

[A]		Bits [11:8]								[C]		Bits [7:4]							
		0,1	2,3	4,5	6,7	8,9	A,B	C,D	E,F		0,1,2,3	4,5,6,7	8,9,A,B	C,D,E,F		0,1,2,3	4,5,6,7	8,9,A,B	C,D,E,F
Bits [15:12]	0	LSLS i5				LSRS i5				LSLS/LSRS/ASRS r1, r2, #imm5									
	1	ASRS i5				ADDS r	SUBS r	ADDS i3	SUBS i3	ADDS/SUBS r1, r2, r3									
	2	MOVS i8				CMP i8				ADDS/SUBS r1, r2, #imm3									
	3	ADDS i8				SUBS i8				MOVS/CMP/ADDS/SUBS r1, #imm8									
	4	[B]				LDR pc				LDR r1, [pc, #4*imm8] (aka LDR r1, =const)									
	5	STR r	STRH r	STRB r	LDRSB r	LDR r	LDRH r	LDRB r	LDRSH r	STRx/LDRx r1, [r2, r3]									
	6	STR i5				LDR i5				STRx/LDRx r1, [r2, #s*imm5]									
	7	STRB i5				LDRB i5													
	8	STRH i5				LDRH i5													
	9	STR sp				LDR sp				STR/LDR r1, [sp, #4*imm8]									
	A	ADD pc				ADD sp				ADD r1, pc, #4*imm8 (aka ADR r1, label)									
	B	[C]								ADD r1, sp, #4*imm8									
	C	STM				LDM				STM/LDM r1!, {regs}									
	D	[D]																	
	E	B				B 2*disp11													
	F	[E]																	

[B]		Bits [7:4]								[D]		Bits [15:8]									
		0,1,2,3	4,5,6,7	8,9,A,B	C,D,E,F	op r1, r2								D0	D8	D1	D9	D2	DA	DB	DC
40	ANDS	EORS	LSLS	LSRS						BEQ				D0	BHI						
41	ASRS	ADCS	SBCS	RORS						BNE				D1		BLS					
42	TST	NEGS	CMP	CMN						BCS, BHS				D2		BGE					
43	ORRS	MULS	BICS	MVNS						BCC, BLO				D3		BLT					
44	ADD					ADD/CMP/MOV r/h1, r/h2								D4	BMI						
45	CMP													D5	BPL						
46	MOV													D6	BVS						
47	BX		BLX			BX/BLX r/h1								D7	BVC						

[E] 32-bit instructions:

F38? 88?? MSR special, r1
 F3EF 8??? MRS r1, special
 F3BF 8F4? DSB
 F3BF 8F5? DMB
 F3BF 8F6? ISB
 F000-F7FF B???/F??? BL 2*disp24

[F] Special instructions:

BF80	NOP
BF90	YIELD
BFA0	WFE
BFB0	WFI
BFC0	SEV