

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

lore stuff

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	<i>Extra Attack (+1), Macro-Weapon</i>	
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	<i>Extra Attack (+1), Macro-Weapon</i>	
Notes: 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	<i>Extra Attack (+1), Macro-Weapon</i>	
Master Crafted Power Weapon	(base contact)	Assault Weapons	<i>Extra Attack (+1), Macro-Weapon</i>	
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

Choppy tacticals

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				



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	AP3+	IC	
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				



Incursors 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	<i>Single Shot, MW</i>	

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+		

Notes: Phobos, Infiltrator, Scout, Sniper, 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	<i>Sniper</i>	
Combat Knives	(base contact)	Assault Weapons	<i>Sniper</i>	

Notes: Phobos, Infiltrator, Scout, Sniper, 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	<i>IC</i>	
Power Fists	(base contact)	Assault Weapons	<i>EA (+1), MW</i>	

Notes: Gravis, Thick Rear Armor



Eradicators

Melta Rifle

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	5+	4+
Weapon	Range	Firepower	Notes	
2x Melta Rifle	15cm	Small Arms	<i>MW 5+</i>	
- and	(15cm)	Small Arms	<i>MW 5+</i>	
Power Fists	(base contact)	Assault Weapons	<i>EA (+1), MW</i>	

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



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	<i>EA (+1), MW</i>	

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				



Repulsor

Repulsor

Type	Speed	Armour	Close Combat	Firefight
AV	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+		
Heavy Onslaught	30cm	2xAP5+		
Gatling Cannon				

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	30cm	2xAP5+		
Gatling Cannon				
Repulsor Tacticool	(15cm)	Small Arms		
Nonsense				

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



Gladiator Reaper

but with More BRRRT

brttmobile 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	30cm	2xAP4+		
Gatling Cannon				
Tempest Bolters	15cm	2xAP5+		

Notes:



Gladiator Lancer

laser 10th stats: lancer: 72" 2A BS3 S14 AP-4 Dd6+3 1 hit wound
dmg reroll pred : 48" 3A BS3 S12 AP-3 Dd6+1 all dmg reroll, 1 wound reroll

Type	Speed	Armour	Close Combat	Firefight
AV	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Gladiator Laser	75cm	AP4+/AT2+		
Destroyer				
Rocket Pods	30cm	AP5+		

Notes:



Impulsor

Rhino? Razorback?

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

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+	<i>IC</i>	
Storm Bolters	(15cm)	Small Arms		

Notes: Planetfall



Overlord Gunship

who knows

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.



SM3 Primaris Space Marine Army

SM3.1 Using the Army List

IDK how they work

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.

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*

DESIGN CONCEPT

example

blah blah blah

SM3.2 Death Guard Chaos 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
Phobos Battle Line	Any 6 Infiltrators, Incursors plus transport	Company Command, Invictor Warsuits	275 points
Heavy Battle Line	4 Heavy Intercessor Squad plus transport	Company Command, Dreadnoughts, Repulsors	250 points
Close Support	Any 4 Assault Intercessor, Assault Intercessors with Jump Packs plus transport	Company Command, Dreadnoughts, Repulsors	175 points
Phobos Close Support	4 Reivers	Company Command, Invictor Warsuits	200 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

DEATH GUARD INFANTRY SUPPORT

One per Death Guard Core Retinue

FORMATION	UNITS	UPGRADES	POINTS COST
Death Guard Drop Retinue	One Death Guard Lord. Four Death Guard Chaos Marine and two Plague Marines units.	Chaos Champion, Daemonic Pact, Daemon Prince, Death Guard Havocs, Dreadclaws, Icon Bearer, Plague Marines, Walkers	250 points
Death Guard Terminator Retinue	One Death Guard Lord. Between four to seven Death Guard Terminator units.	Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport, Walkers	50 points +100 points per unit
Plague Zombie Infestation	D6 + 7 Plague Zombie units.		175 points

DEATH GUARD VEHICLE SUPPORT

One per Death Guard Core Retinue

FORMATION	UNITS	UPGRADES	POINTS COST
Armoured Company	Four units from following list: Predators, Land Raiders	Support Vehicles	50 points per Predator 100 points per Land Raider
Assault Retinue	Up to three Plague Reapers.	Support Vehicles, Walkers	275 points each
Blight Drone Swarm	Five Blight Drones.		250 points
Contagion Towers	Four Contagion Towers.		325 points
Plague Towers	Up to three Plague Towers.		325 points each
Defilers Assault Pack	Four Defilers.	Walkers	275 points each

DEATH GUARD TITANS, SPACECRAFT AND NAVY ASSETS

Up to a third of points

NAME	UNITS	POINTS COST
Plaguelord Titan	One Plaguelord Titan	850 points
Repugnant Titan	One Repugnant Titan	650 points
Fester Titan Pack	One to two Fester Scout Titans	300 points each
Hellblade	Three Hellblade Fighters	200 points
Helltalon	Two Helltalon Fighter-Bombers	200 points
Devastation	One Devastation class Cruiser	250 points
Despoiler	One Despoiler class Battleship	250 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
Gravis	Upgrade Intercessors to Heavy Intercessors	100 points
Demonic Pact	Allows the formation to summon Demons from the Demon Pool	25 points
0 - 1 Demon Prince	Replace the unit with Death Guard Lord character with the Daemon Prince unit.	50 points
Dreadclaw	Equips the formation with Dreadclaw Assault Boats. There must be at least enough to transport all units in formation.	25 per 4 units
Death Guard Havocs	Add four Death Guard Havocs to the formation	200 points
Icon Bearer	Add an Icon Bearer to a unit in the formation	50 points
Plague Marines	Add four Plague Marines to the formation	150 points
Support Vehicles	Add up to three units	Predator, Stalker 50 points Land Raider 75 points
Transport	Add Rhinos and/or Land Raiders to the formation. You can take only minimum to transport the formation (including any transport capable unit taken from Support Vehicle Upgrade).	10 per Rhino 75 per Land Raider
Walkers	Add up to three units	Dreadnought 50 points Defiler, Desecrator 75 points