

# PRIMARIS MARINES

H:OR

## CODEX: SPACE MARINES

This Team List uses the special rules and wargear lists found in Codex: Space Marines or latest publication. If a rule differs from the source, it will be clearly stated.

The points are intended for the model with their base equipment listed.

## FACTION KEYWORDS

All models in this list have the **Imperium, Adeptus Astartes, <Chapter>** keywords. All models in your kill team must use the same <Chapter> keyword.

## EXPERIENCED LEADER

See Space Marines Opus for this rule.

## PRIMARIS REINFORCEMENTS

You may use these datasheets alongside the ones found in the Space Marines, Black Templars, Blood Angels, Space Wolves or Dark Angels Opus. They must have the same <Chapter> keyword. Models taken from this list may take Armoury items from this Opus or one of the aforementioned Operas.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

## CHAPTER TACTICS

You can use the Chapter Tactics found in the Space Marines codex and opus, with the amendments found in the Space Marines Opus.

## ANGELS OF DEATH

See Space Marines Opus for the amendment to this rule.

## Heralds of Ruin Expanded Chapter Tactics

You can use the Heralds of Ruin Expanded Chapter Tactics found in the Space Marines Opus, or pick one from here.

### Greyshields

#### Deeds Yet Unwritten

Roll a D6 for each model in your team: on a 5+ that model gains an extra Wound for this game. On a 6 it also gains an extra Attack. Add 1 to the result for your Team Leader.

# TEAM LEADERS

## INTERCESSOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor Sergeant	6"	3+	3+	4	4	4	3	8	3+	32
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Power Sword, Power Fist, Thunder Hammer or Astartes Chainsword.</li> <li>- May swap its Bolt Rifle for a Stalker Bolt Rifle or an Auto Bolt Rifle</li> <li>- May swap its Bolt Rifle and Bolt Pistol for a Hand Flamer, a Plasma Pistol or a Heavy Bolt Pistol</li> <li>- May take items from the Armoury.</li> <li>- May take up to two Rites.</li> </ul>									
KEYWORDS	INTERCESSORS, INFANTRY, PRIMARIS, SERGEANT									

## HEAVY INTERCESSOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	5	4	3	8	3+	42
EQUIPMENT	<ul style="list-style-type: none"> <li>- Heavy Bolt Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap its Heavy Bolt Rifle for a Hellstorm Bolt Rifle or an Executor Bolt Rifle</li> <li>- May take items from the Armoury.</li> <li>- May take up to two Rites.</li> </ul>									
KEYWORDS	HEAVY INTERCESSORS, INFANTRY, PRIMARIS, SERGEANT, MK X GRAVIS									

## INFILTRATOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Infiltrator Sergeant	6"	3+	3+	4	4	4	3	8	3+	37
EQUIPMENT	<ul style="list-style-type: none"> <li>- Marksman Bolt Carbine</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- 1 Smoke Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Concealed Positions</li> <li>- Omni-scrambler</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap the Marksman Bolt Carbine for a Master-crafted Instigator Bolt Carbine</li> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	INFILTRATORS, INFANTRY, PRIMARIS, SERGEANT, PHOBOS									

## INCURSOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Infiltrator Sergeant	6"	3+	3+	4	4	4	3	8	3+	35
EQUIPMENT	<ul style="list-style-type: none"> <li>- Oculus Bolt Carbine</li> <li>- Bolt Pistol</li> <li>- Paired Combat Blades</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> <li>- 1 Smoke Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Concealed Positions</li> <li>- Multi-spectrum Array</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap the Marksman Bolt Carbine for a Master-crafted Instigator Bolt Carbine</li> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	INFILTRATORS, INFANTRY, PRIMARIS, SERGEANT, PHOBOS									

## REIVER SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Reiver Sergeant	6"	3+	3+	4	4	4	3	8	3+	32
EQUIPMENT	<ul style="list-style-type: none"><li>- Bolt Carbine</li><li>- Heavy Bolt Pistol</li><li>- Krak Grenade</li><li>- Frag Grenade</li><li>- Shock Grenade</li></ul>									
RULES	<ul style="list-style-type: none"><li>- And They Shall Know No Fear</li><li>- Terror Troops</li></ul>									
OPTIONS	<ul style="list-style-type: none"><li>- May replace bolt carbine with combat knife.</li><li>- May take a Grav-Chute.</li><li>- May take a Grapnel Launcher.</li><li>- May take items from the Armoury.</li><li>- May take a single Rite.</li></ul>									
KEYWORDS	REIVERS, INFANTRY, PRIMARIS, SERGEANT, PHOBOS									

## ELIMINATOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eliminator Sergeant	6"	3+	3+	4	4	4	3	8	3+	40
EQUIPMENT	<ul style="list-style-type: none"><li>- Bolt Sniper Rifle</li><li>- Bolt Pistol</li><li>- Frag Grenade</li><li>- Krak Grenade</li></ul>									
RULES	<ul style="list-style-type: none"><li>- And They Shall Know No Fear</li><li>- Camo Cloak</li><li>- Concealed Positions</li></ul>									
OPTIONS	<ul style="list-style-type: none"><li>- May swap the Bolt Sniper Rifle for a Las-fusil or an Instigator Bolt Carbine</li><li>- May take items from the Armoury.</li><li>- May take a single Rite.</li></ul>									
KEYWORDS	INFANTRY, PRIMARIS, PHOBOS, ELIMINATORS, SERGEANT									

## AGGRESSOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor Sergeant	5"	3+	3+	4	5	4	3	8	3+	54
EQUIPMENT	- Auto Boltstorm Gauntlets - Fragstorm Grenade Launcher									
RULES	- And They Shall Know No Fear									
OPTIONS	- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets. - May take items from the Armoury. - May take a single Rite.									
KEYWORDS	AGGRESSORS, INFANTRY, PRIMARIS, MK X GRAVIS, SERGEANT									

## HELLBLASTER SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hellblaster Sergeant	6"	3+	3+	4	4	4	3	8	3+	45
EQUIPMENT	- Plasma Incinerator - Bolt Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear									
OPTIONS	- May replace bolt pistol with plasma pistol. - May replace plasma incinerator with assault plasma incinerator or heavy plasma incinerator. - May take items from the Armoury. - May take a single Rite.									
KEYWORDS	HELLBLASTERS, INFANTRY, PRIMARIS, SERGEANT									

## GRAVIS SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Gravis Sergeant	5"	3+	3+	4	5	4	3	8	3+	50
EQUIPMENT	- Master-Crafted Power Sword - Boltstorm Gauntlet									
RULES	- And They Shall Know No Fear									
OPTIONS	- May take items from the Armoury. - May take a single Rite.									
KEYWORDS	INFANTRY, PRIMARIS, MK X GRAVIS, SERGEANT									

## INCEPTOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor Sergeant	10"	3+	3+	4	5	4	3	8	3+	50
EQUIPMENT	- Two Assault Bolters									
RULES	- And They Shall Know No Fear - Death from Above									
OPTIONS	- May replace two assault bolters with two plasma exterminators - May take items from the Armoury. - May take a single Rite.									
KEYWORDS	INCEPTORS, FLY, JUMP PACK, MK X GRAVIS, INFANTRY, PRIMARIS, SERGEANT									

## SUPPRESSOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Suppressor Sergeant	12"	3+	3+	4	4	4	3	8	3+	54
EQUIPMENT	- Accelerator Autocannon - Bolt Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Smoke Launcher - Death from Above - Suppressing Fire									
OPTIONS	- May take items from the Armoury. - May take a single Rite.									
KEYWORDS	INFANTRY, PRIMARIS, JUMP PACK, FLY, SERGEANT									

## PRIMARIS SECOND LIEUTENANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Second Lieutenant	6"	3+	3+	4	4	4	3	8	3+	61
EQUIPMENT	<ul style="list-style-type: none"> <li>- Master-Crafted Auto Bolt Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Tactical Precision</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace Master-Crafted Auto Bolt Rifle with Master-Crafted Stalker Bolt Rifle, Power Sword or Power Axe.</li> <li>- May replace the Master-Crafted Auto Bolt Rifle and Bolt Pistol for 1 Neo-volkite Pistol, 1 Master-Crafted Power Sword and 1 Storm Shield</li> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	LIEUTENANT, INFANTRY, PRIMARIS									

## SECOND LIEUTENANT IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Phobos Lieutenant	6"	3+	3+	4	4	4	3	8	3+	48
EQUIPMENT	<ul style="list-style-type: none"> <li>- Master-crafted Oculus Bolt Carbine</li> <li>- Bolt Pistol</li> <li>- Close Combat Weapon</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Grav-Chute</li> <li>- Tactical Precision</li> <li>- Knife Fighter</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	INFANTRY, PRIMARIS, LIEUTENANT, PHOBOS									

## PRIMARIS WARDEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warden	6"	3+	3+	4	4	5	3	8	3+	60
EQUIPMENT	<ul style="list-style-type: none"> <li>- Crozius Arcanum</li> <li>- Absolvor Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- This model knows the Litany of hate and one Litany from the Litanies of Battle or the relevant Codex Supplement. Follow the rules in the Space Marines Codex for reciting Litanies.</li> <li>- Spiritual Leaders, amended: This rule is replaced in its entirety by the Inspiring Presence Heralds of Ruin rule.</li> <li>- Rosarius</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take a Bike for 20 Points, swapping the INFANTRY keyword for BIKE, gaining a 14" Movement, Toughness 5 and a Twin Bolt Rifle.</li> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	CHAPLAIN, INFANTRY, PRIMARIS									

## PRIMARIS LEXICANUM

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Lexicanum	6"	3+	3+	4	4	5	3	8	3+	63
EQUIPMENT	<ul style="list-style-type: none"> <li>- Force Sword</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Psychic Hood</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
PSYKER	This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Librarian discipline.									
KEYWORDS	PSYKER, LIBRARIAN, INFANTRY, PRIMARIS									



## LEXICANUM IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Phobos Lexicanum	6"	3+	3+	4	4	4	3	8	3+	68
EQUIPMENT	<ul style="list-style-type: none"> <li>- Camo Cloak</li> <li>- Bolt Pistol</li> <li>- Force Sword</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Concealed Position</li> <li>- Camo Cloak</li> <li>- Psychic Hood</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
PSYKER	This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Obscuration discipline.									
KEYWORDS	INFANTRY, PRIMARIS, PSYKER, PHOBOS									

## BLADEGUARD VETERAN SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bladeguard Sergeant	6"	3+	3+	4	4	4	4	8	3+	45
EQUIPMENT	<ul style="list-style-type: none"> <li>- Heavy Bolt Pistol</li> <li>- Master-Crafted Power Sword</li> <li>- Storm Shield</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap its Heavy Bolt Pistol for a Neo-Volkite Pistol or a Plasma Pistol</li> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	INFANTRY, PRIMARIS, BLADEGUARD									

## OUTRIDER SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+	50
EQUIPMENT	<ul style="list-style-type: none"> <li>- Twin Bolt Rifle</li> <li>- Astartes Chainsword</li> <li>- Heavy Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Turbo-boost</li> <li>- Devastating Charge</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	BIKER, PRIMARIS, OUTRIDER									

## ERADICATOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eradicator Sergeant	5"	3+	3+	4	5	4	3	8	3+	50
EQUIPMENT	<ul style="list-style-type: none"> <li>- Melta Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Total Obliteration</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap its Melta Rifle for a Heavy Melta Rifle</li> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	INFANTRY, PRIMARIS, M X GRAVIS, ERADICATORS									

# CORE

## INTERCESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor	6"	3+	3+	4	4	2	2	7	3+	20
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace Bolt Rifle with Auto Bolt Rifle or Stalker Bolt Rifle</li> <li>- For every 5 models with the INTERCESSORS keyword on your team, one may take an Auxiliary Grenade Launcher</li> </ul>									
KEYWORDS	INTERCESSORS, INFANTRY, PRIMARIS									

## ASSAULT INTERCESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor	6"	3+	3+	4	4	2	2	7	3+	19
EQUIPMENT	<ul style="list-style-type: none"> <li>- Astartes Chainsword</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	- And They Shall Know No Fear									
KEYWORDS	ASSAULT INTERCESSORS, INFANTRY, PRIMARIS									

## HEAVY INTERCESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Heavy Intercessor	6"	3+	3+	4	5	2	2	8	3+	28
EQUIPMENT	<ul style="list-style-type: none"> <li>- Heavy Bolt Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap its Heavy Bolt Rifle for a Hellstorm Bolt Rifle or an Executor Bolt Rifle</li> <li>- For every 5 models with the HEAVY INTERCESSORS keyword, one may swap its Heavy Bolt Rifle for a Heavy Bolter, a Hellstorm Heavy Bolter or an Executor Heavy Bolter</li> </ul>									
KEYWORDS	HEAVY INTERCESSORS, INFANTRY, PRIMARIS, SERGEANT, MK X GRAVIS									

## INFILTRATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Infiltrator	6"	3+	3+	4	4	2	2	7	3+	24
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Marksman Bolt Carbine</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Concealed Positions</li> <li>- Omni-scrambler</li> </ul>									
KEYWORDS	INFILTRATORS, INFANTRY, PRIMARIS, PHOBOS									

## INCURSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Incursor	6"	3+	3+	4	4	2	2	7	3+	21
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Pistol</li> <li>- Oculus Bolt Carbine</li> <li>- Paired Combat Blades</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Concealed Positions</li> <li>- Multi-Spectrum Array</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- For every 5 models with the INFILTRATORS keyword on your team, a model may take a Smoke Grenade for 1pt.</li> <li>- For every 5 models with the INFILTRATORS keyword on your team, a model may take a Haywire Mine for 10 pts.</li> </ul>									
KEYWORDS	INFILTRATORS, INFANTRY, PRIMARIS, PHOBOS									

## ELIMINATOR

(maximum 3 models with the ELIMINATORS keyword in your Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eliminator	6"	3+	3+	4	4	2	2	8	3+	30
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Sniper Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Camo Cloak</li> <li>- Concealed Positions</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap the Bolt Sniper Rifle for a Las-fusil</li> <li>- May take items from the Armoury.</li> <li>- May take a single Rite.</li> </ul>									
KEYWORDS	INFANTRY, PRIMARIS, PHOBOS, ELIMINATORS									

## OUTRIDER

(maximum 3 models with the OUTRIDERS keyword in your Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Outrider	14"	3+	3+	4	5	4	2	8	3+	45
EQUIPMENT	<ul style="list-style-type: none"> <li>- Twin Bolt Rifle</li> <li>- Astartes Chainsword</li> <li>- Heavy Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Turbo-boost</li> <li>- Devastating Charge</li> </ul>									
KEYWORDS	BIKER, PRIMARIS, OUTRIDER									

# SPECIAL

## AGGRESSOR

(maximum 3 models with the AGGRESSORS keyword in your Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor	5"	3+	3+	4	5	2	2	7	3+	40
EQUIPMENT	<ul style="list-style-type: none"> <li>- Auto Boltstorm Gauntlets</li> <li>- Fragstorm Grenade Launcher</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Fire Storm</li> <li>- Relentless Advance</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets.</li> </ul>									
KEYWORDS	AGGRESSORS, MK X GRAVIS, INFANTRY, PRIMARIS									

## INCEPTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor	10"	3+	3+	4	5	2	2	8	3+	40
EQUIPMENT	<ul style="list-style-type: none"> <li>- Two Assault Bolters</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Meteoric Descent</li> <li>- Crushing Charge</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace two assault bolters with two plasma exterminators</li> </ul>									
KEYWORDS	INCEPTORS, FLY, JUMP PACK, MK X GRAVIS, INFANTRY, PRIMARIS									

## SUPPRESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Suppressor	12"	3+	3+	4	4	2	2	7	3+	33
EQUIPMENT	<ul style="list-style-type: none"> <li>- Accelerator Autocannon</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Grav-chute</li> <li>- Suppressing Fire</li> </ul>									
OPTIONS										
KEYWORDS	INFANTRY, PRIMARIS, JUMP PACK, FLY									

## HELLBLASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hellblaster	6"	3+	3+	4	4	2	2	7	3+	33
EQUIPMENT	<ul style="list-style-type: none"> <li>- Plasma Incinerator</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace bolt pistol with plasma pistol</li> <li>- May replace plasma incinerator with assault plasma incinerator or heavy plasma incinerator.</li> </ul>									
KEYWORDS	HELLBLASTERS, INFANTRY, PRIMARIS									

## ERADICATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eradicator	5"	3+	3+	4	5	3	2	8	3+	40
EQUIPMENT	<ul style="list-style-type: none"> <li>- Melta Rifle</li> <li>- Bolt Pistol</li> <li>- Frag Grenade</li> <li>- Krak Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Total Obliteration</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May swap its Melta Rifle for a Heavy Melta Rifle</li> <li>- One model in your team may swap its Melta Rifle for a Multi-melta</li> </ul>									
KEYWORDS	INFANTRY, PRIMARIS, M X GRAVIS, ERADICATORS									

## REIVER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Reiver	6"	3+	3+	4	4	2	2	8	3+	18
EQUIPMENT	<ul style="list-style-type: none"> <li>- Bolt Carbine</li> <li>- Heavy Bolt Pistol</li> <li>- Krak Grenade</li> <li>- Frag Grenade</li> <li>- Shock Grenade</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- And They Shall Know No Fear</li> <li>- Terror Troops</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace bolt carbine with combat knife.</li> <li>- May take a Grav-Chute and gain the <i>Grav Chute</i> rule.</li> <li>- May take a Grapnel Launcher and gain the <i>Grapnel Launchers</i> rule.</li> <li>- May take items from the Armoury.</li> </ul>									
KEYWORDS	REIVERS, INFANTRY, PRIMARIS, PHOBOS									

## BLADEGUARD VETERAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Bladeguard	6"	3+	3+	4	4	3	3	8	3+	35
EQUIPMENT	- Heavy Bolt Pistol - Master-Crafted Power Sword - Storm Shield - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear									
OPTIONS	- May swap its Heavy Bolt Pistol for a Neo-Volkite Pistol or a Plasma Pistol									
KEYWORDS	INFANTRY, PRIMARIS, BLADEGUARD									

## PRIMARIS APOTHECARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Primaris Apothecary	6"	3+	3+	4	4	3	3	8	3+	48
EQUIPMENT	- Absolvor Bolt Pistol - Reductor Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Narthecium - Combat Restoratives									
OPTIONS	- May take items from the Armoury.									
KEYWORDS	PRIMARIS, CHARACTER, INFANTRY, APOTHECARY									

## INFILTRATOR HELIX ADEPT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Helix Adept	6"	3+	3+	4	4	2	2	7	3+	34
EQUIPMENT	- Marksman Bolt Carbine - Bolt Pistol - Frag Grenade - Krak Grenade - 1 Smoke Grenade									
RULES	- And They Shall Know No Fear - Helix Gauntlet Amendment: Once per turn, the first time a saving throw is failed for an INFILTRATOR model within 3" of the Helix Adept, the Damage Characteristic of that attack is 0.									
OPTIONS	- May take items from the Armoury.									
KEYWORDS	PRIMARIS, CHARACTER, INFANTRY, APOTHECARY									



## PRIMARIS TECH-ADEPT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Tech-Adept	6"	3+	3+	4	4	3	2	8	2+	41
EQUIPMENT	<ul style="list-style-type: none"><li>- Forge Bolter</li><li>- Omnisian Power Axe</li><li>- Grav Pistol</li><li>- Servo-arm</li><li>- Mechadendrite</li><li>- Frag Grenade</li><li>- Krak Grenade</li></ul>									
RULES	<ul style="list-style-type: none"><li>- And They Shall Know No Fear</li><li>- Blessing of the Omnisiah</li><li>- Tools of the Omnisiah: See Tech-Adept datasheet in the Space Marines Opus</li></ul>									
OPTIONS	<ul style="list-style-type: none"><li>- May take items from the Armoury.</li><li>- May take a single Rite.</li></ul>									
KEYWORDS	INFANTRY, PRIMARIS, CHARACTER, TECH-ADEPT									

# ARMOURY

## *++Honoured Relics of the Chapters++*

*Only one of each of the following items may be taken in any Kill Team. Weapon profiles are included below.*

Murder of crows (10 pts)	<b>Raven Guard Primaris:</b> this strange device releases a swarm of remotely controlled bladed shards that rip to pieces any foe unfortunate enough to be caught in their path. Once per battle, during the Fight Phase, the owner may release the Murder of Crows. Roll a D6 for each enemy within 3": on a 5+ that model takes a Mortal Wound.
Wisdom of the Codex (8 pts)	<b>Ultramarines Primaris:</b> after extensive study of the Codex Astartes, the Space Marine can coordinate his fellow Astartes almost without thinking. Friendly Ultramarines Primaris models within 3" may, instead of firing Overwatch, move up to 3" in any direction.
Structural Auspex (10 pts)	<b>Imperial Fists Primaris:</b> This Auspex is usually employed in fortifications construction, helping the Imperial Fist Stonemason to make one the most impervious structures in the galaxy. If this model did not move in the preceding Movement Phase, friendly Imperial Fists models in cover within 6" of this model add +1 to their saving throws against attacks with AP -1.
Cortez's Arrow (8 pts)	<b>Crimson Fists Primaris:</b> Alessio Cortez is considered one of the prime examples of a Crimson Fists' resilience. Although almost as battered as its lost owner, this pistol simply refuses to stop working. Replaces the owner's Bolt Pistol or Heavy Bolt Pistol.
The Black Sword (10 pts)	<b>Black Templars Primaris:</b> Primaris Marines seconded to the Black Templars share their parent Chapter's religious fervour. Although they may not fit in the Emperor's Champion holy armour, they can still wield that same blade. Replaces the owner's Power Sword. The owner also gains the Sigismund's Honour and Slayer of Champions rule (see Codex Space Marines).
Cyber-eagle (15 pts)	<b>White Scars Primaris:</b> a mechanical eagle equipped with multispectral optics for aerial reconnaissance. After the deployment phase, your Team Leader and other three models may move as if in the Movement Phase.
Deathfire Compound (7 pts)	<b>Salamanders Primaris:</b> a volatile cocktail inspired by the tremendous lava flows of Mount Deathfire on Nocturne, this promethium derivate has an acidic component that dissolves the target's armour. If this model is equipped with weapons that hit automatically, improve the AP by 1.
The Steel Chain (10 pts)	<b>Iron Hands Primaris:</b> The Steel Chain is a bundle of nanofibers bound to the Belisarian Furnace of a Primaris Space Marine. These nanofibers can stimulate the Belisarian Furnace to increase the resistance of the host. A model equipped with the Steel Chain improves its The Flesh is Weak save by 1 to a maximum of 4+.
Arx Memento (6 pts)	<b>Blood Angels Primaris:</b> a memento from the Arx Angelicum relief during the battle against Hive Fleet Leviathan. It contains a single drop of blood taken from a slain Sanguinary Guard. At the start of the bearer's movement phase this model may drink the phial. Until the end of the turn, add 1 to hit rolls made by this model.
Cowl of Secrets (8 pts)	<b>Dark Angels Primaris:</b> this ancient cowl integrates sophisticated ballistic auguries, shortening the reaction time of the wielder to mere milliseconds. The bearer of the Cowl of Secrets may Overwatch using its normal Ballistic Skill.
Battle Horn (12 pts)	<b>Space Wolves Primaris:</b> ever since the dawn of humanity, horns have been used to inspire warriors. Once per game, the bearer of this horn may blow it at the beginning of the Movement phase. Friendly Primaris models within 6" add +1 to their attacks until the end of the turn.
The Grey Shield (8 pts)	<b>Primaris:</b> once per game at the start of the Movement Phase, this model may declare he will use the Grey Shield. Until the start of your next turn, this model may gain the effects of an additional Chapter Tactics selected from the list above.

**++Armour Upgrades++**

See Space Marines Opus

**++Additional Wargear++**

See Space Marines Opus

**++ Weapons of the Armoury ++**

See Space Marines Opus

**Armoury Relics Profiles**

Name	Type	Range	Strength	AP	Dmg	Abilities
Cortez's Arrow	Pistol 2	12"	5	-1	1	You may re-roll a single to hit roll made by this weapon.
The Black Sword						See Codex: Space Marines

## PHILOSOPHIES

Space Marine teams have exclusive access to some Philosophies and Tactical Actions. Unless a restriction prevents it, you can mix those listed in this Opus with those in the Heralds of Ruin rules.

**Remember you may only have one Philosophy at a time!**

Unless they are also listed here, successor chapters may use their parent chapter's <chapter> only actions.

**You can also use the Philosophies and Tactical Actions found in the Space Marines, Black Templars, Blood Angels, Space Wolves or Dark Angels Opus.**

<b>Heavy Firepower: +1CP</b> Your team contains only models with the MK X GRAVIS keyword	<b>Tactical Insertion: +2CP</b> Your team contains only models with the FLY keyword and/or equipped with Grav-chutes
<b>Quick Reaction Force: +1CP</b> No model on your team may be equipped with Heavy weapons.	<b>Guilliman's Teachings: +3CP</b> Your team contains at least six different models taken from different datasheets without the CHARACTER keyword.

## Rites of the Space Marines

See Space Marines Opus

## CHANGELOG

- 22/07/2020
  - Yikes, this will be a mess. Lots of stuff to add from Indomitus.
  - General rules, Chapter Tactics, Rites and Armory is in the Space Marines Opus. This is done for centralizing stuff and make future updates easier for everyone.
  - Updated points cost
  - Finally remembered to add Incursors and weapons options!
  - Wording polish and reshuffled the Leaders Datasheet for a more coherent order
  - Guilliman's Teaching requirement down to 6 model to accommodate increased points cost
- 09/10/2020
  - Indomitus and Codex stuff!
  - Heavy Firepower now is for an all-gravis team
  - Finally a Primaris Techmarine