

Unit formulas

Infantry

Armor value + 2[Assault value] + [max move/10] + morale grade + weapons + skills = base cost x DR.
Divide this total by 2 for the single model cost.

Vehicles

2[Armor value] + Assault value + [max move/10] + morale grade + weapons + skills = base cost x DR.
Divide this total by 2 for the single model cost.

Weapons

[Max Range/10] + [firepower x (10 – accuracy) + penetration bonus] x modifier

Modifier: ½ for anti-infantry, 1 for all-purpose and 1 + 0.5 (per point of armor piercing) for armor piercing,
Add 0.5 to modifier for no long range penalty

Artillery and flak

Vehicle cost + [range/2] + 75 flat cost for artillery = base cost divide by 2 for true model cost.

Flyers

4[Armor value] + [2 x skills] + [2 x weapons] + 100 flat cost for flyers per DR point = base cost divide by 2 for true model cost.

Morale grade: 1-3; minus 10 points, 4-6; no cost modifier, 7-8; +10 points, 9-10; +25 points

Command units

Unit cost + [leadership x maximum battlegroups commanded x (command radius/10)] then divide by 2 for final cost.

Skill cost

Ambush attack- 15 points
Archaic troops- minus 10 points
Armored unit-15 points
Artificial intelligence- 25 points
Auto-re-loader- 25 points
Battlefield repairs- 15 points
Bunker buster- 25 points + cost of weapons
Close support- 5 points
Defensive fire- 10 points
Demon hunters- 25 points
Demonic Engine- 25 points
Demonic powers- 25 point per power
Devastating fire- 25 points per 100cm range
Direct Fire- 25 points + price of weapon
Duplicate- 25 points
Empathic attack- 15 points
Energy armor- 5 x armor value
Enhanced fire arc- 15 points
Enhanced fire control- 10 points
Fast target scanners- 10 points
First Strike- 15 points
Flak- 25 points
Flight packs- 15 points
Flying Fortress- 25 points

Frenzied Assault- 10 points
Heavy tank- 25 points
Hero- 25 points
Hipshot- 25 points
Holosuit- 15 points
Infiltrate- 10 points
Intercept- 10 points per point of bonus
Jump packs- 10 points
Jungle fighters- 5 points
Independent unit- 15 points
Inspiring presence- 25 points
Invulnerability- 10 x armor value
Knight- 25 points
Light unit- 10 points
Markerlights- 15 points
Medic- 15 points
Mekaniak- 10 points
Orbital insertion- 25 points
Ork Artificial intelligence- 15 points
Ork Medic- 10 points
Prescience- 25 points
Psychic immunity- 15 points
Psyker- 25 points per level
Rampage- 10 points
Rapid fire- 5 points
Rearguard action- 10 points
Recon- 10 points
Regeneration- 10 x DR
Reliability- 5 points
Rugged defense- 5 points
Siege- 15 points
Sniper- 25 points
Squat Battlefield repairs- 25 points
Static- minus 25 points
Stealth- 25 points
Stubborn- 5 points
Tank killers- 10 points
Teleport- 25 points
Transport- 10 points per 5 units carried
Tunneler- 25 points
Unreliable- minus 10 points
Warp gate- 25 points
Warp jump- 25 points