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Look at Chaos, there's a new guy in the block. They were tampered with for humanity in the darkest hour, and this hour is upon us. - Roboute Guilliman In a galaxy crowned in the dark, we must be light. - Unnamed first of all officer Today we cancel the apocalypse! - Marshal Senior Princep Stacker Pentecost, from Pacific Rim Collegia Titanica Hey, if space marines are our best-selling products, then if the Marines are our best-selling products, super-duper space Marines, if you like. It's going to make a lot of money. - An unnamed GW employee at some point in our real world, if you can believe that True-Scale Space Marines are primarily space Marines (also known as Primaris Marines, Ultra-Ultramarines, Space Marines, Space Marines, Wymarines, NuMarines, Chadmarins, Big Est of them all, Adeptus reboot, Gigglymarines, Super Space Marines, Biglynes , 8thmarines , Bigmars, Guillimarines, Special Marines snowflakes, Primarysues, Ultra-Ultrasmurfs, Skubmarines, Marines II: Electric Boogaloo, Tonk-Marines, Nobmarins, Spacecast Eternals, Replacements and New Children) are the next step forward in the evolution of the Space Marine Corps, not counting the Raptor Supermarines, made by Corax Big Bobby G come together with Belisarius Cawl, because everyone loved each other space Marines, so they put more Astartes in their Astartes , and the end result was this next generation of fearless defenders of the emperor of mankind. They are bigger, stronger, tougher and perhaps smarter than anything that was before them (big maybe though). Buckle the boys, it's about to be hot and skubby. History and background shortly after the conclusion of the Russian, Gilliman predicted that another major attack of Chaos on the Empire may occur at some point in the future. While the Space Marines have proven themselves worthy defenders of humanity, Primarch foresaw that there may be a time when even they will fight against the onslaught of ruinous powers - because Roboute itself broke legions in chapters, and those tend to have problems fighting the Black Crusades against hundreds of thousands of CSM (the reason why Dorn refused the Code of Astartes at first, being one of the few after Scouring suggest that traitor legions may return one day). But today it turns out Gilliman knew about it as well - which makes the whole situation embarrassing to say the least. Amm, in a frankly extreme show just as planned (although Gilliman probably didn't plan to be Fulgrima's bitch), our spiritual received the help of Archagos Belisarius Cawl and began a program to create a new, superb form of space Marines in secret for the next ten millennia. To help him, Gilliman gave Cole a relic called Portum is a device containing the purest samples of the genetic material of each Primarch, which outstripped even the gene seed in its potency. The artifact was actually a Selenar build originally called Magna Mater, which was used to create the original space Marines, and was secured by the Sisyphus crew from the hands of Chaos to the Moon during the terra siege. Even after he was poisoned by Fulgrim, Gilliman's plan continued, and no one found out about it, and by the time he was reviving, the Marines were ready to be made public in the Empire - the only thing that needed to be sanctioned from the primarch itself. Due to the founding of Ultima, there will now be brand new chapters consisting only of Marines as well, with some to take over the fortress-convent of extinct chapters. In addition many chapters conveniently devastated by recent conflicts are also strengthened by Primaris joining their ranks. Some to the point that they essentially become The Heads of Primaris with the original Marine Corps becoming a minority in the ranks. Standard Marines can also be converted into Primaris Marines. The first to go through this procedure was Marneus Calgry. However, the process, dubbed Rubicon Primaris also excruciatingly even by Space Marine standards, is very difficult (the description of it we have when Marneus Calgry went through it has his whole body sliced open and briefly killed him in the process- they had to jump-start his heart to revive him afterwards), and according to Cawl himself he has a 61.6% chance of failing before Cawl had enough data to clarify the process. By and large, it's undeniably easier to make new Primaris from scratch rather than convert old Marines, so expect the procedure to be mostly limited to special characters with the necessary plot armor to survive. The introduction primarily of the Marines and Rubicon Primaris was controversially received by the now space-sea chapters across the Empire, with views ranging from enthusiasm to total hostility - Gilliman himself named Primaris as the blasphemous hordes of Cawl, not because he himself is the nasty ones (just the opposite, in fact), but as a reference to how controversial their implementation is. Some argue that the first step will be the end of the traditions of many chapters and character (which is not meta at all) and against the fact that the emperor is intended for Astartes. Others claim that they will breathe new life into many struggling chapters and the sick Imperium. New things to edit basic primarily Marine is enclosed in Mark X Armor Tactics. Basically, this is the best of all the costumes that came before him, wrapped in one handy package; No Beakie schnozz (note: Srika's new armor has a Beakie helmet, and a Raven Guard upgrade kit one as well), but it's got that sweet Maximus style Vox grill. As usual, mechanically it is completely cosmetic. We're not talking about Mark IX Power Armour. Big, tough primarily Marines wear Mark X Gravis armor. According to 8E, this translates to 1T and 1W. Brilliant. Comes with bodybuilder belly armor. Reivers and Vanguard Primaris Marines wear Mark X Phobos armor, a sleek look, with crocodiles, whims, and skull-faced helmets for Reivers. The other guys have helmets somewhat similar to Mark VII armor. The suppressors wear the Mark X Omnis armor, which combines elements of Tacticus armor and the Inceptor version of Gravis armor. They own the Mark II Cawl-shaped Bolt rifle as a standard firearm. Apparently the perfect version of the ubiquitous bolter, it has an improved statline - the 30 Rapid Fire 1 AP-1 D1 - which appears to be a bolting with an extended barrel. Its stats are one AP worse than the new Special Edition Boltgun Sternguard carry, but their big selling point is some combination to be cheaper/easier to manufacture and using more readily available/cheaper/easier to produce ammunition, Reflected in their point of value - bolt rifles are the same gun at 3 points cheaper in 8E. At least two variants of the Bolt Rifle exist- The Automatic Bolt Rifle, which has lower AP and shorter ranges, but offers greater mobility and speeding due to the fact that attack 3, and the Stalker Bolt rifle, a heavy 1 sniper option with superior range and one extra AP point and damage. Improved gene seed, which was created using the purified genetic material Loyalist Primarchs from Portum Sangrimus, and adding three more organs to the existing 19. It is also worth noting that Cole did something to make the Marines physically incapable of becoming a traitor. Gilliman's internal monologue in Dark Imperium shows what he finds impossible for Primaries to turn, as opposed to the old breed. Although he is against the use of the genes of legions of traitors, despite the extreme heroism of the loyalists of these legions. What a serious member move (but probably won't stop Cawl anyway). This has interesting implications about whether or not the Marines in the first place have free agency, suggesting that they really aren't able to fall for Chaos- it's just as likely that they haven't been active long enough for any corruption to take hold yet. The book War secrets pretty much implies that they have some kind of innate Chaos of Resistance, being immune to the mental plague that infected other space Marines. New bodies: The tendons of the coil that turn primarily the Marines into Inspector Gadget.... Okay, we can joke here, but it's mostly coils wrapped around the tendons and ligaments of the Marine Corps, which can contract with extreme force. This is particularly interesting, since it is not actually a living organ, and therefore does not appear to be of the gene seed at all (Actually, In the book Dark Empires: Plague War Guy Haley describes them as a network of additional muscles unique to the Marines Primaris. So perhaps they are a real organic implant, not bionic. as described as metallic in most other publications). Magnificat, which simply sets the rest of the superhuman organs into overdrive (and itself is part of a super-organ called Immortis Gland designed for Primarchs, although the information needed to complete it is lost) as well as the production of additional growth hormone. Remarkably, this explains their name. First of all, marines from the Primarch gland. The Belisarian furnace (because Cawl gets a robo-boehner for naming things after itself), is essentially the last organ stand that gives Primaris a sea-inflated adrenaline rush close to death while running fast tissue and bone regeneration. This presumably explains the additional wound they have. The body is also important in implementing Rubicon Primaris. The current procedure seems to kill the patient for a short time and the organ's healing ability is essential in reviving the patient after surgery (at least that's what happened in the case of Marneus Calgars), suggesting that they return alive at all. Potential problems (edit) What the hell is going to happen to old things? The first place can not fit in Land Raiders or rhinos. What about the Mk.IX Power Armor? Spare Dreadnought Chasis? Centurions? What's going on with them? (They'll become op with imperial fists, apparently.) First of all, the Marines were made from all the former GeneLine Loyalists, and thanks to the material provided by Belisarius Cawl through Portum Sangrim, show almost none of the features that usually mark the ancestry of Russia and Sanginius. Not only that, but according to (admittedly biased) in the universe source, there is only a 0.001% chance of genetic abnormality per generation, meaning that the Primaris geneacle is incredibly stable as well. Interestingly, thanks to the work of Cole heads who have lost organs over the centuries (such as imperial fists) or have faulty organs (such as the Raven Guard) suddenly have a full set of organs thanks to the influx of new primaris blood. This means, of course, that chapters like the Cosmic Wolves, who due to the same quirks their geneticists have failed to have successors, can now have them without fear of handing them over to Wolfen in one generation (although they may still be his cattle fury). Despite this stability, some people (see Gabriel Seth) are not too happy in the glaringly tinkering with the emperor's work. Despite the fact that the Primarhi and Astarts were created by teams of gene-smiths, the emperor acted more as a project manager than as a personal inventor. Memories of one of the main guys said projects and the creator of the black carapace, Ezekiel Sedayne, got vaccinated in the brain of Cawl. So everything should be fine... Right? What could go wrong? It is worth noting that in Kill Team Focus: Adeptus Astartes, Black Dragons Reivers with bone mutations are mentioned. Maybe this is due to a targeted mutation of agriculture by Black Dragons, or maybe a mutation rate higher than Papa Cawl cares to recognize. However, it's been 100 years since Ultima's founding, and the chapters may seem to create their own primarily Marines, not to mention AdMech were the ones who (inadvertently) gave them their specific mutations in the first place, so maybe Cawl is around with them or he purposefully gave them the first of the same mutations. This isn't the first time an engineer has said: It's not a mistake, it's a feature! They could also be the Marines who followed in Calgry's footsteps and became the Waims. An update for the Blood Angels confirms this, with the advent of the Death Company's Advocates. We know Dante will be disappointed in this, of course, although Gabe will probably be complacent about that. Same with Space Wolves. It turns out that in the first place not so insured against mutations of their parent chapter. Which doesn't bode well for Wolfspear. Cole's work is not always perfect, and his arrogance gives him a tendency to outs excessive. This is evidenced by Alpha Primus, the first and prototype of Primaris Marine, who seems to have heretical attempts by Cole to make his own Primarch (see Magnificat, above), and has since been relegated to the bodyguard of the archmags. Most first dismiss this as they believe Gilliman would immediately execute Cawl if he tried to create a primarch and that even Cawl wasn't ready to push his luck that far. In all likelihood, Alpha Primus is a chimera containing organs derived from several primary gene stocks, if not all of them. It is so large that it towers over even other Primaris, is an extremely powerful psyker, and is described as more gifted than any other Astartes... He also exists in a constant state of pain, both physical and mental, that gives him the personality that Marvin Paranoid would find tedious and he is nominally considered a failure. It even has a stitched-together face to reinforce parallels with Frankenstein's monster (original, very clever but extremely emo one). Whether in the first place will eventually prove to be a more subtle example of excessive cawl is an open question. Despite being bigger and stronger than conventional Astartes, what Primaris was missing actual experience of the battle (the fact bemoaned Captain Felix ultramarins in the Dark Empire to have been the cause of most of the initial losses to the Firstborns). While this was largely offset by the long and dogged Indomitus crusade, even after a hundred-plus years of war the average Primaris Marine was regarded as a relative greenhorn of regular Astartes veterans. As a result, they have something to prove to their accepted chapters. We get little hint of this having to prove our kindness in the Code of the Dark Angels. The Hellblasters group is half-scared, half inspired by the rigor of their original. After the squad gets trapped in the hive of the city for a few days to drive away the enemies, they gain so many kills even Belial can not help but smile. The example of the Dark Angel above illustrates another problem: How well will the new Marines get along with their head? The Dark Angels are an extreme example given their UNSWERVING LOYALTY TO THE IMPERIUM issues, but other chapters may have their own problems getting the first two batches of Primaris Marines to get with the traditions and cultures of their chapters. Space wolves were mentioned as similar, as some of the Wolf Lords initially questioned the value of those who were not born on Fenris to be called the sons of Lehman Rus, despite the practice of recruiting the Legion before finding his Primarch and their extensive achievements during this period. Despite their fears and claims that Gilliman used them to dilute their traditions, Logan Grimnar ordered them to be integrated into flocks; however, the rivalry between the Vaima Space Wolves and their short counterparts is still common. At least Daddy wolf doesn't take shit and takes anything that helps protect humanity. As in the first place do not have Terminators (Aggressors are controversial). (However, if GW thought it was far ahead.) That is, Hellblasters and Inceptors can be deployed instead of Sternguard and Vanguard veterans in other chapters. With the exception of Primaris librarians, induction into the Inner Circle or the upper ranks of Ravenwing is unlikely, at least until some time passes. Or in fluff they can end up being added without specialized vehicles and the size of the issue can be handled. There are also rumors of Primaris getting actual Terminators and bikers soon. Although it's best to take them with a grain of salt as they have been around since the Primaris Marines were announced for the Dark Angels. The non-Terminator Deathwing issue has also since been considered, as BladeGuard veterans in the Indomitus field leaked by GW have Deathwing translations. Yes, that means we have the Death's Armoured Forces again. Primarily bikers were mentioned in the novel, and now there are models, and Primaris Land Speeders can be a thing in time because of this incredibly poor quality leak. Chaos will be interested in first-born firstborns The Gods of Chaos are not happy with the existence of the Marines, and create some warp-charged warriors to confront them (probably along the lines of the Great Obsessed). Fabulous Bill has become obsessed with the perfection of the Marines since he first encountered them and has already begun trying to kidnap the Marines for the autopsy. They were supposedly resistant to the influence of Chaos, but steady does not mean immune to long-range shot, as they are still showering. In fact noxious Blightbringer is able to influence them in Dark Imperium, successfully hurt and tries to make them turn. And if you think about it, the cover image of the 8th edition seems to partially show the plague of the sea in the armor of Tacitus ... Discovering that Cole wanted to use the gene seed of the Traitor Legion, as well as the gene seed of the missing legions to make the Marines, does not help the cause; Guilliman refused to let him do so, but he has a feeling Cawl will try it anyway with predictable results. Cole claims that it was only because of the influence of the treacherous Primarch that their Legions fell into Chaos. While this may be true, trying to test this theory will almost certainly be a very bad idea. The sons of Phoenix exist. The reasons why the Lost Legions were cleaned so thoroughly were apparently so unthinkable (so much so that even after his uprising began, Gore still did not wish to break the vow he made to never talk about the missing marchers) that Cole, trying to use their DNA, could bite him even more than for using the gene seed from The Traitor Primarch. Although barely studied in the universe until now, various alien races in the setting may also take exception or dangerous interest in Marine Corps Primaris. Urien Rakart expressed interest in them, despite what he calls Gilliman's lack of imagination, and asked that his Gemonkuli bring him as much as possible; more unerving, he expressed that he would save his best oblette for Primarch if he ever wanted to learn from the Master. It would be no less unsurprising if some arachnid robot mad scientist also wanted to collect some Primaris samples. The rest of the alien race is fortunately much less interested in genetic modification and more likely to view them as more or less as any other space Marine, although at least one Ork Mekboy came up with the idea of creating more powerful bullets to fight the da large beaks. According to the Ork Code, Mad Dok Grotznik (you know, the guy who CREATED GASGCHKUL) stole a bunch of silver skulls primarily of Marines for unknown purposes. So it bodes well. Book War of Secrets has Primaris Marines dark angels (at least all primarily Terran Marines largely depends on the culture of Mars: they are called called Ommissiah, reverently referred to its creator as 'Pater Cawl', and swear at the glory of the chapter, Terra and Mars. This raises the question of whether they are more loyal to Adeptus Mechanic than Imperium or even to their own chapter. Indeed, in his book one of the main reasons the Dark Angels don't trust them, that in the first place seems to be too cool). Outside of the full chapters of Primaris, newmarines will have to just get used to the extra. Not that it's surprising- only so many seed genes are produced and no one is stupid enough to just throw it away. While Rubicon Primaris can convert existing Astartes into Primaris, the process is life-threatening, complex and prone to failure due to lack of refinement. On top of that, it caused a hefty degree of friction in itself, with some Marines welcoming the opportunity for all Astartes to become Primaris and others whispering about a possible rejection or even an open revolt if the conversion was made mandatory, though given how risky the procedure is, it is probably not an open problem. The reality has come to prove that Primaris is just as capable of going renegade as old Marines if fate shit in their breakfast is hard enough (and once you're renegade, taking the extra step in direct worship of Chaos becomes a very, very hard line not to cross, just ask the Soul drinkers). In recent history, Psychic Awakening, when brazen Drakes bring reinforcements,

the fleet finds Drake's home world engulfed in war, and the chapter has turned into a erotic. The Bushes immediately condemn the brazen Drakes as tarnished and order them to stay. First of all try to speak in their defense, several times arguing with the Cousteaus pointing the gun directly at them, and with predictable results. First of all, the rebuff, and soon the entire fleet is torn apart. Although technically they can be considered renegades rather than actual traitors, this often becomes a distinction without difference in practice. The Marines forces in the first place do not get the opportunity to choose from different loads of equipment, but the equipment they carry is designed by Cole, which is shockingly competent, so they usually outgun their non-Primaris equivalents who have tried to choose otherwise identical loads; This is them rely on other units to support them to fill in any gaps (just like Eldar Aspect Warriors). They enjoy as a 8E, 1W and No.1A compared to conventional Marines, making them more durable and much more dangerous in close combat. Some of them wear Mark X Gravis armor, for another q1T (and another wound on the 8.5e code). First of all, Captain: First of all, captains are analogues of captains of the Marine Corps. They wear Mark X Power Armor Tactics and possess sword power and their choice of Stalker Boltgun or Automatic Bolt Rifle. There's also a plasma pistol and power fist model exclusive game workshop stores celebrating their anniversaries. The Indomitus Boxed Set presents another option, after Bladeguard, wielding a master-crafted power sword, a heavy bolt gun and a relic shield. Captain in Gravis Armor: A variant of the captain who is decked out in the new Gravis Armor, which somehow manages to be even MOAR egg-shaped than the squat Heartguard. They are armed with a Mini Glove Ultramar/Hand of Dominion (i.e. a three-shot bolt pistol embedded in a power fist) and a master sword. According to 9E, there is also a version with a heavy bolt rifle. Vanguard Captain: Like above, but equipped with the Master Crafted Instigator Bolt Rifle, Phobos Armour and Cameleoline cloak for some sneaky breeki action. Primaris Librarian: How it sounds. It has a whimsical sword of the Force. Avant-garde librarian: a variant used by The Vanguard Primaris Marines. Has a camouflage-throb, in case the 8ft tall zipper, the power of the armored craftsman must be thin. Or maybe he cosplay like the Dark Angel, we don't know. Either way, he has a different set of powers that focus on making his allies even sneakier. First of all, the chaplain: self-evident; they wear black clothes as if they are aping at the chaplain's investigators. In combat, they wear an iron halo and wear a Crozius Arcanum along with a specialized Absolver Bolt Pistol (think of it as a variant of magnum). To double the skull motif, their breastplate looks like a chest. They can also ride bikes thanks to the introduction of Outriders. Judicial: The new Primaris character has just been introduced from AOS for the 9th edition. Apparently Cawl and/or Gilliman looked at the master of performance and said: These guys are cool, let's make our own version. He wears black armor like a chaplain and a bitchin skull mask and carries an executioner's sword as well as an hourglass called Temporomoris because he doesn't have time for your shit. First of all, lieutenants: First of all, the lieutenants are somewhere between the captain and the sergeant in the rank, and are often the most experienced of the Primaris forces when the captain has the best affairs. Their role is to take command of demi-companies when the captain is absent, releasing chaplains and librarians to focus on their own specialties. Lieutenants from his fellow Marines to the red-and-white stripe on the handlebars. Some of them may be which often show an extreme amount of hair-ey. They can use a power sword or a master-created automatic version of the Bolt rifle (short range and worse AP, but better long-range shooting speed, fire-fired after advancing, and more damage per shot from the master-made). The new lieutenant of the 9th edition receives a storm shield, a possible neo-volkite sword and a pistol; apparently Cawl was poking around in the files again. Vanguard Lieutenant: Vanguard Primaris lieutenants swap their bolt rifles for an oculus bolt carbine that helps them pick up enemies from afar, and although they only use a basic combat knife they are surprisingly good with it. They can also deep blow through grav-parachutes like Reivers. Primarily The Ancients: First of all, the Marines were called honorary enough to have the privilege of holding the Standard/Banner. Identifiable by their white helmets (although this may change depending on the chapter), they are in no way related to another dude dressed in force-armor-wearing-a-white-helmet-that-also-comes-with-the-same name-from-definitely-WH40K-game. At least until it was promoted. In case you're wondering, Ancient is the corruption rank of Ensign, which was the term for the flagship army in the Middle Ages, so it has nothing to do with how many years the Marines in question actually are. Bladeguard Ancient: Presented in the 9th edition. The flag standard is now a skeletal effigy as well as straight out of AOS (hello Lord Relic!). First of all apothecary: Primaris Marine specialization was first seen in art and promo photos, and now there are rules and models. Their left bracer appears to have a screen on it to monitor lifesigns, and they have a gun with a gearbox embedded in it to remove geneseed (and occasional punctures of enemy skulls). A narrection attached to a mechadendrite cyberdongue on the back of a pharmacist. First of all Techmarine: One of them acts as a pint gunner for the Repulsor tank, the other can pilot Firestrike Servo-Turret. The 9th edition finally decided to give them an individual model, armed with a rear packaging mounted heavy bolter (See Thor Garadon and Malkaan Feiros, except in Tacticus armor) and two. It is possible that the shoulder gun is an assault bolter instead of a heavy bolter. As seen in the video ads, this is stubbier and has the same magazine box as the Bolter attack. Plus this guy is in the main Mk. X - Feirros in Gravis armor has a heavy bolter, so it can also serve to differentiate the two. Just something to keep in mind. Reivers: Reivers - Space Marines created from the gene seed Slee Marbo. Think Katachan Jungle Fighters in Power Armor. It's time to urinate, treacherous scumbag. The Reivers are the only true close infantry specialist combat for primaris and good overall. Compared to the intercessors they have a battle knife for Attack and improved bolt gun with greater armor penetration, and ability to negatively affect the fighting spirit of the enemy. They may be equipped for more range combat, but that's not why you take them. They have a deep-strike option like everyone else, but also a new hook that allows them to both outflank and jump ruins as they are nothing. But perhaps their biggest trump card is their special grenade, which causes accomplished units to lose both their overwatch and minus one to the shooting. While not the most destructive CC unit in the game they make excellent back-field chasers and synergize wonderfully with the rest of your army with their ability to maim enemy gun lines. Aggressors: The aggressors are mostly primarily Terminators mixed with centurions, but with 3 to save. They have an even more specialized Gravis armor, and either an automatic version of Captain Primaris's Boltstorm Glove paired with a shoulder-mounted grenade launcher or a flamethrower-equipped version said the glove called the Flamestorm glove. No matter what they are equipped with, they specialize in firepower at close range that destroys light infantry. Advocates: Advocates are standard SUPER Bolters Marines having the most in common with bare bones tactical squad as they are armed with Primaris versions of the same things (such as their super bolters and Mk X armor). Compared to tactics, they work better in close combat and have greater armor penetration on their main weapons along with more survivable ones, making them effective in a wider range of situations. This is both strength and weakness, since although they may be more jacks of all professions, they are even worse masters of nothing. Compared to tactics, they have fewer weapons and transport options and only one type of heavy weapon. This may be one of the reasons that other Marines are more specialized: for compensation/synergies. Since Primaris specialists may be more vulnerable to heavy firepower and be fire magnets, advocates with their flexibility can more reliably protect other, more valuable units and plug any holes that arise from the loss of specialists, or make themselves useful against any enemy until the second wave arrives to claim the second wave (being the most versatile as far as the Marines). Assault advocates: Take the protector and swap the bolt rifle for a heavy bolt pistol and chain sword. Now, if only they would jump packs... Heavy advocates: Gravis-armored advocates with large bolt rifles (in three different flavors) and the potential to swap them for heavy bolters, similar to the Devastator Marine Squad. Inceptors: Inceptors are the assault Marine equivalent of a drop of troops primarily marines and equipped with a new Jump model two assault bolters that basically saw off heavy bolters, a pair of portable plasma cannons, and and a pair of absolutely ridiculous looking shoes shovels. Unlike assault squads, inceptors' focus is on firepower and pseudo Hammer anger. This makes them closer in the role of attack bikes, like fast-moving strafing units and stalkers. They lack melee weapons of any kind; this does not mean that they can not fight in close combat, since their weight allows them to crush their enemies to death, and they still statistic normal Marines Primaris along with what is even harder to damage, making them not completely useless in crowbar. Don't get it in your head that their melee ability is good though, or even decent, and only engage in melee if you need to; they do much better blowing things into small pieces. Hellblasters: Hellblasters are primarily Marines who make Flash Gitz Green (ER) with envy. They use plasma burners, extended plasma cannons with greater range and armor piercing ability. Also, there is nothing special about them compared to conventional Weimas Marines. Very expensive and vulnerable to heavy weapons, but they fuck TE and can pose a threat to vehicles if they can get into the rapid-fire range, although outside said range is not like suicide to unload a loaded volley, so they can threaten vehicles there too. Also, with changes in the way the cap works, they are scary against covering holidaymakers. With how big a fire magnet these guys are, if you get these guys next to an expensive or dangerous vehicle or a multi-water TE feel free to hellblast them in a suicide flurry. (That is, if they are threatened with destruction or swarmed.) Outriders: First of all bikers. The White Scars dream came true. Bladeguard Veterans: 1st Veterans Company, decorated in a master-crafted power sword and storm shield. It seems primarily the equivalent of Sturm Terminators. For some reason, they get 3 wounds, despite the fact that do not wear the armor Gravis, which gives the aggressors and inceptors their 3 wounds. So they get 2 wounds for being first and then extra for... be veterans? The eradicated Gravis-armoured primarily owning Meltaguns. Like rifles. And they can take Multi-Meltas too. Fiery Dragons call, they want their trick back. Redemptor Dreadnought: No matter how big and glorious they may be, in a dystopian future even they are not immortal. While as enough of these brands flogging the new space Marines have been bumpy enough to justify Dreadnought's status, we (probably) never know (hundreds of thousands of Primaris fighting for more than a century long indomitus crusade may be the answer). Times will be desperate, yo. Probably because they are so hard to kill that almost all of them that cannot be saved are made fear-full. Repulsor: Repulsor is a standard transport and/or tank (no one is entirely sure, but technically it is an infantry fighting vehicle, as the Yankees say, just like Razorback: designed for infantry, and then provide a heavier direct fire to support them) from the Marines Primaris. Which is good for them, because they can't go inside standard space shipping, including those that can hold Terminators, Centurions, and (in 30K) even Primarchs. There must be some mysterious power surpassing even the emperor blocking the door - which also locks the door on this thing if you're trying to convince the non-Primaris to go inside. Being a floating metal box, you can be considered the spiritual successor to Grav-Rhino if you are covered said Grav-Rhino with rocket pods all over the world, including on its rear and side, put a double-bound lascannon in the front case, and gave it what looks like heavy stubble, like a coaxial pistol to go with a lascannon tower and a pint-mounted Gatling gun. Repulsor Executioner: Now Repulsor is the ACTUAL battle tank is still IFV, and incredibly well equipped, while retaining some transport capabilities. Gladiator Tank: A proper battle tank for Marines based on the Impulsor chassis. Valiant has multi-meltas and las claws for the close destruction of quarters of enemy armor and heavy infantry, Reaper packs storm bolters and a double heavy onslaught of Gatling guns to erase infantry, and the Lancer has a large lascannon perfect for blasting tanks from afar. Storm Spider: Baby Bastard Land Speeder and Repulsor. Supplied in anti-infantry, anti-aircraft and anti-aircraft variations. All of which, unfortunately, placed the gunner seat all but designed to induce deafness. Avt Invader: Looks dumber than Wolfkud, but packs either an onslaught of Gatling guns or a multi-melta. Appears as the equivalent of an attack bike. Firestrike Servo-Turret: Possible reverence for the static Sabre Weapons battery, a static anti-aircraft tower. Managed by a lone Techmarine. Hammerfall Bunker: Because apparently the Deathstorm Fall Pod just wasn't lucky enough for Cawl's special boys. Hammerfall is a mobile bunker that can be thrown out of orbit to open a big 'o can fuck you on anything that gets too close. It comes with eight heavy bolters or heavy flamethrowers (two on each side) and a Hammerfall launcher on top, armed with superl and super-rocket, because GW has really run out of original names. Overlord: The Overlord is an exclusive Primaris Dropship used to support the large primaris Marines. You'd think the Thunderhawk would be big enough for them, but it seems that they're too special to share the same car with their smaller brothers. Either way, the Overlord is noticeable for one thing. This is the ECKS BAWKS HUEG that makes Thunderhawk look like Stormtalton in comparison. With view of the spec, this is The Corvus Blackstar on steroids. Seriously, it has a powerful quintessential engine and twin hulls thick enough to allow to allow with orbits like Thunderhawks or Stormbirds, and like the Blackstars, the Overlords possess two transport bays with their own attack doors, but they are significantly larger (they can carry up to 40 of your Chadmarines) and are even more blessed with advanced technologies like energy shields (Guess Cawl kind of borrowed some of these sweet asses of energy shields from pointy-eared gitz). In addition, the Overlord is equipped with anti-safety cannons mounted on the wing with decalant lascannons, Melta nasal cannons and heavy bolters mounted on the lower wing surfaces. This thing is pretty much a flying Titan or Imperial Manta. Astraeva Super-Heavy Tank: Of course, the result is a drunken three-way between Mastodon, Sicaran, and a somewhat reluctant Repulsor, Astraeva is the first Primaris super-heavy tank (implying that there will be more options on the way) and looking to be a complete beast on the countertop - it's armed with a Land Raider-style front-facing heavy bolter, topped with a tower-mounted double-macro-accelerator gun. Given how expensive this field is decently equipped with a repulsor, it remains to be seen how viable it will be to concentrate so many points in one vehicle. Vanguard's space marines, apparently, Gilliman and Cole exchanged notes with Sigmar when it came to organizing The First Force. First of all, the Vanguard Space Marines are focused mainly on guerrilla warfare and infiltration; most of them wear Phobos pattern armor Reivers wear, as it offers improved mobility without losing protection (which leads to the obvious question of why someone wears a basic pattern of tactics). The only exception is Suppressor, which wears the Omnis pattern armor, which is actually a Phobos version of the Gravis armor, because primaris Marines are so bad at using standard jump packs. Captains of the Vanguard: The Ultimate Evolution of the Marine Scout. Armed with a sniper rifle, beard, mustache and several party tricks, most of which are shared with the scout. Vanguard Lieutenants: A melee heavy lieutenant with improved chatter and the same deepstrike abilities the rest of the avant-garde has. Vanguard Librarians: Invisible Librarian specializing in buffs. Only Vanguard's headquarters is worth a damn thing. Helix Adepts: Because GW likes to repeat here's a retro pharmacist who remembers it's smarter to stay in the block than stand alone as an elite. The same skills as a regular medic, but a more limited target pool. Straighteners: Essentially power armored sniper scouts equipped with exotic ammunition, or if you want to be a smart Primaris Sternguard with Scout Gear. Their Bolt weapons look like oversized G36s. equivalents of intercessors, at least in the sense that standard bolter-owners. They seem to be using some sighting option of bolt carbine and and Grenades. Incursors: An alternative build for infiltrators that specialize in hitting dug or hidden enemies using multi-profi spectrum arrays and oculus bolt carbines. Suppressors: What do you get when you cross the Inceptor with Devastator. These big car channels are sure to make you jealous. Completely not based on the Gundam Snack. Pulse: Light transport and auxiliary vehicle for Vanguard Marines that can be equipped for a variety of roles including orbital bombardment spotter. Invictor Tactical Warsuit: Stripped down Redemptor Dreadnought with its sarcophagus removed and replaced by cockpit, sound moisturizing technology, and a giant removable heavy sidearm bolter. On Tabletoid edit Crunch wise, primarily space Marines are about as physically dangerous as space marines already have to be fluff-wise, so they get extra attack and additional wounds; Weapons that deal with additional wounds seem to be quite common nowadays, so while this may not be a great improvement it can still be useful. However, they also have exclusive access to shiny new toys from Cawl, including mostly Kraken Bolter with ranges of Nos. 6 and -1 AP, a plasma gun with a range of 6 and -4 AP, and a semi-diy one-handed Assault heavy bolters and plasma cannons. That they're dually proficient. With jumps. Defensively, so far only they have access to the Armor Gravis, which provides no.1 strength (and even then only the captain, aggressors, and inceptors can use it). Finally, their units do not mix weapons, and all members carry the same load; Whether this will be an advantage or disadvantage compared to standard Marines capable of carrying mixed loads remains to be seen with our new rules in 8, such as the ability of any unit to split its fire on multiple targets. Most Primaris units still also cost almost twice as many points as their old counterparts and have a unit size no larger than the 5 10 model maximum (including Serge). This strongly suggests that they will be more useful as a complement to standard Marine forces than they may be as a direct replacement; they are too inflexible and expensive to be on the ground effectively on their own, and their lack of melee specialists and access to weapons with a range of over 36 is a glaring disadvantage (for now) as well. And while their movement is no worse than any other Marine, for reasons that are not entirely financial in origin they cannot take any transports to use standard Marines. No rhinos, no drop pods, no Land Raiders, not even motherfucking They can use Thunderhawk, but chances are you're not going to have room for him in a standard 2,000-point game, and even then, he should only carry the Primaris of the Marines (in which case, he still can't carry too much). They have a special transport called Repulsor (which is a grav tank) which somehow can't non-Primaris, but other than that they have no choice but to go footslogging. However, single-model units can be surprisingly effective - the most extreme case is a Primaris librarian who has a static, unchanging load but stands just like a non-Primaris librarian with the same load (bolt gun and sword force). First of all, armies may seem deceptively small, however, they have an incredible density of wounds. This makes your core squads as advocates a much more effective point than tactical Marines (since the 8th edition of the Tac Marines just kind of completely sucking the eggs), and are the best option when it comes to holding down homefield goals. They are also by far some of the best infantry bolt available, with a number of advantages over the basic Sternguard (although they do not have access to combi weapons). Other squads such as The Hellblasters vs. Devastators, Aggressors vs. Terminators, etc. are less clear, but in general primarily squads are more than able to carry their own weight, providing value in their role, sacrificing a little flexibility for durability, but not quite enough to make their Eldar lord cripples outside their niche. It is now primarily considered a much more shooty army than a punchy one. They can handle themselves in melee yes, and aggressors and rievors can dish it out in C.C, but they currently lack ultra-heavy weight fapunchers like Attack Terminators. Killsaw Meganobz or Bikenobz, Nekron Wraiths, Melee Warriors and Faithblades and so on. They can handle the chaff in close combat, but lack true top tier facepunchers. Most of their shooting is also within the 4-7 range of strength and virtually all of this is within the 12-36 inch bracket range because of their extreme focus on infantry. They are a little inconvenient to use as a separate army at the moment as they currently have a fraction of the unit of choice available for more established armies, but fully used for beginners and old pros, and are usually very forgiving armies, where while there are not many units and loads to choose from, the entire role is pretty immediately obvious at first sight. It's very unlikely that this will remain so indefinitely as their lineup will almost certainly dramatically expand over the years with goodies like flyers, vehicles, walkers, new guns, melee units, bikes and all that neat stuff, but keep in mind that at this point they're army designed to dominate infantry firefights rather than win artillery duels, go about tank jousting , bomb things out of the stratosphere, zoom around targets in bikes or transports, or kick things in the face. That being said, they'll shred the crap in the short and infantry range firefights and have enough other options to handle other targets without feeling hopeless. Another advantage, of course, is that it is an army that is very young and and Spotlight shines on them and is guaranteed to only get more options in the near future until they can finally rival the bewildering array of toys OG space Marines can field. Of course, the downside of this is that none of us are exactly sure how future content will change in the first place as an army as they still find their character as a faction, so it's hard to plan around that and you'll almost certainly find yourself needing to get at least some of the future models. Looking at the stormcast models of timeless releases over in the Sigmar era seems to be a somewhat decent guide to what the future might hold, though. Some sick of the weaknesses that are likely to get closed at some point are dedicated to the anti-tank infantry (rather than eliminators with las-fusils being anti-heavy infantry and Hellblasters being jack-of-all-trade-master-of-no), transports with large model scores, Heavy assault infantry with Invuln rescues like Terminators, bikers, non-transport non-super heavy tank, artillery, airmen and Primaris Techmarines (no, The Repulsor pintle gunner doesn't count). Note that almost all of them are covered by the marine OG range, but they will probably come up over the years. As the 9e announcement was released, the main assault infantry in the form of assault advocates, anti-tank infantry in the form of eradicated, bikers in the form of Outriders, elite attack in the form of Bladeguard veterans (I am their ancient), a rapid attack in the form of an ATV invader, dedicated to AA in the form of Firestrike-Servo Turret, fortification in the form of orbital fall Hammerfall, Judr executioners, chaplain on bicycle and standard Techmarine Rules Data Sheets (edit) Stats for the Captain. GW is now very generous with these data tables. Here's the Advocate Datasheet (thanks GW!). The rules of inceptor, unfortunately, the shoe shovels do not have statistics. Hellblaster stats because leaks are excellent approaches for those outside. Notice how when their weapons explode they die and not take the damage. Gallery edit Miniatures edit First of all Captain Channel jugernaut BITCH! Super-ultra-limited captain first. First of all lieutenants, not exactly oil bars, not exactly experienced To be a librarian is not easy. Chaplain. Totally not the Reaper from Overwatch. A whole squad of super-Smurf's with upgraded plasma cannons. Inceptors! Now they are able to fly and ski! Lieutenant Tolmero pulled his saber over the charging posse. Now all you have to do is mount it on the horse and you are golden. Lieutenant zakaria. Look as smug of his face as he just apprehended the fallen CLEARED ALL ERITICS from SECTOR Woof Guard Combat Leader. His pose reminds you of someone. (Cough) ARTEMIS, NEW YORK (cough) Photos edit Squad advocates are about to go to town on some greenskins. Aren't they beautiful? Beautiful? AND LEGS! IVE GOT COMPLETELY ARTICULATED LEGS! Gilliman and Cole have figured out how to build hover tanks again! Passive aggressors, ready to make cat remarks on the enemy grainy sight of Vaim pharmacist and chaplain. Assorted edit page 2 From 1d4chanPage 3 Look Chaos, there's a new baby on the block. They were tampered with for humanity in the darkest hour, and this hour is upon us. - Roboute Guilliman In a galaxy crowned in the dark, we must be light. - Unnamed first of all officer Today we cancel the apocalypse! - Marshal Senior Princep Stacker Pentecost, from Pacific Rim Collegia Titanica Hey, if space marines are our best-selling products, then if the Marines are our best-selling products, super-duper space Marines, if you like. It's going to make a lot of money. - an unnamed GW employee at some point in our real world, if you can believe that True-Scale Space Marines are primarily space Marines (also known as Primaris Marines, Ultra-Ultramarines, Space Marines, Space Marines, Wymarines, NuMarines, Chadmarines, Big Est of them all, Adeptus reboot, Gigglymarines, Super Space Marines, Biglynes , 8thmarines , Bigmars, Guillimarines, Special Marines snowflakes, Primarysues, Ultra-Ultramaris, Skubmarines, Marines II: Electric Boogaloo, Tonk-Marines, Nobmarines, Spacecast Eternals, Replacements and New Children) are the next step forward in the evolution of the Space Marine Corps, not counting the Raptor Supermarines, made by Corax Big Bobby G come together with Belisarius Cawl, because everyone loved each other space Marines, so they put more Astartes in their Astartes , and the end result was this next generation of fearless defenders of the emperor of mankind. They are bigger, stronger, tougher and perhaps smarter than anything that was before them (big maybe though). Buckle the boys, it's about to be hot and skubby. History and background shortly after the conclusion of the Russian, Gilliman predicted that another major attack of Chaos on the Empire may occur at some point in the future. While the Space Marines have proven themselves worthy defenders of humanity, Primarch foresaw that there may be a time when even they will fight against the onslaught of ruinous powers - because Roboute itself broke legions in chapters, and those tend to have problems fighting the Black Crusades against hundreds of thousands of CSM (the reason why Dorn refused the Code of Astartes at first, being one of the few after Scouring suggest that traitor legions can one day). But today it turns out Gilliman knew about it as well - which makes the whole situation embarrassing to say the least. Amm, the frankly extreme show is just as planned (though Gilliman is probably likely planning to become a bitch of Fulgrim), our Spiritual Liege received the help of Archmagus Belisarius Cawl and began a program to create a new, superb form of space marines in secret for the next ten millennia. To help him, Gilliman gave Cole a relic called Sangrimus Portum - a device containing the purest samples of the genetic material of each Primarch, which outpaced even the gene seed in its potency. The artifact was actually a Selenar build originally called Magna Mater, which was used to create the original space Marines, and was secured by the Sisyphus crew from the hands of Chaos to the Moon during the terra sege. Even after he was poisoned by Fulgrim, Gilliman's plan continued, and no one found out about it, and by the time he was reviving, the Marines were ready to be made public in the Empire - the only thing that needed to be sanctioned from the primarch itself. Due to the founding of Ultima, there will now be brand new chapters consisting only of Marines as well, with some to take over the fortress-convent of extinct chapters. In addition many chapters conveniently devastated by recent conflicts are also strengthened by Primaris joining their ranks. Some to the point that they essentially become The Heads of Primaris with the original Marine Corps becoming a minority in the ranks. Standard Marines can also be converted into Primaris Marines. The first to go through this procedure was Marneus Calgary. However, the process, dubbed Rubicon Primaris also excruciatingly even by Space Marine standards, is very difficult (the description of it we have when Marneus Calgary went through it has his whole body sliced open and briefly killed him in the process- they had to jump-start his heart to revive him afterwards), and according to Cawl himself he has a 61.6% chance of failing before Cawl had enough data to clarify the process. By and large, it's undeniably easier to make new Primaris from scratch rather than convert old Marines, so expect the procedure to be mostly limited to special characters with the necessary plot armor to survive. The introduction primarily of the Marines and Rubicon Primaris was controversially received by the now space-sea chapters across the Empire, with views ranging from enthusiasm to total hostility - Gilliman himself named Primaris as the blasphemous hordes of Cawl, not because he himself is the nasty ones (just the opposite, in fact), but as a reference to how controversial their implementation is. Some argue that the first step will be the end of the traditions of many chapters and character (which is not meta at all) and against the fact that the emperor is intended for Astartes. Others claim that they will breathe new life into many struggling chapters and the sick Imperium. New functions The main primarily marine is enclosed in Mark X Armor Tactics. Basically, this is the best of all the costumes that came before him, wrapped in one handy package; No Beakie schnozz (note: the new Shrike armor has a Beakie helmet, And the Raven Guard upgrade kit includes one, but it's got that sweet Maximus-style Vox grill. Reivers and Vanguard Primaris Marines wear Mark X Phobos armor, a sleek look, with crocodiles, whims, and skull-faced helmets for Reivers. The other guys have helmets somewhat similar to Mark VII armor. The suppressors wear the Mark X Omnis armor, which combines elements of Tacticus armor and the Inceptor version of Gravis armor. They own the Mark II Cawl-shaped Bolt rifle as a standard firearm. Apparently the perfect version of the ubiquitous bolter, it has an improved statline - the 30 Rapid Fire 1 AP-1 D1 - which appears to be a bolting with an extended barrel. Its stats are one AP worse than the new Special Edition Boltgun Sternguard carry, but their big selling point is some combination to be cheaper/easier to manufacture and using more readily available/cheaper/easier to produce ammunition, Reflected in their point of value - bolt rifles are the same gun at 3 points cheaper in 8E. At least two variants of the Bolt Rifle exist- The Automatic Bolt Rifle, which has lower AP and shorter ranges, but offers greater mobility and speeding due to the fact that attack 3, and the Stalker Bolt rifle, a heavy 1 sniper option with superior range and one extra AP point and damage. Improved gene seed, which was created using the purified genetic material Loyalist Primarchs from Portum Sangrimus, and adding three more organs to the existing 19. It is also worth noting that Cole did something to make the Marines physically incapable of becoming a traitor. Gilliman's internal monologue in Dark Imperium shows what he finds impossible for Primarines to turn, as opposed to the old breed. Although he is against the use of the genes of legions of traitors, despite the extreme heroism of the loyalists of these legions. What a serious member move (but probably won't stop Cawl anyway). This has interesting implications about whether or not the Marines in the first place have free agency, suggesting that they really aren't able to fall for Chaos- it's just as likely that they haven't been active long enough for any corruption to take hold yet. Book War Secrets pretty much implies that they have some kind of innate resistance, being immune to the mental plague that infected other space Marines. New bodies: sinew coils that are rotated by Marines Primaris Primaris Inspector Gadget... Okay, we can joke here, but it's basically metal coils wrapped around the tendons and ligaments of the Marine Corps that can contract with extreme force. This is particularly interesting, since it's not really a living organ, and therefore presumably not developed from the seed gene at all (actually, in the book Dark Empires: Freaky War Guy Haley describes them as a network of additional muscles unique to the Marines Primaris. So perhaps they are a real organic implant, not bionic. World. So we could're have just another classic case of the author spoil the fluff again, as described as metallic in most other publications). Magnificat, which simply sets the rest of the superhuman organs into overdrive (and itself is part of a super-organ called Immortis Gland designed for Primarchs, although the information needed to complete it is lost) as well as the production of additional growth hormone. Remarkably, this explains their name. First of all, marines from the Primarch gland. The Belisarian furnace (because Cawl gets a robo-boehner for naming things after itself), is essentially the last organ stand that gives Primaris a sea-inflated adrenaline rush close to death while running fast tissue and bone regeneration. This presumably explains the additional wound they have. The body is also important in implementing Rubicon Primaris. The current procedure seems to kill the patient for a short time and the organ's healing ability is essential in reviving the patient after surgery (at least that's what happened in the case of Marneus Calgars), suggesting that they return alive at all. Potential problems (edit) What the hell is going to happen to old things? The first place can not fit in Land Raiders or rhinos. What about the Mk.IX Power Armor? Spare Dreadnought Chasis? Centurions? What's going on with them? (They'll become up with imperial fists, apparently.) First of all, the Marines were made from all the former Genetic Loyalists, and thanks to the material provided by Belisarius Cawl through Portum Sangrim, show almost none of the features that usually mark the ancestry of Russia and Sanginius. Not only that, but according to (admittedly biased) in the universe source, there is only a 0.001% chance of genetic abnormality per generation, meaning that the Primaris geneacle is incredibly stable as well. Interestingly, thanks to the work of Cole heads who have lost organs over the centuries (such as imperial fists) or have faulty organs (such as the Raven Guard) have a full set of organs thanks to the influx of new Primaris blood. This means, of course, that heads are like space wolves, which are due because of the same quirks their geneticists have failed to have successors, can now have them without fear of handing them over to Wolfen in one generation (although they may still be affected by his cattle fury). Despite this stability, some people (see Gabriel Setn) are not too happy in this blatant tinkering with the work of the emperor. Despite the fact that the Primarhi and Astars were created by teams of gene-smiths, the emperor acted more as a project manager than as a personal inventor. Memories of one of the main guys said projects and the creator of the black accarpace, Ezekiel Sedayne, got vaccinated in the brain of Cawl. So everything should be fine... Right? What could go wrong? It is worth noting that in Kill Team Focus; Adeptus Astartes, Black Dragons Reivers with bone mutations are mentioned. Maybe this is due to a targeted mutation of agriculture by Black Dragons, or maybe a mutation rate higher than Papa Cawl cares to recognize. However, it's been 100 years since Ultima's founding, and the chapters may seem to create their own primarily Marines, not to mention AdMech were the ones who (inadvertently) gave them their specific mutations in the first place, so maybe Cawl is around with them or he purposefully gave them the first of the same mutations. This isn't the first time an engineer has said: It's not a mistake, it's a feature! They could also be the Marines who followed in Calgary's footsteps and became the Waims. An update for the Blood Angels confirms this, with the advent of the Death Company's Advocates. We know Dante will be disappointed in this, of course, although Gabe will probably be complacent about that. Same with Space Wolves. It turns out that in the first place not so insured against mutations of their parent chapter. Which doesn't bode well for Wolfspear. Cole's work is not always perfect, and his arrogance gives him a tendency to outs excessive. This is evidenced by Alpha Primus, the first and prototype of Primaris Marine, who seems to have heretical attributes by Cole to make his own Primarch (see Magnificat, above), and has since been relegated to the bodyguard of the archimags. Most first dismiss this as they believe Gilliman would immediately execute Cawl if he tried to create a primarch and that even Cawl wasn't ready to push his luck that far. In all likelihood, Alpha Primus is a chimera containing organs derived from several primary gene stocks, if not all of them. It is so large that it towers over even other Primaris, is an extremely powerful psyker, and is described as more gifted than any other Astartes... He also exists in a constant state of pain, both physical and mental, that gives him the personality that Marvin Paranoid would find tedious and he is nominally considered a failure. He even has his faces stitched together to reinforce with Frankenstein Frankenstein's monster original, very clever, but very emo one). Whether in the first place will eventually prove to be a more subtle example of excessive cawl is an open question. Despite being bigger and stronger than the usual Astartes, what Primaris initially lacked was the actual experience of the fight (the fact bemoaned Captain Felix of Ultramarines in the Dark Empire to have been the cause of most of the initial losses in the first place). While this was largely offset by the long and dogged Indomitus crusade, even after a hundred-plus years of war the average Primaris Marine was regarded as a relative greenhorn of regular Astartes veterans. As a result, they have something to prove to their accepted chapters. We get little hint of this having to prove our kindness in the Code of the Dark Angels. The Hellblasters group is half-scared, half inspired by the rigor of their original. After the squad gets trapped in the hive of the city for a few days to drive away the enemies, they gain so many kills even Belial can not help but smile. The example of the Dark Angel above illustrates another problem: How well will the new Marines get along with their head? The Dark Angels are an extreme example given their UNSWERVING LOYALTY TO THE IMPERIUM issues, but other chapters may have their own problems getting the first two batches of Primaris Marines to get with the traditions and cultures of their chapters. Space wolves were mentioned as similar, as some of the Wolf Lords initially questioned the value of those who were not born on Ferris to be called the sons of Lehman Rus, despite the practice of recruiting the Legion before finding his Primarch and their extensive achievements during this period. Despite their fears and claims that Gilliman used them to dilute their traditions. Logan Grimnar ordered them to be integrated into flocks; however, the rivalry between the Vaima Space Wolves and their short counterparts is still common. At least Daddy wolf doesn't take shit and takes anything that helps protect humanity. As in the first place do not have Terminators (Aggressors are controversial). (However, if GW thought it was far ahead.) That is, Hellblasters and inceptors can be deployed instead of Sternguard and Vanguard veterans in other chapters. With the exception of Primaris librarians, induction into the Inner Circle or the upper ranks of Ravenwing is unlikely, at least until some time passes. Or in fluff they can end up being added without specialized vehicles and the size of the issue can it handwaved. There are also rumors of Primaris getting actual Terminators and bikers soon. Although it's best to take them with a grain of salt as they have been around since the Primaris Marines were announced for the Dark Angels. The non-Terminator Deathwing issue has also since how Bladeguard veterans in the indomitus field leak GW have Translations. Yes, that means we have the Death's Armoured Forces again. Primarily bikers were mentioned in the novel, and now there are models, and Primaris Land Speeders may be the thing soon because of this incredibly poor quality leak. The Marines will be interested in chaos. The Gods of Chaos are not happy with the existence of the Marines, and create some warp-charged warriors to confront them (probably along the lines of the Great Obsessed). Fabulous Bill has become obsessed with the perfection of the Marines since he first encountered them and has already begun trying to kidnap the Marines for the autopsy. They were supposedly resistant to the influence of Chaos, but steady does not mean immune to long-range shot, as they are still showing. In fact noxious Blightringer is able to influence them in Dark Imperium, successfully hurt and tries to make them turn. And if you think about it, the cover image of the 8th edition seems to partially show the plague of the sea in the armor of Tacticus ... Discovering that Cole wanted to use the gene seed of the Traitor Legion, as well as the gene seed of the missing legions to make the Marines, does not help the cause: Guilliman refused to let him do so, but he has a feeling Cawl will try it anyway with predictable results. Cole claims that it was only because of the influence of the treacherous Primarch that their Legions fell into Chaos. While this may be true, trying to test this theory will almost certainly be a very bad idea. The sons of Phoenix exist. The reasons why the Lost Legions were cleaned so thoroughly were apparently so unthinkable (so much so that even after his uprising began, Gore still did not wish to break the vow he made to never talk about the missing marchers) that Cole, trying to use their DNA, could bite him even more than for using the gene seed from The Traitor Primarch. Although barely studied in the universe until now, various alien races in the setting may also take exception or dangerous interest in Marine Corps Primaris. Urien Rakart expressed interest in them, despite what he calls Gilliman's lack of imagination, and asked that his Gemonkuli bring him as much as possible; more unnerving, he expressed that he would save his best oubliette for Primarch if he ever wanted to learn from the Master. It would be no less unsurprising if some arachnid robot mad scientist also wanted to collect some Primaris samples. The rest of the alien race is fortunately much less interested in genetic modification and more likely to view them as more or less as any other space Marine, although at least one Ork Mekboy came up with the idea of creating more powerful bullets to fight the da large beaks. By Orc Code, Mad Dok Grotsnik you know, the cure you created gazkqULL GazkqULL kidnaped a bunch of silver skulls primarily by Marines for unknown purposes. So it bodes well. The book War of Secrets has primarily the Marines of the Dark Angels (at least all primarily the Marines of the Terran Foundation) largely dependent on the culture of Mars: they call the Emperor OMNIBLISS, reverently call them the creator of Pater Cawl, and swear in the glory of the chapter, Terra and Mars. This raises the question of whether they are more loyal to Adeptus Mechanic than Imperium or even to their own chapter. Indeed, in his book one of the main reasons the Dark Angels don't trust them. that in the first place seems to be too cool). Outside of the full chapters of Primaris, newmarines will have to just get used to the extra. Not that it's surprising- only so many seed genes are produced and no one is stupid enough to just throw it away. While Rubicon Primaris can convert existing Astartes into Primaris, the process is life-threatening, complex and prone to failure due to lack of refinement. On top of that, it caused a hefty degree of friction in itself, with some Marines welcoming the opportunity for all Astartes to become Primaris and others whispering about a possible rejection or even an open revolt if the conversion was made mandatory, though given how risky the procedure is, it is probably not an open problem. The reality has come to prove that Primaris is just as capable of going renegade as old Marines if fate shit in their breakfast is hard enough (and once you're renegade, taking the extra step in direct worship of Chaos becomes a very, very hard line not to cross, just ask the Soul drinkers). In recent history, Psychic Awakening, when brazen Drakes bring reinforcements, the fleet finds Drake's home world engulfed in war, and the chapter has turned into a erotic. The Bushes immediately condemn the brazen Drakes as tarnished and order them to stay. First of all try to speak in their defense, several times arguing with the Cousteaus pointing the gun directly at them, and with predictable results. First of all, the rebuff, and soon the entire fleet is torn apart. Although technically they can be considered renegades rather than actual traitors, this often becomes a difference by no difference Marine Corps forces don't get to choose from different loads of equipment in the first place, but the equipment they carry is this Cawl, which is shockingly competent, so they usually outgun their non-Primaris equivalents that tried to choose an otherwise identical loadout; this forces them to rely on other units to support them to fill in any gaps (just like eldar Aspect warriors). They use, according to 8E, 1W and No.1A compared to conventional Marines, making them more durable and much more dangerous in close combat. Some of them wear Mark X Gravis armor, for another q1T (and another wound on the 8.5e code). First of

all, Captain: First of all, captains are analogues of captains of the Marine Corps. They wear Mark X Power Armor Tactics and possess sword power and their choice of Stalker Boltgun or Automatic Bolt Rifle. There's also a plasma pistol and power fist model exclusive game workshop stores celebrating their anniversaries. The Indomitus Boxed Set presents another option, after Bladeguard, wielding a master-created power sword, a heavy bolt gun and a relic shield. Captain in Gravis Armor: A variant of the captain who is decked out in the new Gravis Armor, which somehow manages to be even MOAR egg-shaped than the squat Hearthguard. They are armed with a Mini Glove Ultramar/Hand of Dominion (i.e. a three-shot bolt pistol embedded in a power fist) and a master sword. According to 9E, there is also a version with a heavy bolt rifle. Vanguard Captain: Like above, but equipped with the Master Crafted Instigator Bolt Rifle. Phobos Armour and Cameleoline cloak for some sneaky breeki action. Primaris Librarian: How it sounds. It has a whimsical sword of the Force. Avant-garde librarian: a variant used by The Vanguard Primaris Marines. Has a camouflage-throb, in case the 8ft tall zipper, the power of the armored craftsman must be thin. Or maybe he cosplay like the Dark Angel, we don't know. Either way, he has a different set of powers that focus on making his allies even sneakier. First of all, the chaplain: self-evident; they wear black clothes as if they are aping at the chaplain's investigators. In combat, they wear an iron halo and wear a Crozius Arcanum along with a specialized Absolver Bolt Pistol (think of it as a variant of magnum). To double the skull motif, their breastplate looks like a chest. They can also ride bikes thanks to the introduction of Outriders. Judiciar: The new Primaris character has just been introduced from AOS for the 9th edition. Apparently Cawl and/or Gilliman looked at the master of performance and said: These guys are cool, let's make our own version. He wears black armor like a chaplain and a bitchin skull mask and carries an executioner's sword as well as an hourglass called Tempormortis because he doesn't have time for your shit. First of all, lieutenants: First of all, the lieutenants are somewhere between and sergeant in rank, and are often the most experienced of the forces of Primaris, when the captain has the best things to Their role is to take command of demi-companies when the captain is absent, releasing chaplains and librarians to focus on their own specialties. The lieutenants differ from their fellow Marines with a red-and-white stripe on the steering wheels. Some may be helmetless, which often show an extreme amount of hair-esy. They can use a power sword or a master-created automatic version of the Bolt rifle (short range and worse AP, but better long-range shooting speed, fire-fired after advancing, and more damage per shot from the master-made). The new lieutenant of the 9th edition receives a storm shield, a possible neovolkite sword and a pistol; apparently Cawl was poking around in the files again. Vanguard Lieutenant: Vanguard Primaris lieutenants swap their bolt rifles for an oculus bolt carbine that helps them pick up enemies from afar, and although they only use a basic combat knife they are surprisingly good with it. They can also deep blow through grav-parachutes like Reivers. Primarily The Ancients: First of all, the Marines were called honorary enough to have the privilege of holding the Standard/Banner. Identifiable by their white helmets (although this may change depending on the chapter), they are in no way related to another dude dressed in force-armor-wearing-a-white-helmet-that-also-comes-with-the-same name-from-definitely-WH40K-game. At least until it was promoted. In case you're wondering, Ancient is the corruption rank of Ensign, which was the term for the flagship army in the Middle Ages, so it has nothing to do with how many years the Marines in question actually are. Bladeguard Ancient: Presented in the 9th edition. The flag standard is now a skeletal effigy as well as straight out of AOS (hello Lord Relic!). First of all apothecary: Primaris Marine specialization was first seen in art and promo photos, and now there are rules and models. Their left bracer appears to have a screen on it to monitor lifesigns, and they have a gun with a gearbox embedded in it to remove geneseed (and occasional punctures of enemy skulls). A nartection attached to a mechadendrite cyberdongue on the back of a pharmacist. First of all Techmarine: One of them acts as a pint gunner for the Repulsor tank, the other can pilot Firestrike Servo-Turret. The 9th edition finally decided to give them an individual model, armed with a rear packaging mounted heavy bolter (see Thor Garadon and Malkaan Feirros, except in Tacticus armor) and servo. It is possible that the shoulder gun is an assault bolter instead of a heavy bolter. As seen in the video ads, this is stubbier and has the same magazine box as the Bolter attack. Plus this guy is in the main Mk. X - Feirros in Gravis armor has a heavy bolter, so it's also serve to differentiate the two. Just something to keep in mind. Reivers: Reivers are space marines created from gene seed Marbo, Marbo. Think Katachan Jungle Fighters in Power Armor. It's time to urinate, treacherous scumbag. The Reivers are the only true close infantry specialist combat for primaris and pretty good overall. Compared to the advocates they have a combat knife for another attack and an improved bolt gun with greater armor penetration, and the ability to negatively affect the morale of the enemy. They may be equipped for more range combat, but that's not why you take them. They have a deep-strike option like everyone else, but also a new hook that allows them to both outflank and jump ruins as they are nothing. But perhaps their biggest trump card is their special grenade, which causes accomplished units to lose both their overwatch and minus one to the shooting. While not the most destructive CC unit in the game they make excellent back-field chasers and synergize wonderfully with the rest of your army with their ability to main enemy gun lines. Aggressors: The aggressors are mostly primarily Terminators mixed with centurions, but with 3 to save. They have an even more specialized Gravis armor, and either an automatic version of Captain Primaris's Boltstorm Glove paired with a shoulder-mounted grenade launcher or a flamethrower-equipped version said the glove called the Flamesstorm glove. No matter what they are equipped with, they specialize in firepower at close range that destroys light infantry. Advocates: Advocates are standard SUPER Bolters Marines having the most in common with bare bones tactical squad as they are armed with Primaris versions of the same things (such as their super bolters and Mk X armor). Compared to tactics, they work better in close combat and have greater armor penetration on their main weapons along with more survivable ones, making them effective in a wider range of situations. This is both strength and weakness, since although they may be more jacks of all professions, they are even worse masters of nothing. Compared to tactics, they have fewer weapons and transport options and only one type of heavy weapon. This may be one of the reasons that other Marines are more specialized: for compensation/synergies. Since Primaris specialists may be more vulnerable to heavy firepower and be fire magnets, advocates with their flexibility can more reliably protect other, more valuable units and plug any holes that arise from the loss of specialists, or make themselves useful against any enemy until the second wave arrives to claim the second wave (being the most versatile as far as the Marines). Assault advocates: Take the protector and swap the bolt rifle for a heavy bolt pistol and chain sword. Now, if only they would jump packs... Heavy advocates: Gravis-armoured advocates with large bolt (in three different flavors) and the potential to swap them for heavy bolters, similar to Marine Corps. Inceptors: Inceptors are an assault Marine equivalent to a drop of troops primarily of Marines and equipped with new model jump packs, two attack bolters that basically saw off heavy bolters, a pair of portable plasma guns, and a pair of absolutely ridiculous-looking shoe shovels. Unlike assault squads, inceptors' focus is on firepower and pseudo Hammer anger. This makes them closer in the role of attack bikes, like fast-moving strafing units and stalkers. They lack melee weapons of any kind; this does not mean that they can not fight in close combat, since their weight allows them to crush their enemies to death, and they still statistic normal Marines Primaris along with what is even harder to damage, making them not completely useless in crowbar. Don't get it in your head that their melee ability is good though, or even decent, and only engage in melee if you need to; they do much better blowing things into small pieces. Hellblasters: Hellblasters are primarily Marines who make Flash Gitz Green (ER) with envy. They use plasma burners, extended plasma cannons with greater range and armor piercing ability. Also, there is nothing special about them compared to conventional Weimas Marines. Very expensive and vulnerable to heavy weapons, but they fuck TE and can pose a threat to vehicles if they can get into the rapid-fire range, although outside said the range is not like suicide to unload a loaded volley, so they can threaten vehicles there too. Also, with changes in the way the cap works, they are scary against covering holidaymakers. With how big a fire magnet these guys are, if you get these guys next to an expensive or dangerous vehicle or a multi-water TE feel free to hellblast them in a suicide flurry. (That is, if they are threatened with destruction or swarmed.) Outriders: First of all bikers. The White Scars dream came true. Bladeguard Veterans: 1st Veterans Company, decorated in a master-created power sword and storm shield. It seems primarily the equivalent of Sturm Terminators. For some reason, they get 3 wounds, despite the fact that do not wear the armor Gravis, which gives the aggressors and inceptors their 3 wounds. So they get 2 wounds for being first and then extra for... be veterans? The eradicated Gravis-armoured primarily owning Meltaguns. Like rifles. And they can take Multi-Meltas too. Fiery Dragons call, they want their trick back. Redeptor Dreadnought: No matter how big and glorious they may be, in a dystopian future even they are not immortal. Although as enough of these brands flogging new The Marines have been curbstomped enough to justify Dreadnought's status, we (probably) never know (hundreds of thousands of Primaris fighting for more than a century Long Indomitus crusade may be the answer). Times will be desperate, yo. Probably because they are so hard that almost all of them that can't be saved are made fear-ful. Repulsor: Repulsor is a standard transport and/or tank (no one is quite sure, but technically it is an infantry fighting vehicle, as the Yankees say, just like Razorback: designed to carry infantry and then provide heavier direct fire to support them) of the Marines Primaris. Which is good for them, because they can't go inside standard space shipping, including those that can hold Terminators, Centurions, and (in 30K) even Primarchs. There must be some mysterious power surpassing even the emperor blocking the door - which also locks the door on this thing if you're trying to convince the non-Primaris to go inside. Being a floating metal box, you can be considered the spiritual successor to Grav-Rhino if you are covered said Grav-Rhino with rocket pods all over the world, including on its rear and side, put a double-bound lascannon in the front case, and gave it what looks like heavy stubble, like a coaxial pistol to go with a lascannon tower and a pint-mounted Gatling gun. Repulsor Executioner: Now Repulsor is the ACTUAL battle tank is still IFV, and incredibly well equipped, while retaining some transport capabilities. Gladiator Tank: A proper battle tank for Marines based on the Impulsor chassis. Valiant has multi-meltas and las claws for the close destruction of quarters of enemy armor and heavy infantry, Reaper packs storm bolters and a double heavy onslaught of Gatling guns to erase infantry, and the Lancer has a large lascannon perfect for blasting tanks from afar. Storm Spider: Baby Bastard Land Speeder and Repulsor. Supplied in anti-infantry, anti-aircraft and anti-aircraft variations. All of which, unfortunately, placed the gunner seat all but designed to induce deafness. Atv Invader: Looks dumber than Wolfquad, but packs either an onslaught of Gatling guns or a multi-melta. Appears as the equivalent of an attack bike. Firestrike Servo-Turret: Possible reverence for the static Sabre Weapons battery, a static anti-aircraft tower. Managed by a lone Techmarine. Hammerfall Bunker: Because apparently the Deathstorm Fall Pod just wasn't lucky enough for Cawl's special boys. Hammerfall is a mobile bunker that can be thrown out of orbit to open a big ol' can fuck you on anything that gets too close. It comes with eight heavy bolters or heavy flamethrowers (two on each side) and a Hammerfall launcher on top, armed with super! and super-rocket, because GW has really run out of original names. Overlord: The Overlord is an exclusive Primaris dropship used to support the large primaris Marines. You'd think will be big enough for them, but it seems that they are too special to share the same car with their smaller brothers. In any case, noticeable for one thing. This is the ECKS BAWKS HJEG that makes Thunderhawk look like Stormtalon in comparison. In terms of specs, this is a Corvus Blackstar on steroids. Seriously, it has a powerful quintessential engine and twin hulls thick enough, to allow insertion from orbits like Thunderhawks or Stormbirds, and like the Blackstars, the Overlords possess two transport bays with their own attack doors, but they are significantly larger (they can carry up to 40 of your Chadmarines) and are even more blessed with cutting-edge technologies like energy shields (Guess Cawl kind of lent some of these sweet asses to energy shields from pointy-eared). In addition, the Overlord is equipped with anti-safety cannons mounted on the wing with decalant lascannons, Melta nasal cannons and heavy bolters mounted on the lower wing surfaces. This thing is pretty much a flying Titan or Imperial Manta. Astraeus Super-Heavy Tank: Of course, the result is a drunken three-way between Mastodon, Sicaran, and a somewhat reluctant Repulsor. Astraeus is the first Primaris super-heavy tank (implying that there will be more options on the way) and looking to be a complete beast on the countertop - it's armed with a Land Raider-style front-facing heavy bolter, topped with a tower-mounted double-macro-accelerator gun. Given how expensive this field is decently equipped with a repulsor, it remains to be seen how viable it will be to concentrate so many points in one vehicle. Vanguard's space marines, apparently, Gilliman and Cole exchanged notes with Sigmar when it came to organizing The First Force. First of all, the Vanguard Space Marines are focused mainly on guerrilla warfare and infiltration; most of them wear Phobos pattern armor Reivers wear, as it offers improved mobility without losing protection (which leads to the obvious question of why someone wears a basic pattern of tactics). The only exception is Suppressor, which wears the Omniss pattern armor, which is actually a Phobos version of the Gravis armor, because primaris Marines are so bad at using standard jump packs. Captains of the Vanguard: The Ultimate Evolution of the Marine Scout. Armed with a sniper rifle, beard, mustache and several party tricks, most of which are shared with the scout. Vanguard Lieutenants: A melee heavy lieutenant with improved chatter and the same deepstrike abilities the rest of the avant-garde has. Vanguard Librarians: Invisible Librarian specializing in buffs. Only Vanguard's headquarters is worth a damn thing. Helix Adepts: Because GW likes to repeat here's a retro pharmacist who remembers it's smarter to stay in the block than stand alone as an elite. The same skills as a regular medic, but more target pool. Straighteners: Essentially power armored sniper scouts equipped with exotic ammunition, or if you want to be smart Primaris Primaris Scouting. Their Bolt weapons look like oversized G36s. Infiltrators: They seem to be the equivalents of advocates, at least in the sense that standard bolter-owners. They appear to be using some kind of sighting option to bolt a carbine and smoke grenades. Incursors: An alternative build for infiltrators that specialize in hitting dug or hidden enemies using multi-profi spectrum arrays and oculus bolt carbines. Suppressors: What do you get when you cross the Inceptor with Devastator. These big car channels are sure to make you jealous. Completely not based on the Gundam Snack. Pulse: Light transport and auxiliary vehicle for Vanguard Marines that can be equipped for a variety of roles including orbital bombardment spotter. Invictor Tactical Warsaw: Stripped down Redeptor Dreadnought with its sarcophagus removed and replaced by cockpit, sound moisturizing technology, and a giant removable heavy sidearm bolter. On Tabletop edit Crunch wise, primarily space Marines are about as physically dangerous as space marines already have to be fluff-wise, so they get extra attack and additional wounds; Weapons that deal with additional wounds seem to be quite common nowadays, so while this may not be a great improvement it can still be useful. However, they also have exclusive access to shiny new toys from Cawl, including mostly Kraken Bolter with ranges of Nos. 6 and -1 AP, a plasma gun with a range of 6 and -4 AP, and a semi-diy one-handed Assault heavy bolters and plasma cannons. That they're dually proficient. With jumps. Defensively, so far only they have access to the Armor Gravis, which provides no.1 strength (and even then only the captain, aggressors, and inceptors can use it). Finally, their units do not mix weapons, and all members carry the same load; Whether this will be an advantage or disadvantage compared to standard Marines capable of carrying mixed loads remains to be seen with other new rules in 8, such as the ability of any unit to split its fire on multiple targets. Most Primaris units still also cost almost twice as many points as their old counterparts and have a unit size no larger than the 5 10 model maximum (including Serge). This strongly suggests that they will be more useful as a complement to standard Marine forces than they may be as a direct replacement; they are too inflexible and expensive to be on the ground effectively on their own, and their lack of melee specialists and access to weapons with a range of over 36 is a glaring disadvantage (for now) as well. And while their movement is not than any other Marine, for reasons that are not entirely financial in origin they cannot accept any vehicles used by standard Marines. No rhinos, no drop pods, no Land Raiders, not even motherfucking Mastodon. They may use Thunderhawk, but chances are that you you will have a place for him in the standard 2000-point game, and even then, he should only carry the Primaris Marines (in which case, he still can't carry too much). They have a special transport called Repulsor (which is a gravel tank) that for some reason can not carry non-primaris, but other than that they have no choice but to go footslogging. However, single-model units can be surprisingly effective - the most extreme case is a Primaris librarian who has a static, unchanging load but stands just like a non-Primaris librarian with the same load (bolt gun and sword force). First of all, armies may seem deceptively small, however, they have an incredible density of wounds. This makes your core squads as advocates a much more effective point than tactical Marines (since the 8th edition of the Tac Marines just kind of completely sucking the eggs), and are the best option when it comes to holding down homefield goals. They are also by far some of the best infantry bolter available, with a number of advantages over the basic Sternguard (although they do not have access to combi weapons). Other squads such as The Hellblasters vs. Devastators, Aggressors vs. Terminators, etc. are less clear, but in general primarily squads are more than able to carry their own weight, providing value in their role, sacrificing a little flexibility for durability, but not quite enough to make their Eldar level cripples outside their niche. It is now primarily considered a much more shooty army than a punchy one. They can handle themselves in melee yes, and aggressors and rievors can dish it out in C.C, but they currently lack ultra-heavy weight facepunchers like Attack Terminators, Killsaw Meganobz or Bikernobz, Nekron Wraiths, Melee Warriors and Faithblades and so on. They can handle the chaff in close combat, but lack true top tier facepunchers. Most of their shooting is also within the 4-7 range of strength and virtually all of this is within the 12-36 inch bracket range because of their extreme focus on infantry. They are a little inconvenient to use as a separate army at the moment as they currently have a fraction of the unit of choice available for more established armies, but fully used for beginners and old pros, and are usually very forgiving armies, where while there are not many units and loads to choose from, the entire role is pretty immediately obvious at first sight. It's very unlikely that this will remain so indefinitely as their lineup will almost certainly dramatically expand over the years with goodies like flyers, vehicles, walkers, new guns, melee units, bikes and all that neat stuff, but keep in mind At the moment they are an army designed to dominate infantry firefights rather than win artillery duels, go about tank jousting, bomb things from the stratosphere, zoom around targets in bicycles or transports, or or or things in person. That being said, they will shred the crap in short to medium-range infantry shootouts and have enough other options to handle other targets without feeling hopeless. Another advantage, of course, is that it is an army that is very young and the focus shines on them and is guaranteed only to get more options in the near future until they can finally rival the bewildering array of toys OG space Marines can field. Of course, the downside of this is that none of us are exactly sure how future content will change in the first place as an army as they still find their character as a faction, so it's hard to plan around that and you'll almost certainly find yourself needing to get at least some of the future models. Looking at the stormcast models of timeless releases over in the Sigmar era seems to be a somewhat decent guide to what the future might hold, though. Some sick of the weaknesses that are likely to get closed at some point are dedicated to the anti-tank infantry (rather than eliminators with las-fusils being anti-heavy infantry and Hellblasters being jack-of-all-trade-master-of-no), transports with large model scores, Heavy assault infantry with Invuln rescues like Terminators, bikers, non-transport non-super heavy tank, artillery, airmen and Primaris Techmarines (no, The Repulsor pintle gunner doesn't count). Note that almost all of them are covered by the marine OG range, but they will probably come up over the years. As the 9e announcement was released, the main assault infantry in the form of assault advocates, anti-tank infantry in the form of eradicated, bikers in the form of Outriders, elite attack in the form of Bladeguard veterans (I am their ancient), a rapid attack in the form of an ATV invader, dedicated to AA in the form of Firestrike-Servo Turret, fortification in the form of orbital fall Hammerfall, Judr executioners, chaplain on bicycle and standard Techmarine Rules Data Sheets (edit) Stats for the Captain. GW is now very generous with these data tables. Here's the Advocate Datasheet (thanks GW!). The rules of inceptor, unfortunately, the shoe shovels do not have statistics. Hellblaster stats because leaks are excellent approaches for those outside. Notice how when their weapons explode they die and not take the damage. Gallery edit Miniatures edit First of all Captain Channel juggernaut BITCH! Super-ultra-limited captain first. First of all lieutenants, not exactly oil bars, not exactly experienced To be a librarian is not easy. Chaplain. Totally not the Reaper from Overwatch. A whole squad of super-Smurfs with upgraded plasma cannons. Inceptors! Now they are able to fly and skil! Lieutenant Tolmero pulled over pose of his saber. Now all you have to do is mount it on the horse and you are golden. Lieutenant zakaria. Look as smug his face as he just Fallen CLEARED ALL HERE! IC FROM SECTOR Woof Guard Combat Leader. Does his pose remind you of someone else? (Cough) ARTEMIS, NEW YORK (cough) Photos edit Squad advocates are about to go to town on some greenskins. Aren't they beautiful? I'VE GOT LEGS! I'VE GOT COMPLETELY ARTICULATED LEGS! Gilliman and Cole have figured out how to build hover tanks again! Passive aggressors, ready to make cat remarks on the enemy grainy sight of Vaim pharmacist and chaplain. Assorted and edited assorted primaris space marines codex pdf. vanguard primaris space marines codex pdf. codex space marines primaris edition pdf

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