

Adeptus Astartes DLC2: Primaris Marine

It is the close of the 41st Millenium, and the Imperium of Mankind is in dire straights. The Enemies of Mankind press at the borders, straining the ancient institutions of Imperial governance to their absolute limits. The foul Orks gather in ever larger warbands; the Forces of Chaos have broken the Cadian Gate; The Eldar are, as usual, enigmatic and up to something. Heresy is rife in this dark era, and things look bleaker than usual.

Still, there is hope. One of the Emperor's Sons, Roboute Guilliman, Primarch of the Ultramarines, has awoken from his long slumber. While worthy of celebration on its own, the Lord Commander of the Imperium has also revealed that a contingency plan, begun over ten-thousand years ago, has come to fruition.

This contingency? The Primaris Marines.

Developed in secret by Archmagos Belisarius Cawl of the Adeptus Mechanicus, these young Astartes have been unleashed in the darkest hour of the Imperium.

Good luck, Astartes. You may very well be the Imperium's last hope.

Primaris Perks

Primaris Physiology (200 CP. Requires Astartes Physiology) - The Primaris Marines were engineered by Archmagos Cawl to improve upon the Emperor's work on the original Astartes, refining their design and bioengineering. So far, it appears that Cawl has succeeded with flying colors.

In addition to all 19 of the original gene-seed implant organs operating at full capacity, Archmagos Cawl has successfully designed and implemented three additional organs. These are the **Sinew Coils**, which enhance a Space Marine's muscle sinew with durametallic coil-cables that can flex with intense force, making a Primaris Marine stronger as well as adding yet another layer of defense to their body; the **Magnificat**, a thumbnail-sized lobe in the brain that secretes hormones that increase the body's growth functions as well as enhancing the effects of the other gene-seed implants, especially the Bioscopea and Ossmodula; and the **Belisarian Furnace**, which is an organ that links the Astartes' twin hearts and usually remains dormant. In times of great stress or highly traumatic injury, however, the Furnace activates, dumping a tailored cocktail of chemicals that have the same effect as potent combat stimulants. The Furnace's chemical payload also includes a chemical cocktail that induces rapid regrowth of bone, muscle, and other tissue, helping a Primaris Marine recover from their injuries should they survive the combat that wounded them.

These three new gene-seed organs, plus the full number of the original nineteen organs, result in Primaris Marines being taller, faster, stronger, and more durable than most normal Astartes.

These new Astartes, however, were seen with some suspicion by their elder kin. To solve this, Cawl has invented a (quite dangerous and **exceedingly** painful) procedure to implant an existing Astartes with the Primaris Astartes gene-implants, bridging the ranks between older Astartes and the new Primaris. Should you take any of the Veteran Perks from the main jump, your Primaris Marine could easily be assumed to be one of these earlier Veterans, having survived the procedure to rejoin the fight against the Enemies of Mankind in the Imperium's darkest hour, or they could simply be a veteran of the century-long Indomitus Crusade.

As an additional bonus, should you unlock Primaris Physiology for yourself, you may upgrade the Astartes members of your Command Squad for free.

Do note that these enhanced augmentations do have a major drawback, however. Noticeably, the larger frame and enhanced physiology of Primaris Marines makes them unable to use some of the previous armament used by the Space Marines. They cannot wear earlier versions of Power Armor, being simply too large for it, and instead use the modular and easily configurable Mark X Power Armor. This also applies to Terminator Armor and Centurion Warsuits, as well.

Primaris Officer (200 CP) - Lord Commander Guilliman, upon examining the Space Marine Chapters and their operations using his Codex Astartes after ten thousand years of constant warfare, decided to revise the Codex to meet new challenges that had arisen. In particular, he introduced the rank of Lieutenant to the Astartes, with two of these officers being assigned per company, responsible for coordinating their battle-brothers or leading detachments across widespread warzones and coordinating their battle-brothers. You have been an officer among your Primaris Brethren, whether a Company Lieutenant or Captain, and have proven yourself as a leader of Astartes. As a result of this experience, you have become quite skilled at managing a Space Marine Company, especially in adverse conditions, and can easily manage and lead in the heat of combat with (relatively, given the foes of Mankind are still trying to kill you and your Battle-Brothers) little trouble. Basically, little things like 'being locked in combat with a daemonically possessed mutant with giant claws' or the like won't particularly affect your ability to manage your battle plans. (**This Perk may be used as a substitute for the Veteran Requirement for the Chapter Master Perk & DLC**)

Vanguard (100 CP) - A recent battle formation harkening back to the ancient Astartes Legion Reconnaissance Squads, Vanguard are Primaris Astartes trained in covert operations and guerilla warfare. Equipped with Mark X Phobos armor, Vanguard forces range far into enemy territory, fighting behind enemy lines as saboteurs, assassins, and infiltrators. You are now trained to fight in this manner, able to infiltrate while still clad in your heavy armor.

In addition, Librarians may choose to specialize further in this role. Rather than the normal emphasis on communication and raw firepower that most Astartes Librarians follow, Vanguard Librarians turn their skills to obscuring the passage of their comrades and bedeviling their foes with illusions and hallucinations.

Primaris Armory

The Galaxy and the Imperium may have changed, Astartes, but War certainly has not. In these dark days, you will require new weapons to face down the enemies of the Imperium. (Items from the Primaris Armory may be purchased using any standard CP Stipends a character or unit may have.)

Armor

Mark X Power Armor (100 CP) - The newest developed model of power armor, Mark X armor is specifically designed for the Primaris Space Marines. This model of armor has been derived from millenia of study and testing, combining several functions and features of earlier models, especially the Mark IV Maximus and Marik VIII Errant suits. It is designed to be modular and easily modified, with Primaris Astartes modifying the armor to suit whatever tactical role they have been called upon to fill. The basic variant, the Tacitus, has become the new baseline by which other models of power armor can be judged. (One Mark X Suit Free w/Primaris Physiology. If you purchase multiple Variants, you may swap between them, given proper armament and maintenance facilities/tools/etc, of course.)

Tacitus Variant (Free w/Mark X Armor) - The new baseline for the Mark X Power Armor, this is the standard armor of the Intercessor and Hellblaster squads, and quite common among Primaris Astartes specialists and officers as well.

Gravis Variant (50 CP) - Developed for Primaris Astartes expecting to fight in conditions that would tax even their enhanced physiques, the Gravis upgrade for Mark X armor takes advantage of the new armor's modularity to add a third layer of ablative plating to the most commonly damaged sections of the armor, enhancing survivability. Generally used by Primaris Astartes Officers, Inceptor squads, and Aggressor squads, this suit may or may not feature a fully integrated jump pack for battlefield mobility. Inceptor squads often take advantage of the armor's enhanced durability and life support systems to deploy to a battlefield via orbital drop, while Aggressor squads often modify the armor with additional ammunition or weapon systems such as a Fragstorm Grenade Launcher.

Phobos Variant (50 CP) - Designed for and chiefly used by the Primaris Astartes' Reiver squads, the Phobos variant of Mark X armor has been optimized for stealth and covert operations, acting as a successor to the ancient Mark VI 'Corvus' power armor. Lightened and modified to run in silence, Phobos-variant Mark X armor features an integrated set of grav-vanes, to assist in grav-chute aerial deployment, as well as an integrated vox-amplifier to turn a Reiver's normal battle cries into a weapon to disorient and demoralize an enemy unfortunate enough to find themselves under attack.

Weapons

Heavy Bolt Pistol (50 CP) - While most Primaris Astartes are issued a standard 'compact' Bolt Pistol for use as an emergency sidearm in a pinch, others prefer a bolt pistol more suited for their larger size. Favored by Reiver Squads in particular, Heavy Bolt Pistols feature an elongated barrel and a larger bolt shell than the average bolt pistol, giving them a heavier punch than normal.

Bolt Rifle (100 CP) - Developed by Magos Cawl to arm his new Primaris Marines, the Mark II Cawl-Pattern Bolt Rifle features extended range and armor piercing capability compared to the standard Godwyn-pattern bolter that has long been the standard weapon of the Astartes Chapters. Much like the Mark X power armor issued to its user, it is a highly customizable and modular weapon, as well, easily taking modifications. The Primaris Astartes generally use two main variants of the Bolt Rifle, taking advantage of this modularity..

The first is the *Auto-Bolt Rifle*, which swaps out the standard sickle magazine and loading mechanism of the Bolt Rifle for a high capacity drum magazine and high speed autoloader, turning the rifle into an assault weapon, trading range and penetration for sheer rate of fire. The second is the *Stalker Bolt Rifle*, which features a smaller clip and slower rate of fire in favor of range and enhanced armor penetration. Also, much like the Mark X armor, a Bolt Rifle can be converted from one variant to another, given time and opportunity. (*Discount Tactical*)

Absolver Bolt Pistol (100 CP) - One of the heaviest single-handed ranged weapons in common use by the Primaris Astartes, Absolver Bolt Pistols fire a much heavier bolt shell at longer range than other common bolt pistols. Often found in the hands of Primaris Chaplains, dispensing the Emperor's Wrath upon His foes, as well as the hands of Primaris Apothecaries. (*Discount Chaplain, Apothecary*)

Reductor Bolt Pistol (100 CP) - A medical tool turned to war by Primaris Apothecaries, the Reductor's main use is to quickly and safely remove a fallen Astartes' progenoid organs, to allow another Astartes to take his place in the future. Of course, a weapon designed to punch through both an Astartes' armor and his enhanced body can, in a pinch, do much the same to a charging Ork's skull in a pinch. While exceedingly short ranged, Redutor Bolt Pistols are also quite good at puncturing armor and the vulnerable body underneath it. (*Discount Apothecary*)

Bolt Carbine (100 CP) - An assault weapon commonly used by Reiver squads, the Cawl-pattern Bolt Carbine is designed for Reivers that need ranged fire support. Capable of laying down a barrage of bolts while the squad is on the move, the Bolt Carbine is features a shortened barrel and an extra foregrip compared to other bolter patterns, enhancing handling in the chaos of a firefight. (*Discount Scout*)

Bolt Sniper Rifle (200 CP) - Designed for the use of Vanguard Eliminators, the Bolt Sniper Rifle is designed for precision long range shooting, thanks in part to an extremely advanced and integrated auspex. In the hands of a skilled marksman, this rifle can be used to eliminate enemy command elements. In addition, this versatile anti-infantry weapon is designed to work with, and includes a supply of, several specialized bolt shells designed exclusively for this rifle. These specialized rounds are the standard armor-piercing *Executioner Rounds*, the homing and hyper-accurate *Mortis Rounds*, and the area of effect *Hyperfrag Rounds*. (*Discount Scout*)

Assault Bolter (100 CP) - Through arcane science and innovative redesigns, Archmagos Cawl has ensured that the Inceptors of the Primaris Marines are armed with this heavy bolt weapon. Despite firing shells more suited to a Heavy Bolter, this weapon, thanks in great part to the integrated mag-shield and other blessings of the Omnissiah, can be wielded and fired in just one hand by a Primaris Marine. Generally wielded in pairs by Inceptors, these weapons are used by the Primaris jump troopers to secure landing zones in blazing hails of bolter fire. However, they have similar ranges to a pistol. (*Discount Assault*.)

Plasma Exterminator (200 CP) - Archmagos Cawl, among his many fields of study, has shown a mastery of Imperial Plasma technology. The Plasma Exterminators wielded by Inceptors are an example of his work. Packing the firepower of a full sized Plasma Cannon into short-ranged and single-handed package, these are usually wielded in pairs by Inceptor Squads. Like most plasma weapons, a wielder can supercharge them, making them far more deadly, although doing so does carry a risk of the weapon lethally overloading. (*Discount Assault*)

Boltstorm Gauntlet (100 CP) - Wielded singly or in pairs, Boltstorm Gauntlets consist of a power fist with an integrated Bolter fed by a backpack mounted magazine. There are two variants used by the Primaris Astartes. The first, common among Primaris officers, is the standard Boltstorm Gauntlet, merely integrating a single normal Bolt Pistol into the weapon system, although the magazine does allow for a higher rate of fire than standard bolt pistol. The second, issued to Aggressors in pairs and used in conjunction with a Fragstorm Grenade Launcher integrated into the armor, is the Auto Boltstorm Gauntlet, which is a dedicated assault weapon that allows an Aggressor to lay down a hail of bolter fire at medium range while remaining on the move. (*Discount Devastator*)

Flamestorm Gauntlets (200 CP) - Used by Aggressor squads that are tasked with close-in assaults, Flamestorm Gauntlets are an extremely short-ranged and extremely dangerous weapon. Spewing an intensely hot stream of Prometheium, the flames created by these power-fist mounted weapons requires Gravis armor to be used safely. The Prometheium tanks are also a bit bulky, making it difficult to mount additional weapon systems on a single Aggressor's armor, but the sheer lethality makes up for it. (*Discount Devastator*)

Plasma Incinerator (100 CP) - The Mark III Belisarius Pattern Plasma Incinerator is currently one of the most advanced plasma weapons to be commonly found in the armories of the Imperium of Man and the standard weapon of Primaris Hellblaster squads. The improved firing mechanisms of the Mark III also make it one of the safest plasma weapons to be found in the hands of the Imperium's defenders, as, unless the user purposefully supercharges it, there is no chance of the plasma weapon overloading. Still, desperate times can lead to some users to find the risk of explosive death to be worth the risk. (*Discount Devastator*)

Assault Plasma Incinerator (200 CP) - A variant of Cawl's Mark III Plasma Incinerator, this assault variant trades range and potency for a higher rate of fire, with advanced targeting arrays actually make it a more accurate weapon than the Mark III. Granted, the plasma bolts fired by this weapon are weaker than those fired by the standard Mark III. Like all plasma weapons, the weapon can fire supercharged shots, allowing for a potent volley of fire at the risk of exploding. (*Discount Devastator*)

Heavy Plasma Incinerator (200 CP) - The Heavy Plasma Incinerator is another variant of Cawl's work in equipping the Primaris Astartes with plasma weapons to fight the enemies of the Imperium. Fueled with a heavy back-mounted power pack, this support weapon has similar range to a normal Imperial Plasma Cannon, trading the area of effect damage of a Plasma Cannon for a concentrated bolt of destructive energy. (*Discount Devastator*)

Accelerator Autocannon (200 CP) - Used by Vanguard Suppressors, this autocannon is a hybrid of autocannon and rail gun. When combined with their shock-absorbing servo plates, this allows a Suppressor Squad to punish enemies lurking outside of bolter range with rapid-fire volleys of foot-long shells from their belt-fed guns, then engage jump packs to relocate. The additional acceleration system offers this autocannon enhanced armor penetration, while the high rate of fire is ideal for disrupting enemy gunlines. (*Discount Vanguard*)

Auxilia Equipment

Shock Grenades (25 CP) - Often used by Primaris Reivers, shock grenades are a non-lethal Imperial grenade that temporarily disorient opponents with sudden loud noises and intense flashes of light. Reivers often use them to disorient opponents long enough for them to close to hand-to-hand combat range.

Omni-Scrambler (100 CP) - Usually used by Vanguard Infiltrators, the Omni-Scrambler is a potent backpack mounted ECM device. Scrambling vox frequencies and disrupting enemy communications, these devices are used to assist Vanguard forces in infiltrating behind enemy lines. (*Discount Vanguard*)

Marksman Scope (100 CP) - Usually used by Vanguard Infiltrators, this advanced targeting auspex and scope is used in conjunction with their bolt carbines to enhance an Astartes' aim even further, with the scope providing useful information for an enemy soldier's weak points, allowing for precise shots with a higher chance to maim and kill. (*Discount Vanguard*)

Vehicles

Redemptor Dreadnought (200 CP) - An upgraded version of the venerable Dreadnought, this new creation of the Adeptus Mechanicus still serves the same purpose as earlier variants: To allow crippled beyond recovery Astartes to continue to serve the Emperor, even in death. Like much of the Primaris' armory, the Redemptor is a versatile machine, and may be armed with several weapons. The primary armament of a Redemptor, mounted on the right arm, is either an anti-infantry Heavy Onslaught Gatling Cannon for cutting down lightly armored foes in a hail of shells or a heavy Macro Plasma Incinerator, for destroying heavier armored targets with concentrated bolts of plasma. Mounted under the power fist on the other arm is either a Heavy Flamer or a lighter Onslaught Gatling Cannon, while the torso is fitted with either dual Fragstorm Grenade Launchers or paired Storm Bolters. An anti-air Icarus Missile System finishes off the Redemptor's armaments, with all of this powered by an extremely potent plasma reactor. Of course, while the Redemptor does pack heavy firepower and is unusually responsive to its crippled occupant, there is a small flaw to the machine: The improved performance also puts increased strain on its occupant, causing those of weaker will to be 'burned out' by the demands put on their damaged bodies. Still, in these dark times, one thing the Imperium does not lack is more dying heroes...

When purchased, you may choose to either have an 'empty' Dreadnought chassis for use by a critically wounded companion, or you may choose to have it already filled by a fallen Primaris Astartes who can serve as a Companion in future jumps. Well, assuming they survive this one.

Repulsor Grav-Tank (300 CP) - Designed and created by Archmagos Belisarius Cawl to make a transport vehicle 'worthy' of his Primaris Astartes project, the Repulsor is an advanced gravitic armored transport that has seen extensive use over the course of the Indomitus Crusade. This armored fighting vehicle features a large array of weapon systems, ranging from the humble Heavy Stubber mounted on the rear of the vehicle to deter enemy infantry to the advanced Las-Talon or Heavy Onslaught Gatling Cannon mounted on the main turret. In addition, the vehicle is heavy enough, and the anti-gravity field it produces strong enough, that it does not so much 'skim' over terrain as 'crush the terrain before it flat'. (*Discount Serf, Techmarine*)

Astraeus Super-Heavy Tank (400 CP) - A blend of Archmagos Cawl's technological innovations and STC data rumored to have been recovered by the Minotaurs, the Astraeus is a super-heavy armored tank that is used by the Primaris Astartes. Unlike its smaller 'cousin', the Repulsor, however, the Astraeus is designed for combat and combat alone. Mounting several heavy weapon systems as well as starship-grade Void Shields, the Astraeus is a mobile fortress that is a threat to any opponent within weapon range, whether on the ground or in the sky. (*Discount Serf, Techmarine*)

Overlord Super-Heavy Transport (500 CP) - Filling a niche once occupied by the ancient Stormbirds of the Space Marine Legions, the Overlord is a new design designed by Cawl as an evolution of the venerable Thunderhawk. This five-engined aircraft is capable of operations in both the air and the void, with the durable double hull equipped with a Void Shield, as well. This provides excellent protection, even under fire, for the Overlord's cargo of forty Astartes plus equipment. For fire support, the Overlord carries anti-munitions cannons, a nose-mounted Melta Cannon, wing-mounted Lascannons, and several weapon pylons equipped with Heavy Bolters, making it a difficult and dangerous target to stray near. (*Discount Serf, Techmarine*)

Primaris Squads

The new Primaris Combat Doctrines introduced by Primarch Roboute Guilliman tend to emphasize the use of new weaponry and doctrines compared to the weapons used by the older generations of Astartes. In this new and darker age, you'll need new allies, as well.

Each purchase of a Primaris Squad costs **100 CP per Squad**, and nets you a team of average Primaris Astartes. Due to Roboute Guilliman's decision to standardize equipment loadouts in a way harkening back to the days of the Space Marine Legions, Primaris Squads tend to all be equipped with the same weapons, instead of the mix that earlier Astartes Squads tend to bring to the battlefield.

Like most 'team' Companions, if imported as a group in a later Jump, they share any purchased perks between them at reduced effect. Also, If you decide to import them individually, they can no longer share perks with the rest of their squad.

Each purchase is from one of the following squad types listed below, along with their equipment options.

Intercessor Squad - This basic heavy infantry squad is the backbone of the Primaris Astartes Chapters, able to support their fellows with a withering hail of long-range bolter fire. Equipped with Mark X armor, Bolt Pistols, Mark II Cawl Pattern Bolt Rifles, and Frag and Krak Grenades. The squad, as a whole, may choose to swap their Bolt Rifles for either Auto Bolt Rifles or Stalker Bolt Rifles. One in five of the Intercessors may be armed with a grenade launcher, as well. The Sergeant may swap his Bolt Rifle for a Power Sword, as well.

Inceptor Squad - The Inceptor Squad provides mobile firepower for the Primaris Chapters and their Astartes brethren. Equipped with the reinforced Gravis variant of the Mark X Power Armor as well as an integrated heavy Jump Pack, Inceptor squads are often dropped from the edge of atmosphere. Often acting to secure landing sites, Inceptor Squads are usually equipped with rapid firing Assault Bolters, trading range for sheer firepower. Alternately, Inceptor squads may be equipped with Plasma Incinerators, instead.

Hellblaster Squad - This squad's role is to provide heavy fire support along their fellow Astartes. They do this through the use of Plasma Incinerators, tactical plasma weapons designed by Belisarius Cawl for his new creations. Should the tactical situation require it, Hellblaster Squads may swap out their basic Plasma Incinerators for a Heavy Plasma Incinerator, allowing for longer ranged fire support, or Assault Plasma Incinerators, which trade range and potency for a constant barrage of plasma. The Sergeant may swap his weapons for a plasma pistol and close-combat weapon, if desired.

Reiver Squad - Reiver squads are infiltration and assault specialists among the Primaris Marines. Wearing a variant of Mark X armor lightened for stealth operations and equipped with Heavy Bolt Pistols and over-sized combat knives, Reivers use stealth to get within range of their opponents, then ambush them with a combination of surprise, Shock Grenades, and sudden Vox-amplified battle cries. Should the squad be providing fire support, they may exchange their pistols and combat knives for Bolt Carbines, compact assault weapons that provide reliable firepower at shorter ranges than the Intercessor's Bolt Rifles. Reiver squads are often covertly deployed to the battlefield via grav-chute, and often have heavy grapnel launchers to assist them in making short work of difficult terrain.

Aggressor Squad - Clad in Mark X Gravis Armor, this fire support squad is equipped with heavy Mark X Gravis armor, modified to include a Fragstorm Grenade Launcher system as well as the ammunition feed mechanisms for their paired Boltstorm Gauntlets, allowing for a relentless advance under a hail of heavy bolter fire and fragmentation grenades. Should the Aggressors be facing foes in teeming hordes or expecting to fight in dense terrain, the squad may choose to replace their Boltstorm Gauntlets and Fragstorm Launchers for paired Flamestorm Gauntlets, unleashing streams of burning promethium at close range.

Vanguard Infiltrators - The standard heavy line trooper of a Vanguard force, Infiltrators are tasked with sabotaging the enemy, disrupting enemy communications with their back-mounted Omni-Scramblers, or just gunning down the enemy with a hail of bolter fire from their marksman Bolt Carbines, often under the cover of their Smoke Grenades. Infiltrator squads are often accompanied by a Helix Adept, a Primaris combat-medic, who is able to keep the squad on their feet and fighting through fierce combat.

Vanguard Suppressors - Suppressor squads are charged with long-ranged fire support within a Vanguard force. Wielding long-ranged Accelerator Autocannons, these support troopers use their jump pack both for initial deployment and to shift to new firing positions on the battlefield. The high rate of fire their autocannons possess allow them to suppress enemy firing lines with a hail of foot-long shells, allowing other forces to move in for the kill up close.

Vanguard Eliminators - Like the Legion Reconnaissance Squads of the pre-Heresy Legions, Vanguard Eliminators are the eyes, ears, and long hand of the Primaris Chapters. These Primaris Marines are equipped with Bolt Sniper Rifles, long ranged precision weapons equipped with advanced scopes and auspexes that can help them find a target in almost any condition,

even behind several feet of cover. Once a high-value target is found, the Eliminator squad terminates it with prejudice and the use of highly specialized bolt ammo. Executioner rounds are used to remove heavily armored infantry, Mortis rounds can strike foes down where they hide, and Hyperfrag rounds are designed to deal with large numbers of lightly armored enemies.

Chapter Master DLC Update

Primaris Reinforcements - The dying days of the 41st Millenium were not kind to the Imperium, and the Astartes Chapters, due to their very nature and duties, were often in the thick of fiercest fighting, leaving many Astartes Chapters dangerously understrength, casualties mounting faster than new Space Marines could be created. Luckily for these imperiled Chapters, however, when Primarch Roboute Guilliman returned and Archmagos Cawl revealed the creation of the Primaris Marines, the new breed of Space Marines were sent to reinforce their seniors. Many Chapters, such as yours, found itself reinforced with fresh troops from the same gene-lineage, bestowed with the enhanced physiology of the Primaris Marines, freshly equipped with new equipment, and eager and willing to do their duty for the Imperium.

A sizable percentage of your Chapter is now made up of Primaris Marines, bringing your depleted ranks back to full numbers, allowing you to put their specialized skills and equipment to good use to supplement your Marines on the battlefield. This allows you to field a mix of Primaris and more traditional Astartes troops, but you will not have as many of the Primaris Marines within your ranks as a full Primaris Chapter would, nor will you have as much of their more specialized wargear. Still, this does allow you, as Chapter Master, to take advantage of the specialized equipment of the Primaris Marines while still maintaining the tactical and strategic flexibility, equipment, and traditions of the older Astartes Chapters. *(Cost: Free, Does **Not** Require Primaris Physiology. **Cannot** be taken with Primaris Chapter)*

OR

Primaris Chapter - Primarch Guilliman did not merely reinforce the existing Space Marine Chapters with the new Primaris Marines. During and after the Indomitus Crusade, he also founded entire new Chapters made up solely of this new breed of Astartes. Sometimes, this was a brand new Chapter, made from whole cloth and founded for the same reason Space Marine Chapters have always been founded, to defend or secure a dangerous or strategic location against the foes of the Imperium. Sometimes, it was to take up the colors and name of a Chapter that had fallen in the furious fighting that split the Imperium in twain as the Eye of Terror over-ran its former boundaries, with the Primaris Marines taking up an old name to bring honor to it once again.

Regardless of the reason, your Chapter is made up entirely of Primaris Marines. This can be seen, by some critics, as a double-edged sword as while there is no arguing that Cawl has equipped the Primaris Marines with extremely potent arms and armor, and their new combat doctrine has been effective so far, the emphasis on specialization that Primarch Guilliman

institute does make an a Primaris Marine battle formation much more dependant on each specialized squad pulling their weight, lacking some of the flexibility and experience that older Astartes Chapters can draw upon. In addition, some equipment, despite the best efforts of the Techpriests and Adeptus Mechanicus, simply cannot be refit to a Primaris Marine's larger frame, making, for example, Terminator Armor no longer usable. (*Cost: Free. **Requires Primaris Physiology. **Cannot** be taken with Primaris Reinforcements.***)

Primaris Drawbacks

Hello again, friend. It's so good to see you again. I think we both know the drill, hmmm? You offer a little sacrifice up, making this droll universe more interesting for me and mine, and in return, well...You do like power, yes? Of course you do. Why else are you talking to me? Are you talking to me? Of course you are.

Prove Your Worth (+100 CP) - Mmmm. Yes. Well. Your kind are, well, the 'new' juves on the hive block, as I believe the Underhivers say. Yes, yes, you have some very impressive guns, and you have even more of that filthy gene-stuff that the Corpse-Emperor shoved into you than used to be common, but, frankly, you're kind are seen as untried by their elders. They've been doing this for ten thousand years, you know! I'm sure you'll prove it to them, but, ~for some reason~, you find yourself constantly having to prove your capabilities to new potential allies. Over and over again. For the duration of your time here. Have fun.~

An Uncertain Heritage (+200 CP) - Well, you know, those silly Astartes sorts really do put a big deal on just which of the Corpse God's spawn they are descended from. Unfortunately, *someone* appears to have lost the notes on just which test tube you're descended from. They're probably being used as a tea cozy by some Administratum sort I'm told this can be delightfully traumatic for some of your sort, since apparently not knowing just who you're descended from can lower your stock among the stuffier sorts out there. Plus, given some of the rumors swirling around that delightful Cawl fellow, well! Let's just say that you and yours are going to be seen with suspicion for your time here. Do note that you can take this without being a shiny new product of Cawl's labs, mind you, it just means your Chapter isn't one of the big nine boring sorts or their confirmed successors.

A Bile Fascination - (+400 CP) - Mmmm. Well, you've heard of Fabius (or, as one of my friends calls him, *Fabulous*) Bile, yes? Ten thousand year old traitor of the Corpse God, one of Fulgrim's boys, has some delightful names such as the Clone Lord, the Chem-Master, Manflyer, Defiler, etc etc...Well, thing is, he reeeeeeeeeally prides himself on his biotech skills, and has a liliitttle bit of an obsession with 'perfecting' a new race of men and all that. So he's kinda interested in how Cawl made those Primaris sorts. Really, really interested. And, *somehow*, *someone* may have pointed out your existence to him. So, now there's a ten thousand year old Chaos Lord with I-Don't-Know-How-Many body doubles and perfect clones running around, plotting how to get you into his labs and do I-Don't-Know-What to you in the name of SCIENCE. Enjoy!~

Son of [REDACTED] (+600 CP) - ...Ooooh. Ooooh, wow. Hahahahha, yeah, I didn't see this coming. Maybe, anyways. But, heee. Remember when I mentioned some of the rumors up there? You know, about where Cawl was getting his Marine Goop? And how there's some suspicion he did it anyways, even if he was told not to do it? Guess what, Buddy! *You and yours are proof it isn't a rumor.* I don't know if you're a one-off cuckoo he passed off as something else and tucked into another batch of Astartes' nest, or if it's you and your entire Chapter of Primaris Marines, but, heeheeheeee. Anyways, you'll have to hope that the word on who you're descended from doesn't get out (I'm sure it'll be fiiiiiiiiiiiiine!) ((It totally will at least once. Probably.)) and if it does that you're in a position to make sure there's no witnesses to spread it around. If it does get out, well...I'm pretty sure that the Jolly Blue Giant and the Inquisition will be totally understanding. I'm also certain that Cawl (you know, the guy with entire armies under his command thanks to his rank in the Adeptus Mechanicus, arcane technology he's 'found' or invented or hoarded, and a vested interest in not having what he did confirmed) won't decide the easiest way to cover up his little boo-boo is to make sure there's no evidence of it.

You count as evidence, by the way. You know, if you needed it spelled out.

Also, I'm *positive* this won't have any other ill-effects when dealing with Chaos. At all. None. Nuh-uh. Totally won't be a problem in the future for you and your fellow Purely Incorruptible Pure Primaris Astartes. Probably, anyways.

Author's Primaris DLC Notes

-In general, taking stuff from this DLC pretty much locks your 'game' era in to the end of M41/Start of M42. Mostly because, well, the Primaris Marines weren't /available/ until Big Rob got off his throne and Cawl went 'hello, I have done SCIENCE' and all that. I'd say if you have maxed out Long Haul, which puts you in the setting for 1,280 years, mind, you could probably start before it if you want and get Primaris'd when Big Papa Smurf wakes up and Cawl shows off what he's spent the last 10k years working on. Kinda up to you, but my personal rule of thumb is 'If you're taking this and as long as your time period in-jump involves a noticeable chunk dealing with the era that the Primaris showed up, go for it.'

-Cawl is ridiculous. What is this Innovation Tek Heresy?! ...kinda fun, though, for some of it.

-Mark X armor gets a CP Cost just in case you just want a suit of Mark X armor fit to your non-Primaris Marine. Otherwise, you get a free basic suit of Mark X (Tacitus) with the Primaris Physiology perk.

-The Primaris Combat Squads get a little bit less flexible loadout (Choose Loadout A, B, or C, usually, vs 'choose whatever weapons you want and can afford) and don't get the CP customization of the normal Combat Teams (No Deathwatch and/or 1st Chapter Veteran Combat Squads there by default, I fear!) available in the main jump. In return, they do get to play with Cawl's new toys.

-Feel free to ignore the bit about Primaris Marines not using any transport except their fancy Repulsors, if you want. I know I certainly would, since Jumpchain in general is more 'delicious fluff' rather than 'crunch', I've always thought.

-Primaris Officer Perk is meant to represent being either/and/or a Primaris Lieutenant or Primaris Captain, basically.

-Honestly, I've kinda left numbers in each 'mook' squad up to Jumper as long as they fall within the Codex Astartes (IE, no going 'whaaaat, no, of coooooooooourse this squad has five thousand guys.' Lookin' at you, Black Templars.). Mostly because of Inverse Ninja Theory. Sure, they're Cool Badass Space Marine Squads. We all know what happens to large numbers of Cool Badass Space Marine Squads. The 40k universe runs on narrativium and the laughter of dark gods. Just ask the Crimson Fists. (Also because the squad numbers vary between squad type. Including a Sergeant, Intercessors, Reivers, and Hellblasters generally number between 5 to 10 marines, Aggressors and Inceptors have between 3 to 6 marines. Vanguard Infiltrators are 5 to 10 Marines, Eliminators and Suppressors are squads of 3 marines each)

-Incidentally, a hearty 'Thanks!' to whoever did the weapons write-us on 1d4chan for the 40k stuff. It's quite helpful for nailing down general info for 'fluff'. IE, 'this bolter variant fires faster than that variant, but lacks the range' or the like.

-Goddammit, Cawl. Welp, the Vanguard's here. ...Does this make this document v2 if it wasn't finished before new content arrived? Hm. A question for the ages.

-I've tried to keep the Primaris equipment options flexible. Most of the new Primaris squad types can be (Hopefully) built using the combo of the original jump and the new gear (remember, you do have that 400 CP gear stipend to spend as a Jumperstartes). IE, if you want to be an Intercessor, take the Tactical Origin, Primaris Physiology, Mark X Armor (Free w/Primaris Physiology), and a Bolt Rifle, while a Vanguard Eliminator would probably be Vanguard,

Primaris Physiology, Scout, Mark X Phobos Armor, and a Bolt Sniper Rifle, while a Suppressor would probably be Primaris, Vanguard, Assault w/Heavy Weapons Specialist and Hit-And-Hit-Again, a Jump Pack, Marx X Armor, and an Accelerator Autocannon, etc. That sort of thing. Honestly, I didn't think I had quite enough new stuff to need to build entirely new perk trees, or any real need to add what, 9 more 'Specialty' perks for each Primaris Squad Type when they seem to pretty much be 'these guys are like <X>, except their equipment is <Y> instead of <Z>', really. Except their vehicles. *Goddammit, Cawl*.

-Vanguard gives general stealth training plus no encumbrance penalty to wearing properly tuned power armor (antique Mark I thru III armor is probably going to be noisy as hell, for example), basically, while the Scout origin capstone is Superior Stealth and Sneekery Skillz. Basically either Scouts with some Tactical Perks or Tactical with some Scout Perks should emulate them pretty well. That's also why some of their new gear is marked 'Vanguard Discount' instead of Scout or Tactical Discount, since you could easily justify either way.

-Canon Vanguard Librarian Tricks: Guide an ally's aim, make it impossible to shoot at an ally if there's any other opponent in range via making them look like indistinct targets, looking absolutely fabulous in a camo cape and power armor.

-The Repulsor and Astraesus have /so many weapon systems/ and options to swap those systems out for /other/ weapons that it's just too long to list them all in the Item Section without cluttering it up. The Repulsor has 7 weapon mounts with 9 possible alternates while the Astraesus has 5 with 3 alternate options. Check here ([Repulsor](#)) or here ([Astraesus](#)) in the 'wargear' section for options on how to Pimp Your Cawlmobiles. Plus, given the theme I've been groking from the rest of the Primaris gear is 'you can actually swap this stuff around pretty easily' (as opposed to older stuff, which was 'WHAT NO STOP POKING THE WEAPON MOUNTS THE MACHINE SPIRITS HATE THAT, no deviation!'), the Techmarines can probably swap out the weapon systems between fights in a depot or whatever. Probably all that 'innovation' Tek Heresy.