# Codex Imperialis: Primaris Space Marines Experimental Army List

v0.1 by Jon Takagi

## SM1 Primaris Space Marines

### SM1.1 Cicatrix Maledictum

lore stuff

### SM1.2 Primaris Space Marines

These new warriors will bear the colours of Flesh Tearers, but without Sanguinius' fury they will be Flesh Tearers in name only. All my time as Chapter Master I have waged war on our rage, to wrestle it into submission and use its strength to slay our foes. We are fury! From the time of Amit, the savage lord, to this day, we have carried the white heat of Sanguinius' anger in us. That was our gift and our burden. The flaw is what makes us what we are.' He clenched his fist in front of Dante's face. His voice dropped. 'We are nothing without the struggle against it. He would make us all Ultramarines in red armour.

### SM1.3 The Ultima Founding

Lore stuff

# SM2 Primaris Units

## SM2.1 Chapter Command

### Chapter Master                                  lore blurb

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Character | - | - | - | - |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Master Crafted Power Weapon | (base contact) | Assault Weapons | *Extra Attack (+1), Macro-Weapon* |

**Notes:** Invulnerable Save, Supreme Commander

### Captain                                  lore blurb

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Character | - | - | - | - |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Master Crafted Power Weapon | (base contact) | Assault Weapons | *Extra Attack (+1), Macro-Weapon* |

**Notes:** Commander, Invulnerable Save, Leader

### Chaplain                                  lore blurb

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Character | - | - | - | - |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Crozius Arcanum | (base contact) | Assault Weapons | *Extra Attack (+1), Macro-Weapon* |

**Notes:** Inspiring, Invulnerable Save, Leader

### Lieutenant                                  lore blurb

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Character | - | - | - | - |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Master Crafted Small Arms Weapon | (15cm) | Assault Weapons | *Extra Attack (+1), Macro-Weapon* |
| Master Crafted Power Weapon | (base contact) | Assault Weapons | *Extra Attack (+1), Macro-Weapon* |

**Notes:** Invulnerable Save, Leader

### Intercessor Squad                                  Tacticals

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Bolt Rifles | 15cm | Small Arms | - |
| Auxilliary Grenade Launcher | 45cm | AP5+ | - |

**Notes:** Tacticus

## Assault Intercessors

Compare to Iron Warriors Assault marines, also on foot, but IW siege pack is 6 for 225 or 255 for rhinos

space wolf blood claws also choppy foot tacs, but have 6+ FF and run in 6 for 200 with rhinos

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 3+ | 5+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Heavy Bolt Pistols | (15cm) | Small Arms | - |

**Notes:** Tacticus



## Assault Intercessors with Jump Packs        Lore

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 30cm | 4+ | 3+ | 5+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Heavy Bolt Pistols | (15cm) | Small Arms | - |

**Notes:** Tacticus, Jump Packs



## Bladeguard Veterans        in impulsors

Equipped with MC power swords and storm shields, these guys fit

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 30cm | 4+ | 3+ | 5+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Heavy Bolt Pistols | (15cm) | Small Arms | - |
| Master Crafted Power Weapons | (bc) | Assault Weapons | MW |

**Notes:** Tacticus, Invulnerable Save



## Outriders        Lore

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 35cm | 4+ | 3+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Twin Bolt Rifles | (15cm) | Small Arms | - |

**Notes:** Tacticus, Mounted



## Hellblaster Squad        Plasma Devastators

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 5+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| 2x Plasma Incinerator (Supercharged) | 45cm | AP5+/AT6+ | - |

**Notes:** Tacticus



## Infernus Squad        Flamer Devastators

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 5+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Pyreblasters | 15cm | AP4+ | IC |
| and | (15cm) | Small Arms | IC |

**Notes:** Tacticus

## Desolation Squad
Missile Devastators

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 5+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Rocket Launcher | 45cm | 2xAP5+/AT6+ | |

**Notes:** Tacticus

## Infiltrator Squad
Shooty phobos

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Marksman Bolt Carbine | 15cm | Small Arms | - |

**Notes:** Phobos, Infiltrator, Invulnerable Save, Scout, Teleport

## Incursor Squad
mixed phobos

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Occulus Bolt Carbine | 15cm | Small Arms | - |
| Haywire Mine | (bc) | Assault Weapons | *Single Shot, MW* |

**Notes:** Phobos, Infiltrator, Scout, Teleport

## Eliminators
sniper phobos

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 4+ | 5+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Eliminator Bolt Sniper Rifle | 45cm | AP5+ | *Sniper* |

**Notes:** Phobos, Infiltrator, Scout, Teleport

## Reivers
stabby phobos

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 4+ | 4+ | 5+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Special Issue Bolt Pistol | (15cm) | Small Arms | *Sniper* |
| Combat Knives | (base contact) | Assault Weapons | *Sniper* |

**Notes:** Phobos, Infiltrator, Scout, Jump Packs

## Heavy Intercessors
oh lawd they thicc

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 3+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Heavy Bolter | 30cm | AP5+ | |
| Heavy Bolt Rifles | (15cm) | Small Arms | |

**Notes:** Gravis, Thick Rear Armor

## Aggressors

Turbonators

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 3+ | 3+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Flamestorm Gauntlets | (15cm) | Small Arms | *IC* |
| Power Fists | (base contact) | Assault Weapons | *EA (+1), MW* |

**Notes:** Gravis, Thick Rear Armor

## Eradicators

Melta Rifles. Considering making them 2xMW5+ to make them want to sit and sustain more, or 1xMW3+ to make them like doubling

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 15cm | 3+ | 5+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Melta Rifle | 15cm | MW3+ | |
| and | (15cm) | Small Arms | *MW* |

**Notes:** Gravis, Thick Rear Armor

## Inceptors

They fly now!

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Infantry | 25cm | 3+ | 5+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Assault Bolters | 30cm | AP5+ | |

**Notes:** Gravis, Jump Packs,Thick Rear Armor

## Storm Speeder Hailstrike

land speeder go BRRRT

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| LV | 35cm | 4+ | 6+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Twin Ironhail Heavy Stubber | 30cm | AP5+ | |
| Onslaught Gatling Cannon | 30cm | AP5+/AT6+ | |

**Notes:** Scout, Skimmer

## Storm Speeder Hammerstrike

land speeder go melta

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| LV | 35cm | 4+ | 6+ | 3+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Melta Destroyer | 15cm | MW5+ | |
| Hammerstrike Missile Launcher | 30cm | AP5+/AT6+ | |

**Notes:** Scout, Skimmer

## Storm Speeder Thunderstrike

land speeder go lascannon

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| LV | 35cm | 4+ | 6+ | 3+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Thunderstrike las-talon | 30cm | AT4+ | |
| Stormfury Missiles | 45cm | AT4+ | |

**Notes:** Scout, Skimmer



## Invictor Warsuit

Stealth Dreadnought

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 15cm | 3+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Twin Ironhail Autocannon | 45cm | AP4+/AT5+ | |
| Heavy Bolter | 30cm | AP5+ | |
| Invictor Fist | (bc) | Assault Weapons | *EA (+1), MW* |

**Notes:** Walker



## Redemptor Dreadnought

Dreadnought

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 15cm | 3+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Macro Plasma Incinerator | 30cm | AP5+/AT5+ | |
| Redemptor Fist | (bc) | Assault Weapons | *EA (+1), MW* |

**Notes:** Walker



## Brutalis Dreadnought

Dreadnought

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 15cm | 3+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Twin Heavy bolters | 30cm | AP5+ | |
| 2x Redemptor Fist | (bc) | Assault Weapons | *EA (+1), MW* |

**Notes:** Walker



## Ballistus Dreadnought

Dreadnought

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 15cm | 3+ | 4+ | 4+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Twin Lascannon | 45cm | AT4+ | |
| Ballistus Missile Launcher | 45cm | AP5+/AT6+ | |

**Notes:** Walker

## Repulsor

Repulsor

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 25cm | 4+ | 6+ | 4+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Twin Lascannon | 45cm | AT4+ | |
| Heavy Onslaught Gatling Cannon | 30cm | 2xAP5+ | |

**Notes:** Reinforced Armor, Transport. May transport 2 infantry units without Gravis, Jump Packs or Mounted or 1 Gravis infantry unit

## Repulsor Executioner

Repulsor

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 25cm | 4+ | 6+ | 3+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Heavy Laser Destroyer | 60cm | AP4+/AT2+ | |
| Heavy Onslaught Gatling Cannon | 30cm | 2xAP5+ | |
| Repulsor Tacticool Nonsense | (15cm) | Small Arms | |

**Notes:** Reinforced Armor, Transport. May transport 1 infantry units without Jump Packs or Mounted

## Gladiator Reaper

but with More BRRRT

brrtmobile Shorter range and less flexible than predator destructors

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 30cm | 4+ | 6+ | 4+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Twin Heavy Onslaught Gatling Cannon | 30cm | 2xAP4+ | |
| Tempest Bolters | 15cm | 2xAP5+ | |

**Notes:**

## Gladiator Lancer

dmg reroll pred : 48" 3A BS3 S12 AP-3 Dd6+1 all dmg reroll, 1 wound reroll

laser 10th stats: lancer: 72" 2A BS3 S14 AP-4 Dd6+3 1 hit wound

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 30cm | 4+ | 6+ | 4+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Gladiator Laser Destroyer | 75cm | AP4+/AT2+ | |
| Rocket Pods | 30cm | AP5+ | |

**Notes:**

## Impulsor

Razorback equivalent, transports 1 stand.

| Type | Speed | Armour | Close Combat | Firefight |
|------|-------|--------|--------------|-----------|
| AV | 30cm | 5+ | 6+ | 5+ |

| Weapon | Range | Firepower | Notes |
|--------|-------|-----------|-------|
| Bellicatus Missile Array | 45cm | AP5+/AT6+ | |
| Storm Bolters | (15cm) | Small Arms | |

**Notes:** Transport. May transport 1 infantry unit without Jump Packs, Gravis, or Mounted

## Hammerfall Bunker

finally gets deepstrike The missile array may look the same as a whirlwind, but it isnt. If the list needs some sources of indirect / barrage i'd be happy to change it

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| AV | 0 | 4+ | 6+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Hammerfall Missile Array | 45cm | 2xAP5+/AT6+ | |
| Hammerfall Flamer Array | 15cm | 2xAP3+ | *IC* |
| Storm Bolters | (15cm) | Small Arms | |

**Notes:** Planetfall

## Firestrike Servo Turret

I forgot this exists

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| LV | 5cm | 4+ | 6+ | 5+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Firestrike Autocannons | 45cm | 2xAP5+/AT6+/AA5+ | |

**Notes:**

## Astreus Super Heavy Tank

Macro Accelerator cannon is 12 shots sus1 72" autocannon

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| WE | 25cm | 4+ | 6+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Twin Macro Accelerator Cannon | 75cm | 4xAP4+/AT5+ | |
| Twin Lascannon | 45cm | AT4+ | |
| Plasma Eradicators | 30cm | 2xAP5+/AT5+ | |

**Notes:** Damage Capacity 3, Reinforced Armor, Planetfall, 1 Void Shield. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.

## Overlord Gunship

marine 2

who knows. Might go with a thunderhawk instead, as per space

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| AC / WE | Bomber | 4+ | 6+ | 4+ |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| All the Guns | ??? | ??? | |

**Notes:** Damage Capacity 2, Reinforced Armor, Planetfall, Transport. May transport eight infantry units, Outriders or Dreadnoughts; Gravis units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.

## Drop Pod

STEEEEEL RAIN

| Type | Speed | Armour | Close Combat | Firefight |
|---|---|---|---|---|
| Special | N/A | N/A | N/A | N/A |

| Weapon | Range | Firepower | Notes |
|---|---|---|---|
| Deathwind | 15cm | AP5+/AT5+ | |

**Notes:** Planetfall, Transport. May transport one formation of only Dreadnoughts or infantry units without Jump Packs, Mounted, or Gravis. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.

# SM3 Ultima Founding Primaris Space Marine Army

## SM3.1 Using the Army List

IDK how they work

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**SPECIAL RULE**
**SM3.1.1 Space Marine Transports**

*The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Impulsors needed after all upgrades have been purchased. The number of Impulsors will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! Note that many formations don't receive Impulsors, usually because they can't fit into them. Detachments that come with Impulsors will be noted as having "plus transport" in the units section of the army list opposite.*

*Also note that you don't have to take Impulsors if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Overlord Gunship, then you may do so.*

*In addition, you may choose to replace a detachment's Impulsors with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for Planetfall (see Planetfall). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from. Before each game, after the opposing army is known but before objectives are placed, the Space Marine player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.*

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**SPECIAL RULE**
**SM3.1.2 They Shall Know No Fear**

*They Shall Know No Fear Space Marines are renowned for their tenacity and bravery. This is represented by the following rules: • It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers). • Space Marine formations are only broken if they have 2 Blast markers per unit in the formation. • Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines. • When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1*

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**DESIGN CONCEPT**
**example**

*blah blah blah*

# SM3.2 Ultima Founding Primaris Space Marine Army List

Codex Astartes Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+

## PRIMARIS SPACE MARINE DETACHMENTS

| FORMATION | UNITS | UPGRADES | POINTS COST |
|---|---|---|---|
| Battle Line | 6 Intercessor Squad plus transport | Company Command, Dreadnoughts, Repulsors | 275 points |
| Heavy Battle Line | 4 Heavy Intercessor Squad plus transport | Company Command, Dreadnoughts, Repulsors | 300 points |
| Jump Pack Assault | 4 Assault Intercessors with Jump Packs plus transport | Company Command, Dreadnoughts, Repulsors | 175 points |
| Close Support | 6 Assault Intercessor plus transport | Company Command, Dreadnoughts, Repulsors, Veterans | 175 points |
| Heavy Close Support | 4 Aggressors plus transport | Company Command, Dreadnoughts, Repulsors | 350 points |
| Fire Support | Any 4 Hellblaster Squads, Desolation Squads, or Infernus Squads plus transport | Company Command, Dreadnoughts, Repulsors | 250 points |
| Heavy Fire Support | 4 Eradicators plus transport | Company Command, Dreadnoughts, Repulsors | 250 points |
| Heavy Close Support | 4 Aggressors plus transport | Company Command, Dreadnoughts, Repulsors | 350 points |
| 10th Company Support | 4 Infiltrator Squads, Incursor Squads, Eliminator Squads, Reiver Squads | Company Command, Invictor Warsuit | 250 points |
| Storm Speeders | Any 3 Storm Speeders | None | 200 points |
| Gladiators | Any 4 Gladiators | None | 250 points |
| Repulsors | Any 4 Repulsor, Repulsor Executioner | None | 350 points |

## PRIMARIS SPACE MARINE UPGRADES

Each upgrade may only be taken once if formation allows taking it

| NAME | UNITS | POINTS COST |
|---|---|---|
| Company Command | Adds a Captain, Chaplain, or Lieutenant in matching armor to a unit in the formation | 50 points |
| Dreadnought | Add 1 Redemptor, Brutalis, or Ballistus Dreadnought to the formation | 50 points |
| Invictor Warsuit | Add 1 Invictor Warsuit to the formation | 50 points |
| Repulsors | Add up to 4 Repulsors, up to the number required to transport the formation | 75 points each |