

IG v0.5

unit type	Unit	Move	Save	Invul	CAF	Weapon	Range	Att	To Hit	TSM	Sup Pts	Co Pts	Notes
inf	Commissar	10	0		4	Bolt Pistol					n/a	35	command, elite, hq, pd1, ignore chain of command, make way men
-	Commissar Upgrade										n/a	n/a	command, elite, hq, ignore chain of command. Points taken into account in core unit values.
-	Company Advisors										n/a	25	change orders 25cm, forward observer, psychic defence 4+
inf	Company Command Squad (CCS)	10	0		0	Special Weapons Heavy Weapon	10 50	2 1	5 5	-1 -1	n/a	20	command, hq, orders
-	Company HQ Upgrade										n/a	n/a	command, hq, orders. Points taken into account in core unit values.
inf	Engineer	10	6		1	Servitor Heavy Weapons	35	2	5	-2	35	n/a	hq, mechanic
inf	Ministorum Priest	10	0		3	Laspistol					70	n/a	hq, pd1, confessor, make way men
inf	Primaris Psyker	10	0		0	Laspistol					25	n/a	hq, pd1, psyker
-	Section HQ Upgrade										+10	+10	hq, orders. Points costs for SHQs need to be added to formation totals where appropriate.
inf	Bullgryns	10	5	6	7	Grenadier Gauntlets	10	1	5	0	20	n/a	bulky
inf	Conscripts	10	0		0	Lasguns	25	1	6	0	5	5	
inf	Infantry Squad	10	0		0	Lasguns	25	1	5	0	5	5	
inf						Heavy Weapon	50	0.5	5	-1			1 attack per 2 bases (rounding up)
inf	Infantry Anti-Tank Squad	10	0		0	Anti-Tank Heavy Weapons Flakk Missiles	50 50	2 1	5 6	-1 -1	15	10	OR AA
inf	Infantry Fire Support Squad	10	0		0	Fire Support Heavy Weapons	50	2	4	0	10	10	
inf	Infantry Mortar Squad	10	0		0	Mortars	50			0	5	5	bp1
inf	Ogryns	10	6		6	Ripper Guns	10	1	4	0	15	n/a	bulky
inf	Ratling Snipers	10	0		-1	Sniper Rifles	35	1	5	0	20	n/a	infiltrate, sniper, stealth, special
inf	Tempestus Scions	10	6		0	Hot-Shot Lasguns Hot-Shot Volley Gun	20 25	1 1	5 4	-1 -1	15	10	elite, independent, infiltrate
inf	Veteran Infantry	10	0		0	Special Weapons Heavy Weapon	10 50	2 0.5	5 5	-1 -1	10	10	independent, infiltrate 1 attack per 2 bases (rounding up)
inf	Wyrdvane Psykers	10	0		0	Laspistols	10	1	6	0	20	n/a	psyker
cav	Rough Riders	20	0		3	Laspistols	10	1	6	0	15	10	independent
wal	Armoured Sentinel	20	5		2	Lascannon	50	1	5	-1	20	15	
wal	Drop Sentinel	25	6		2	Multi-Melta	25	1	5	-3	20	15	independent
wal	Scout Sentinel	25	6		2	Multi-Laser	35	1	4	0	20	20	infiltrate, independent
wal	Sentinel Power Lifter	20	6		3	Power Lifter					15	n/a	Munitorum Support
veh	Atlas Recovery Vehicle	15	3		0	Heavy Bolter	35	1	5	0	35	30	pd1, tow, assist repair
veh	Centaur Artillery Tractor	30	6		0	Heavy Stubber	35	1	6	0	20	20	pd1, tow la
veh	Centaur Light Assault Carrier	30	5		0	Heavy Stubber	35	1	6	0	20	20	open top vehicle, pd1, transport1
veh	Chimera	25	4		1	Multi-Laser Heavy Bolter	35 35	1 1	4 5	0 0	35	25	ifv, pd1, transport2, turret
veh	Destroyer Tank Hunter	20	3		0	Heavy Laser Destroyer Array	60	1	4	-3	25	20	
veh	Hades Breaching Drill	5	4		2	Melta-cutter Drill					15	10	transport2, tunneller
veh	Hellhound	30	4		0	Inferno Cannon Heavy Bolter	25 35	2 1	3 5	0 0	25	20	ignore cover, pd5, turret
veh	Devil Dog	30	4		0	Melta Cannon Multi-Melta	25 25	1 1	3 5	-3 -3	25	20	turret
veh	Banewolf	30	4		0	Chem Cannon Heavy Flamer	10 10	2 1	3 4	-1 0	20	20	ignore cover, pd4, turret ignore cover
veh	Hydra	20	4		0	Hydra Autocannons Heavy Bolter	70 35	2 1	4 5	-1 0	50	n/a	AA, pd1, turret
veh	Leman Russ Annihilator	15	3		2	TL Lascannons Lascannon	50 50	1 1	5 5	-2 -1	30	20	turret
veh	Leman Russ Battle Tank	15	3		2	Battle Cannon Lascannon Sponson Heavy Bolters	70 50 35	1 1 2	5 5 5	-2 -1 0	35	25	pd2, turret
veh	Leman Russ Conqueror	15	3		2	Conqueror Battle Cannon 3 Heavy Flamers	50 10	1 3	4 4	-1 0	30	25	pd6, turret ignore cover
veh	Leman Russ Demolisher	15	3		3	Demolisher Siege Cannon Heavy Flamer Sponson Multi-Meltas	25 10 25	1 1 2	4 4 5	-3 0 -3	35	30	ignore cover, pd2, turret ignore cover
veh	Leman Russ Eradicator	15	3		2	Eradicator Nova Cannon 3 Heavy Flamers	35 10	1 3	4 4	-1 0	30	25	ignore cover, pd6, turret ignore cover
veh	Leman Russ Executioner	15	3		2	Executioner Plasma Cannon Lascannon Sponson Plasma Cannons	35 50 35	1 1 2	4 5 5	-2 -1 -2	35	25	turret
veh	Leman Russ Exterminator	15	3		2	TL Autocannons 3 Heavy Bolters	50 35	1 3	5 5	-1 0	25	20	pd4, turret
veh	Leman Russ Punisher	15	3		3	Punisher Cannon 3 Heavy Bolters	25 35	4 3	4 5	0 0	35	25	pd7, turret
veh	Leman Russ Vanquisher	15	3		2	Vanquisher Battle Cannon Lascannon	70 50	1 1	5 5	-2 -1	35	30	pen1, turret

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veh	Malcador	10	3		2	Battle Cannon Sponson Lascannons Heavy Bolter	70 50 35	1 2 1	5 5 5	-2 -1 0	30	25	pd1
veh	Malcador Annihilator	10	3		2	TL Lascannons Sponson Lascannons Demolisher Siege Cannon	50 50 25	1 2 1	5 5 4	-2 -1 -3	30	25	ignore cover
veh	Malcador Defender	10	3		3	3 Heavy Bolters Sponson Heavy Bolters Demolisher Siege Cannon	35 35 25	3 2 1	5 5 4	0 0 -3	30	25	pd6 ignore cover
veh	Malcador Infernus	10	3		3	Inferno Gun Sponson Heavy Bolters	35 35	2 2	4 5	0 0	45	40	flamer template, ignore cover, pd8
veh	Salamander Command Vehicle	25	5		1	Heavy Flamer Heavy Bolter	10 35	1 1	4 5	0 0	n/a	30	command, hq, orders, ignore cover, pd3, sensor dome
veh	Salamander Scout Vehicle	30	5		1	Autocannon Heavy Bolter	50 35	1 1	5 5	0 0	25	20	independent, infiltrate, pd2
veh	Tauros	30	6		0	Heavy Flamer	10	1	4	0	15	10	ignore cover, independent, infiltrate, pd2
veh	Tauros Venator	30	6		0	TL Lascannons	50	1	5	-2	20	15	independent, infiltrate
veh	Taurox	30	4		1	TL Autocannons	50	1	5	-1	30	25	pd1, transport2
veh	Taurox Prime	30	4		1	Taurox Battle Cannon TL Autocannons	50 50	1 1	5 5	-2 -1	40	35	pd1, transport2, turret
veh	Thunderer Siege Tank	15	3		1	Demolisher Siege Cannon	25	1	4	-3	20	20	ignore cover
veh	Trojan	25	5		0	Heavy Bolter	35	1	5	0	25	20	pd1, transport1, tow ha, Munitorum Support
veh	Valdor Tank Hunter	10	3		1	Neutron Laser Projector	70	1	3	-3	45	35	pen2
veh	Valkyrie	55	5		0	Multi-Laser Sponson Heavy Bolters Multiple Rocket Pods	35 35 25	1 2	4 5	0 0 0	50	40	skimmer, transport2(non-bulky) or drop sentinel(1) bp1. direct only
veh	Valkyrie Sky Talon	55	5		0	Multi-Laser	35	1	4	0	90	75	skimmer, transport drop sentinel(2) or tauros/venator(1)
veh	Vendetta	55	5		0	3 TL Lascannons	50	3	5	-2	60	45	skimmer, transport1
veh	Vulture	55	5		2	Heavy Bolter TL Multi-Lasers Hellstrike Missiles	35 35 70	1 1 2	5 4 4	0 -1 -2	55	n/a	skimmer single shot
la	Cyclops Demolition Vehicle	5	5		spec	Cyclops Demolition Charge	cc	1	4	-3	5	n/a	damages buildings, ignore cover, independent, single shot
la	Heavy Mortar	0	0		-3	Heavy Mortar	10-50			-1	5	5	bp2, damages buildings, immobile
la	Rapier	5	0		-3	Laser Destroyer Array	35	1	4	-3	5	5	
la	Sabre Weapons Platform	0	0		-3	TL Lascannons	50	1	5	-2	10	5	AA, immobile
la	Tarantula Sentry Gun	0	0		-3	TL Lascannons	50	1	5	-2	15	15	AI, inorganic, robot, immobile
la	Thudd Gun	0	0		-3	Heavy Quad Launcher	60			0	5	5	bp1, damages buildings, immobile
ha	Basilisk	15	5		0	Earthshaker Cannon Heavy Bolter	240 35		5	-2 0	50	40	bp2, damages buildings, pd1
ha	Bombard	10	5		0	Heavy Siege Mortar Heavy Bolter	25-240 35		5	-2 0	85	70	bp2, destroys buildings, ignore cover, pd1
ha	Deathstrike Missile Launcher	20	5		0	Deathstrike Missile Launcher Heavy Bolter		1	5	0	10	10	pd1, special
ha	Earthshaker Platform	0	0		-3	Earthshaker Cannon	240			-2	35	30	bp2, damages buildings, immobile
ha	Griffon	25	5		0	Heavy Mortar Heavy Bolter	10-50 35		5	-1 0	20	15	bp2, damages buildings, pd1
ha	Hydra Platform	0	0		-3	Hydra Autocannons	70	2	4	-1	35	n/a	AA, immobile
ha	Manticore	25	5		0	Storm Eagle Rockets Sky Eagle Rockets Heavy Bolter	120 120 35		4 4 5	0 -2 0	50	40	bp6, damages buildings, pd1, rof0.5, special OR AA rof0.5
ha	Manticore Platform	0	0		-3	Storm Eagle Rockets Sky Eagle Rockets	120 120		4 4	0 -2	35	30	bp6, damages buildings, immobile, rof0.5, special OR AA rof0.5
ha	Medusa	25	5		0	Medusa Siege Cannon Heavy Bolter	35 35	1 1	4 5	-3 0	25	20	damages buildings, -6tsm vs structures, pd1
ha	Medusa Platform	0	0		-3	Medusa Siege Cannon	35	1	4	-3	10	10	damages buildings, -6tsm vs structures, immobile
ha	Minotaur	10	3		0	Double Earthshaker Cannon	35-240			-2	70	55	all around armour, bp3, damages buildings
ha	Wyvern	20	5		0	Stormshard Mortars Heavy Bolter	50 35		5	0 0	20	15	bp2, ignore cover, pd1
	Light Off-Table Barrage					Light Barrage				-1			bp6, damages buildings, 1vp
	Heavy Off-Table Barrage					Heavy Barrage				-2			bp10, damages buildings, 2vp

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sh	Baneblade	10	1		8	Baneblade Mega Cannon	70	2	4	-3	95	80	turret, pd8
						Sponson Lascannons	50	2	5	-1			
						Demolisher Siege Cannon	25	1	4	-3			
						3 TL Heavy Bolters	35	3	4	0			ignore cover
sh	Banehammer	10	1		7	Tremor Cannon	50			-1	80	65	ignore cover, bp6, damages buildings, special, transport5, ifv2, pd6
						Sponson Lascannons	50	2	5	-1			
						3 TL Heavy Bolters	35	3	4	0			
sh	Banesword	10	1		7	Banesword Quake Cannon	100			-3	130	105	bp8, destroys buildings, pd8
						Sponson Lascannons	50	2	5	-1			
						TL Heavy Bolters	35	1	4	0			
						2 TL Heavy Flamers	10	2	3	0			ignore cover
sh	Crassus Transport	20	2		4	4 Heavy Bolters	35	4	5	0	55	45	transport7, pd4
sh	Dominus Bombard	15	2		4	Dominus Triple Bombard	10-60			-2	85	70	bp8, destroys buildings, pd2
						2 Heavy Bolters	35	2	5	0			
sh	Doomhammer	10	1		7	Magma Cannon	50	1	3	-4	90	70	pen1, transport5, ifv2, pd6
						Sponson Lascannons	50	2	5	-1			
						3 TL Heavy Bolters	35	3	4	0			
sh	Gorgon	10	1		4	Gorgon Mortars	50			0	55	45	bp1, single shot, pd2, transport10, special
						2 TL Heavy Stubbers	35	2	6	0			
sh	Hellhammer	10	1		8	Hellhammer Cannon	35	2	4	-3	115	90	ignore cover, turret, destroy building, pd8
						Sponson Lascannons	50	2	5	-1			
						Demolisher Siege Cannon	25	1	4	-3			
						3 TL Heavy Bolters	35	3	4	0			ignore cover
sh	Macharius	10	2		6	Macharius Battle Cannon	70	2	5	-2	55	45	pd4, turret
						TL Heavy Stubbers	35	1	6	0			
						Sponson Heavy Bolters	35	2	5	0			
sh	Macharius Omega	10	2		5	Omega Plasma Blastgun	70	2	3	-4	115	95	pen2, pd4
						Sponson Heavy Bolters	35	2	5	0			
sh	Macharius Vanquisher	10	2		5	Macharius Vanquisher Battle Cannon	70	1	5	-3	55	45	pen1, pd4, turret
						TL Heavy Stubbers	35	1	6	0			
						Sponson Heavy Bolters	35	2	5	0			
sh	Macharius Vulcan	10	2		6	Vulcan Mega-Bolter	70	8	4	0	75	60	pd8, turret
						TL Heavy Stubbers	35	1	6	0			
						Sponson Heavy Bolters	35	2	5	0			
sh	Praetor Launcher	15	2		4	Foehammer Missiles	120			-2	155	125	bp6, damages buildings, ignore cover, pd2, OR AA
						Pilum Warheads	120	2	4	-3			
						2 Heavy Bolters	35	2	5	0			
sh	Shadowsword	10	1		6	Shadowsword Volcano Cannon	120	1	3	-4	140	110	pen3, pd4
						Lascannons	50	2	5	-1			
						2 TL Heavy Bolters	35	2	4	0			
sh	Stormblade	10	1		6	Plasma Blastgun	100	2	3	-4	165	130	pen2, pd4
						Sponson Lascannons	50	2	5	-1			
						2 TL Heavy Bolters	35	2	4	0			
sh	Stormhammer	10	1		10	2 TL Battlecannons	70	4	4	-2	120	100	pd10, turret
						5 TL Heavy Bolters	35	5	4	0			
						2 Sponson Lascannons	50	4	5	-1			
sh	Stormlord	10	1		10	Vulcan Mega-Bolter	70	8	4	0	105	85	transport8, ifv4, pd12
						Sponson Lascannons	50	2	5	-1			
						TL Heavy Bolters	35	1	4	0			
						2 TL Heavy Flamers	10	2	3	0			ignore cover
sh	Stormsword	10	1		7	Hellhammer Cannon	35	1	3	-4	95	75	ignore cover, turret, destroys buildings, pd4
						Sponson Lascannons	50	2	5	-1			
						2 TL Heavy Bolters	35	2	4	0			

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flr	Avenger Strike Fighter	110	5		4	Avenger Bolt Cannon	35	4	5	-1	155	n/a	flier
						TL Lascannons	50	1	5	-2			
						Heavy Stubber	35	1	6	0			rear firing
						Hellstrike Missiles	70	2	4	-2			single shot
flr	Lightning	120	5		6	Long Barrelled Autocannon	70	1	5	0	190	n/a	flier
						TL Lascannons	50	1	5	-2			
flr	Lightning Voss	120	5		4	TL Lascannons	50	1	5	-2	155	n/a	flier
						Hellstrike Missiles	70	2	4	-2			single shot
flr	Marauder	90	2		2	TL Lascannons	50	1	5	-2	120	n/a	flier
						TL Heavy Bolters	35	1	4	0			
						TL Heavy Bolters	35	1	4	0			rear firing
						Bombs	10			-2			8bp, damages buildings
flr	Marauder Destroyer	90	2		2	3 TL Autocannons	50	3	5	-1	115	n/a	flier
						TL Heavy Bolters	35	1	4	0			
						TL Assault Cannons	25	1	4	-1			rear firing
						Hellstrike Missiles	70	2	4	-2			single shot
						Bombs	10			-2			6bp, damages buildings
flr	Thunderbolt	110	4		4	2 TL Autocannons	50	2	5	-1	150	n/a	flier
						TL Lascannons	50	1	5	-2			
						Hellstrike Missiles	70	2	4	-2			single shot
pra	Capitol Imperialis	10	1		12	Behemoth Cannon	50			-1			turret, 4bp, 3templates, vs6, transport 2co, pd8
						Plasma Guns	25	6	5	-2			
pra	Imperial Dropship	10	1		8	Battle Cannon	50	3	4	-2			vs2, transport lots, pd16
						Dropship Hellstrike Missiles	70	4	5	-1			
						Lascannons	50	2	4	-2			
pra	Leviathan	10	1		12	Lascannons	50	6	5	-1			turret, vs4, pd12, transport 1co
						Battle Cannon	70	1	5	-2			
						Doomsday Cannon	200			-3			special

Type	Formation Name	Contents	Notes
Core	Armoured Recon Company	1 of the following: 0-1 Commissar 3 of the following squadrons in any combination:	Armoured Sentinel + CHQ Upgrade (45) or Salamander Command Vehicle (30) 35 points. Command Transport options: Centaur LAC (45) or Chimera (60) Drop Sentinel, Sentinel or Scout Vehicle
Core	Artillery Company	1 of the following: 0-1 Commissar 3 of the following batteries in any combination:	Salamander Command Vehicle (30) or Company Command Squad (20). Command Transport options for CCS: Centaur LAC (45) or Chimera (60) 35 points. Command Transport options: Centaur LAC (45) or Chimera (60) Basilisk, Bombard, Earthshaker Platform, Griffon, Manticore, Manticore Platform, Minotaur or Wyvern
Core	Assault Engineer Company	1 of the following: 0-1 Commissar 3 of the following platoons in any combination:	Salamander Command Vehicle (30) or Company Command Squad (20). Command Transport options for CCS: Centaur LAC (45) or Chimera (60) 35 points. Command Transport options: Centaur LAC (45) or Chimera (60) Demolition or Veteran Infantry
Core	Cavalry Company	1 Rough Rider with CHQ Upgrade 1 Rough Rider with Commissar Upgrade 3 Rough Rider Platoons	40 points. 65 points.
Core	Infantry Company	1 Company Command Squad stand. 1 Commissar 3 of the following platoons in any combination:	20 points. Command Transport Options: Chimera (60), Taurox(60), Valkyrie(75) or Vendetta(85) 35 points. Command Transport Options: Chimera (60), Taurox(60), Valkyrie(75) or Vendetta(85) Conscripts, Infantry or Veteran Infantry
Core	Leman Russ Tank Company	1 Leman Russ Variant with CHQ Upgrade chosen from the following: 0-1 Leman Russ Variant with Commissar Upgrade 3 Leman Russ squadrons	Annihilator(50), Battle Tank(70), Conqueror(60), Demolisher(75), Eradicator(60), Executioner(70), Exterminator(55), Punisher(65) or Vanquisher(75) Annihilator(75), Battle Tank(100), Conqueror(90), Demolisher(115), Eradicator(90), Executioner(105), Exterminator(85), Punisher(105) or Vanquisher(110)
Core	Light Artillery Company	1 of the following: 0-1 Commissar 3 of the following batteries or squadrons in any combination:	Salamander Command Vehicle (30) or Company Command Squad (20). Command Transport options for CCS: Centaur LAC (45) or Chimera (60) 35 points. Command Transport options: Centaur LAC (45) or Chimera (60) Heavy Mortar, Rapier, Sabre Weapon Platform, Tarantula or Thudd Gun
Core	Militarum Tempestus Company	1 Tempestus Scions with CHQ Upgrade 1 Commissar 3 Militarum Tempestus Platoons	55 points. Command Transport Options: Centaur LAC (50), Chimera (65), Taurox Prime (75), Valkyrie (80) or Vendetta (95) 35 points. Command Transport Options: Centaur LAC (50), Chimera (65), Taurox Prime (75), Valkyrie (80) or Vendetta (95)
Core	Macharius Heavy Tank Company	1 Macharius Variant with CHQ Upgrade chosen from the following: 0-1 Macharius Variant with Commissar Upgrade 2-4 Macharius squadrons	Macharius(105), Macharius Omega(225), Macharius Vanquisher(105) or Macharius Vulcan(140) Macharius(165), Macharius Omega(330), Macharius Vanquisher(165) or Macharius Vulcan(215)
Core	Malcador Tank Company	1 Malcador Variant with CHQ Upgrade chosen from the following: 0-1 Malcador Variant with Commissar Upgrade 3 Malcador squadrons	Malcador(60), Maclador Annihilator(65), Malcador Defender(65) or Malcador Infernus(95) Malcador(90), Maclador Annihilator(100), Malcador Defender(95) or Malcador Infernus(135)
Core	Siege Gun Company	1 of the following: 0-1 Commissar 3 of the following squadrons in any combination:	Salamander Command Vehicle (30) or Company Command Squad (20). Command Transport options for CCS: Centaur LAC (45) or Chimera (60) 35 points. Command Transport options: Centaur LAC (45) or Chimera (60) Medusa or Medusa Platform
Core	Siege Tank Company	1 of the following: 0-1 Leman Russ Variant with Commissar Upgrade 3 of the following squadrons in any combination:	Salamander Command Vehicle (30) or one of the following Leman Russ Variants with CHQ Upgrade: Conqueror(60), Demolisher(75) or Eradicator(60) Conqueror(90), Demolisher(115), Eradicator(90) Hellhound, Leman Russ (Conqueror, Demolisher and Eradicator variants only) or Thunderer Siege Tank
Core	Superheavy Artillery Company	1 Dominus Bombard or Praetor Launcher with CHQ Upgrade 0-1 Dominus Bombard or Praetor Launcher with Commissar Upgrade 2-4 Superheavy Artillery Squadrons	Dominus Bombard(165) or Praetor Launcher(225) Dominus Bombard(245) or Praetor Launcher(440)
Core	Superheavy Tank Company	1 Superheavy Tank with CHQ Upgrade chosen from the following: 0-1 Superheavy Tank with Commissar Upgrade 2-4 Superheavy Tank Squadrons	Baneblade(180), Banehammer(145), Banesword(250), Hellhammer(215), Shadowsword(265), Stormblade(315), Stormhammer(230), Stormlord(155) or Stormsword(175) Baneblade(280), Banehammer(225), Banesword(370), Hellhammer(325), Shadowsword(390), Stormblade(460), Stormhammer(350), Stormlord(250) or Stormsword(270)
Type	Formation Name	Contents	Notes
Special	Capitol Imperialis	1 Capitol Imperialis	Work in progress
Special	Company Advisors	1 Company Advisors Upgrade	Upgrade for Company Command Squads
Special	Enginseer	1 Enginseer	Transport Options: Centaur LAC, Chimera or Trojan
Special	Imperial Dropship	1 Imperial Dropship	Work in progress
Special	Leviathan	1 Leviathan	Work in progress
Special	Ministorum Priest	1 Ministorum Priest	
Special	Primaris Psyker	1 Primaris Psyker	Transport Options: Chimera

Type	Formation Name	Contents	Notes
Support	Conscript Platoon	4-10 Conscripts	No Section HQ. Transport Options: Gorgon
Support	Demolition Platoon	1 Veteran Infantry+SHQ, 2-4 Cyclops Demolition Vehicles and 0-4 Veteran Infantry	Transport Options: Centaur LAC(Veteran Infantry only) or Chimera
Support	Infantry Platoon	1 Infantry Stand+SHQ, 4-10 Infantry Stands, 0-6 Infantry Support Stands*	Transport Options: Chimera, Crassus, Gorgon, Taurox, Valkyrie or Vendetta. *Infantry Support stands are: Infantry Anti-Tank, Infantry Fire Support or Infantry Mortar in any combination.
Support	Militarum Tempestus Platoon	4-8 Tempestus Scions + 1 SHQ upgrade	Transport Options: Centaur LAC, Chimera, Crassus, Gorgon, Taurox Prime, Valkyrie or Vendetta
Support	Ogryn Platoon	3-6 Ogryns or Bullgryns in any combination +1 SHQ upgrade	Bulky.Transport Options: Chimera, Crassus, Gorgon or Taurox
Support	Ratling Sniper Platoon	2-6 Ratling Snipers	No Section HQ. Transport Options: Centaur LAC or Chimera
Support	Veteran Infantry Platoon	4-10 Veteran Infantry +1 SHQ upgrade	Transport Options: Centaur LAC, Chimera, Crassus, Hades, Gorgon, Taurox, Valkyrie or Vendetta
Support	Wyrdvane Psychic Choir	3-6 Wyrdvane Psykers +1 SHQ upgrade	Transport Options: Chimera
Support	Rough Rider Platoon	5-10 Rough Riders +1 SHQ upgrade	
Support	Drop Sentinel Squadron	3-6 Drop Sentinels +1 SHQ upgrade	Transport Options: Valkyrie or Valkyrie Sky Talon
Support	Sentinel Squadron	3-6 Sentinels (+1 SHQ Upgrade) chosen from the following:	Armoured Sentinel, Scout Sentinel.
Support	Sentinel Power-Lifter Squadron	3-6 Sentinel Power Lifters +1 SHQ upgrade	
Support	Atlas Recovery Squadron	2-4 Atlas Recovery Vehicles +1 SHQ upgrade	
Support	Destroyer Tank Hunter Squadron	2-4 Destroyer Tank Hunters + 1 SHQ upgrade	
Support	Hellhound Squadron	3-6 Hellhounds, Devil Dogs or Banewolfs in any combination +1 SHQ upgrade	
Support	Hydra Battery	2-4 Hydras + 1 SHQ upgrade	
Support	Leman Russ Squadron	3-6 Leman Russ Tanks (+ 1 SHQ) in any combination chosen from the following:	Annihilator, Battle Tank, Conqueror, Demolisher, Eradicator, Executioner, Exterminator, Punisher or Vanquisher
Support	Malcador Squadron	3-6 Malcador Tanks (+1SHQ) in any combination chosen from the following:	Malcador, Annihilator, Defender or Infernus
Support	Scout Vehicle Squadron	3-6 of the following +1 SHQ upgrade in any combination:	Salamander Scout, Tauros or Tauros Venator
Support	Thunderer Siege Tank Squadron	3-6 Thunderer Siege Tanks +1 SHQ upgrade	
Support	Trojan Support Squadron	2-4 Trojans + 1 SHQ upgrade	
Support	Valdor Tank Hunter Squadron	2-4 Valdor Tank Hunters +1 SHQ upgrade	
Support	Vulture Gunship Squadron	2-4 Vultures	
Support	Heavy Mortar Battery	3-5 Heavy Mortars	Transport Options: Centaur AT
Support	Rapier Squadron	3-5 Rapiers	
Support	Sabre Weapon Platform Battery	3-5 Sabre Weapon Platforms	Transport Options: Centaur AT
Support	Tarantula Squadron	3-5 Tarantula Sentry Guns	No Section HQ. Transport Options: Centaur AT
Support	Thudd Gun Battery	3-5 Thudd Guns	Transport Options: Centaur AT
Support	Basilisk Battery	3-5 Basilisks	
Support	Bombard Battery	3-5 Bombards	
Support	Deathstrike Battery	2-4 Deathstrike Missile Launchers	Missiles extra. Work in progress
Support	Earthshaker Platform Battery	3-5 Earthshaker Platforms	Transport Options: Trojan
Support	Griffon Battery	3-5 Griffons	
Support	Hydra Platform Battery	2-4 Hydra Platforms	Transport Options: Trojan
Support	Manticore Battery	2-4 Manticores	
Support	Manticore Platform Battery	2-4 Manticore Platforms	Transport Options: Trojan
Support	Medusa Squadron	3-5 Medusas	
Support	Medusa Platform Squadron	3-5 Medusa Platforms	Transport Options: Trojan
Support	Minotaur Battery	2-4 Minotaurs	
Support	Wyvern Battery	3-5 Wyverns	
Support	Avenger Strike Squadron	2-4 Avenger Strike Fighters	
Support	Lightning Strike Squadron	2-4 Lightnings or Lightning Voss in any combination	
Support	Marauder Squadron	1-3 Marauders or Marauder Destroyers in any combination	
Support	Thunderbolt Squadron	2-4 Thunderbolts	
Support	Superheavy Tank Squadron	1 Superheavy Tank chosen from the following:	Baneblade, Banehammer, Banesword, Hellhammer, Shadowsword, Stormblade, Stormhammer, Stormlord or Stormsword
Support	Superheavy Artillery Squadron	1 Dominus Bombard or Praetor Launcher	
Support	Macharius Squadron	1 Macharius Variant chosen from the following:	Macharius, Macharius Omega, Macharius Vanquisher or Macharius Vulcan

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:	Assist Repair	A mechanic roll made by a model within 6cm of one or more units with this rule gain +1 to the repair roll.	
	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.	
	Munitorum Support	A vehicle (including light artillery, heavy artillery or superheavy) that fires while in contact with a sentinel powerlifter and a trojan may either: waive the rof penalty for slow firing, or receive +1 to hit for one of it's weapons.	
		If the sentinel or trojan is destroyed while in contact then the firing vehicle takes a hit on their rear armour at 0 tsm in addition to other hits suffered.	
	Sensor Dome	Instead of shooting a model with this rule may select a single enemy formation within 25cm, which receives a -1 modifier to its cover save for the remainder of the turn.	
Changelog			
0.5	Updated points costs to Net Epic points cost formula v0.45		
0.4	Removed Macharius Omega twin linked heavy stubber, multiple Macharius option for squadron, and Minotaur and Assault tank co's. Added Siege tank co., tank commissars to co's, Hull HB's to artillery+hydra, spec rule to Sal Cmd vehocle. Changed Valkyries to skimmers. Renamed CCS.		
0.3	Added Commissariat Tank Specials. Made formation sizes more flexible and updated points values. Rounded individual units to 5 points. Changed Munitorum Support to cause hits when any vehicle is destroyed. Reduced Assist repair to 6cm. Formatting.		
0.2	Updated points for squadrons and company points. Changed Avenger SF Move to 110 from 90 and updated points. Fixed +10pt error in RR points. Added transport options to CHQ's. Reduced Sal CV MV by 5 to 25cm and adjusted points. Added Destroys Buildings to dominus.		
	Changed drop sentinel sqadron from 4 to 3, and added Valkyrie as transport option. Added AI to tarantula sentry gun. Removed minimum range from open sights capable artillery. Updated order of infantry units to be alphabetical. Minor formatting. Added description of new special rules below.		