	5	0	85	75	bp2, damages buildings, turret
ha	Whirlwind Hunter	25	4		0	Skyspear Missile Launcher	60	1	4	-2	50	45	AA, turret
ha	Whirlwind Stalker	25	4		0	Icarus Stormcannon Array	50	2	5	-1	40	35	AA, turret
skmr	Stormtalon Gunship	55	4		2	Twin Linked Assault Cannon	35	1	3	-1	70	60	skimmer
					0	Twin Linked Lascannon	50	1	5	-2			
flr	Stormhawk Interceptor	120	3		4	Twin Linked Assault Cannon	35	1	3	-1	195	175	flier
					0	Las-Talon	25	1	5	-2			
					0	Twin Linked Heavy Bolter	35	1	4	0			
skmr	Stormraven Gunship	55	3		2	Twin Linked Assault Cannon	35	1	3	-1	80	75	all around armour; pd2; transport 2(including Assault Marines and Vanguard Veterans as bulky) + 1 dreadnought; skimmer
					0	Twin Linked Heavy Bolter	35	1	4	0			
					0	Stormstrike Missiles	70	1	4	-2			single shot
flr	Thunderhawk Gunship	100	1		2	Thunderhawk Cannon	70	1	4	-1	205	185	flier; pd4; transport 6 (including assault marines, dreadnoughts, bikes, attack bikes as bulky)
					0	2 Lascannons	50	2	5	-1			
					0	4 Twin Linked Heavy Bolters	35	4	4	0			
flr	Thunderhawk Transporter	100	1		2	2 Twin Linked Heavy Bolters	35	2	4	0	175	160	flier; pd2; transport 2 rhino equiv or 1 land raider equiv plus embarked troops

Type	Formation Name	Contents	Notes
Core	Assault Company	One Biker Captain or Jump Pack Captain	
		3 to 5 of the following in any combination:	Assault Detachment, Marine Bike Detachment, Land Speeder Detachment
Core	Battle Company	One Captain, 0-1 Command Squad, and 0-1 Command Transport	Command Transport Options: Rhino, Razorback, Drop Pod
		2 Tactical Detachments	
		1 Assault Detachment	
		1 Devastator Detachment	
Core	Devastator Company	One Captain, 0-1 Command Squad, and 0-1 Command Transport	Command Transport Options: Rhino(65), Razorback(80), Drop Pod(50)
		3 to 5 of the following in any combination:	Devastator Detachment, 0-1 Centurion Devastator Detachment
Core	Tactical Company	One Captain, 0-1 Command Squad, and 0-1 Command Transport	Command Transport Options: Rhino, Razorback, Drop Pod
		3 Tactical Detachments	
Core	Veteran Company	1 Captain, Jump Pack Captain or Terminator Captain and 0-1 Command Transport	Command Transport Options: Rhino(65), Razorback(80), Drop Pod(50), Land Raider(130), Land Raider Crusader(130), Land Raider Redeemer(125)
		3 to 5 of the following in any combination:	Vanguard Detachment, Sternguard Detachment, Terminator Detachment, Assault Terminator Detachment
Core	Armoured Company	1 Command Tank chosen from the following:	Land Raider(130), Land Raider Crusader(130), Land Raider Redeemer(125), Predator Annihilator(70), Predator Destructor(55), Vindicator(55)
		3 of the following in any combination:	Land Raider Detachment, Predator Detachment, Vindicator Detachment
Core			
Core			

Type	Formation Name	Contents	Notes
Special	Apothecary	1 of the following:	Apothecary plus 0-1 HQ Transport, Biker Apothecary, Jump Pack Apothecary or Terminator Apothecary
		Apothecary HQ Transport Options:	Rhino(50), Razorback(60), Drop Pod(50)
Special	Chaplain	1 of the following:	Chaplain plus 0-1 Command transport, Biker Chaplain, Jump Pack Chaplain or Terminator Chaplain
		0-1 of the following:	Command Squad
		Chaplain Command Transport Options:	Rhino(50), Razorback(60), Drop Pod(50)
Special	Chaplain Dreadnought	1 Chaplain Dreadnought plus 0-1 Command Drop Pod(50)	
Special	Librarian	1 of the following:	Librarian plus 0-1 transport, Biker Librarian, Jump Pack Librarian or Terminator Librarian
		Librarian HQ Transport Options:	Rhino(50), Razorback(60), Drop Pod(50)
Special	Librarian Dreadnought	1 Librarian Dreadnought plus 0-1 HQ Drop Pod(50)	
Special	Techmarine	1 Techmarine plus 0-1 Transport	Rhino; Razorback; Land Raider; Land Raider Crusader; Land Raider Redeemer
Special			

Type	Formation Name	Contents	Notes
Support	Tactical Detachment	6 Tactical Marines	Transport Options: Rhino, Razorback, Drop Pod
Support	Devastator Detachment	4 Devastator Marines	Transport Options: Rhino, Razorback, Drop Pod
Support	Assault Detachment	4 Assault Marines	Transport Options: Stormraven Gunship
Support	Vanguard Detachment	4 Vanguard Veterans	Transport Options: Stormraven Gunship
Support	Sternguard Detachment	4 Sternguard Veterans	Transport Options: Rhino, Razorback, Drop Pod
Support	Terminator Detachment	4 Terminators	Transport Options: Land Raider, Land Raider Crusader, Land Raider Redeemer
Support	Assault Termainator Detachment	4 Assault Terminators	Transport Options: Land Raider, Land Raider Crusader, Land Raider Redeemer
Support	Scout Detachment	4 Scouts	Transport Option: Land Speeder Storm
Support	Centurion Assault Detachment	4 Centurion Assault Marines	Transport Options: Drop Pod, Land Raider, Land Raider Crusader, Land Raider Redeemer
Support	Centurion Devastator Detachment	4 Centurion Devastator Marines	Transport Options: Drop Pod, Land Raider, Land Raider Crusader, Land Raider Redeemer
Support	Dreadnought Talon	0-1 Venerable Dreadnought, 2-4 Dreadnoughts and 0-2 Ironclad Dreadnoughts	Transport Options: Drop Pod
Support	Marine Bike Detachment	5 of the following in any combination:	Attack Bike, Marine Bikes
Support	Scout Bike Detachment	5 Scout Bikes	
Support	Land Speeder Detachment	5 of the following in any combination:	Land Speeder, Land Speeder Tornado, Land Speeder Typhoon
Support	Land Raider Detachment	2-4 of the following in any combination:	Land Raider, Land Raider Crusader, Land Raider Redeemer
Support	Predator Detachment	3-5 of the following in any combination:	Predator Annihilator, Predator Destructor
Support	Vindicator Detachment	3-5 of the following in any combination:	Vindicator
Support	Thunderfire Battery	3-5 Thunderfire Cannons	Transport Option: Drop Pod
Support	Whirlwind Battery	3-5 of the following in any combination:	Whirlwind, Whirlwind Hunter, Whirlwind Stalker
Support	Stormtalon Gunship Squadron	3-5 Stormtalon Gunships	
Support	Stormhawk Interceptor Squadron	3-5 Stormhawk Interceptors	
Support	Stormraven Gunship Squadron	2-4 Stormraven Gunships	
Support	Thunderhawk Gunship Wing	1-2 Thunderhawk Gunships	
Support	Thunderhawk Transporter Wing	1-4 Thunderhawk Transporters	

Notes: This list has variable formation sizes so uses a modified version of the points formula. It uses a factor of 0.75 applied to non-HQ unit costs to account for break point. It may not be directly compatible with lists that use the full formula.

Units have two points values, one for when a unit is used to build a support formation, and one for use when it is used to build a core formation. Transport options are selected for each support formation separately and may be taken in any combination where appropriate.

Break points and victory points are calculated for the formation after all options have been selected.

Special Rules: Bulky   The unit takes up two transport spaces rather than one when being transported.

Infantry Fighting Vehicle   One embarked unit may fire from the vehicle (per IFV(n) the vehicle has), counting as having the transports orders or their orders, whichever incurs the higher shooting penalty. In addition the vehicle gains PD(+n).

Make Way, Men!   A unit with this special rule takes up 0 slots in a transport.

Changelog