

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

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	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

Rhino? Razorback?

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



SM3 Death Guard Army

SM3.1 Using the Army List

Death Guard Marines are organised around core formations called companies or retinues of Plague Marines which are supported by rarer formations of specialised troops.

Some formations are Core Retinues – these are the backbone of the Death Guard army. More rare and specialised formations are Support Retinues and you may not have more Support Formations than Death Guard Retinue formations. The chart below shows the name of the formation, what units comprise it, what upgrades are allowed for it, and the points cost for the formation.

Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the formations they are taken for, and sometimes adds additional units to the formation. Each upgrade may be taken once per formation.

SPECIAL RULE
SM3.1.1 Stubborn

Nurgle's followers are injured against pain, implacable and diseased of mind in many cases. The Death Guard always had a reputation for tenacity, which has not been reduced by their exposure to the Warp. All units that are Stubborn may make their normal armour saves (including any re-rolls that may apply) against hackdown hits due to losing close combat or hits caused by suffering Blast Markers when broken. Note that Stubborn units are still destroyed outright if they are within 15cm of enemy at the end of a Withdrawal move.

DESIGN CONCEPT

example

blah blah blah

SM3.2 Death Guard Chaos Space Marine Army List

All Death Guard, Daemon and Titan Legion formations have an initiative rating of 1+. Chaos Navy formations have an initiative rating of 2+. Death Guard armies have a strategy rating of 4.

One of the Death Guard Lords in the army must be Warlord.

DEATH GUARD CORE RETINUES

FORMATION	UNITS	UPGRADES	POINTS COST
Death Guard Retinue	One Death Guard Lord. Four Death Guard Chaos Marine and two Plague Marines units.	Any except Dreadclaws	250 points
Death Guard Heavy Retinue	One Death Guard Lord. Six Death Guard Marines units.	Any except Dreadclaws	350 points
Demon Pool	Greater Demon Lesser Demon		75 points 15 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

DEATH GUARD UPGRADES

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

NAME	UNITS	POINTS COST
Chaos Champion	Adds a Chaos Champion to a unit in the formation	50 points
Chaos Spawn	Add up to three Chaos Spawn to the formation	25 points each
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