

THE ‘KITCHEN SINK’ SPACE MARINE LIST

“On a long enough timeline, the survival rate for everyone drops to zero. Without pain, without sacrifice, we would have nothing. Like the first monkey shot into space.”
-Ancient Terran Philosopher 999M2

Forces

The Kitchen Sink Space Marine Army List uses the datasheets from the Space Marine Forces section and the Titan Legion Forces section.

Using The Army List

The following army list allows you to field an army based on one of the Space Marine Chapters consisting of all common units found in most Marine Inventories. It does not cover more specialized equipment, units, or techniques found primarily only in Space Marine Chapters that do not follow the Codex Astartes, such as the Blood Angels, Dark Angels and Space Wolves. It makes no attempt to provide competitive balance and therefore is especially unsuited for tournament play. The goal is to provide a “generalized” structure for players in a friendly environment to use as a basis for deploying their choice of iconic and favorite units with some semblance of sanity and to reduce the incidence of shoehorning new units into existing NetEA lists as GW creates new models or rules. The army structure is only built and listed here; Individual units are already defined in existing lists and should be used with agreement from your opponent. Where absent or lacking an ‘official’ counterpart, a suggested unit stat is included here for clarity. Relic or other unique units are purposely omitted (e.g. Fellblade) but should be considered fair game for inclusion with your opponent’s agreement.

Space Marines are organized into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Kitchen Sink army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine

Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

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

Kitchen Sink armies may be supported by Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Kitchen Sink detachment formations (see *They Shall Know No Fear*)

SPECIAL RULE

Space Marine Transports¹

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can’t take extras along to cover any losses!

Note that many formations don’t receive Rhinos, usually because they can’t fit into them. Detachments that come with Rhinos will be noted as having “plus transport” in the units section of the army list opposite.

Also note that you don’t have to take Rhinos if you don’t want to. If you’d rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

¹ Space Marine Transports

Q: If a formation comes with Rhinos, and can also take Land Raiders and Razorbacks via upgrades, how do you determine how many Rhinos the formation receives?

A: Add any Land Raider to a formation first. Next, add any number of Razorbacks to the formation, up to the number required to transport those units not being transported in Land Raiders. Finally, the formation receives Rhinos to transport those units not being transported in Land Raiders or Razorbacks.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for *Planetfall* (see section Planetfall). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Space Marine player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

"KITCHEN SINK" SPACE MARINE ARMY LIST

Kitchen Sink Space Marine armies have a strategy rating of 5. All formations have an initiative rating of 1+.

Space Marine Detachments			
FORMATION	UNITS	UPGRADES	COST
Assault	Four Assault units	Commander, Vindicators	175 points
Bike	Any five of the following units: Attack Bike, Bike	Commander	200 points
Devastator	Four Devastator units plus transport	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Support Battery	250 points
Land Raider	Four Land Raiders (any variant): Phobos, Redeemer, Crusader Achilles, Helios 0-1 Terminus	Commander, Hunter, Vindicators	325 points (base) +0 points each +25 points each +50 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons, Tempests	200 points
Landing Craft	One Landing Craft	None	350 points
Centurion	Any four of the following units: Assault Centurion, Devastator Centurion	Land Raider, Vindicator	300 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators, Predators	250 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers, Land Speeder Storm	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Vindicators, Support Battery	275 points
Thunderhawk Gunship	One Thunderhawk Gunship	None	200 points
Thunderhawk Transporter	Two Thunderhawk Transporters	None	250 points +100 points each addition transporter

	(may add 0-2 additional transporters)		
Vindicator	Four Vindicators	Commander, Hunter, Predator	225 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points
Thunderfire	Four Thunderfire Cannons	Commander, Dreadnoughts	250 points
Storm Eagle	Two Storm Eagles	None	250 points

Support and Veteran Detachments			
(Any support or veteran detachment may be fielded once per each core detachment)			
Formation	Units	Upgrades	Cost
Terminator	Four Terminator units	Commander, Dreadnoughts, Land Raiders, Vindicators, Assault Ram, Storm Raven	350 points
Sternguard Veteran	Four Sternguard Veteran units plus transport	Commander, Hunter, Land Speeders, Razorbacks, Assault Ram, Storm Raven	275 points
Vanguard Assault Veteran	Four Vanguard Assault Veteran units	Commander, Land Speeders, Assault Ram, Storm Raven	250 points
Vanguard Veteran	Four Vanguard Veteran units plus transport	Commander, Hunter, Land Speeders, Razorbacks, Assault Ram, Storm Raven	250 points

Upgrades			
(Each upgrade may be taken once per detachment)			
Upgrade	Units		Cost
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		OR 0-1 Supreme Commander per army	+100 points
Dreadnoughts	Add up to two Dreadnoughts	Tactical, Hellfire, Siege Dreadnoughts	+50 points each
		OR 0-1 Venerable Dreadnought	+75 points
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to four of any of the following units: Land Raider, Land Raider Crusader, Land Raider Redeemer OR Add up to two of any of the following units: Land Raider Achilles, Land Raider Helios OR Add one Land Raider Prometheus		+75 points each
			+100 points each
			+75 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Hunter	Add one Hunter		+75 points
Snipers	Give up to two Scout units Sniper Give up to four Scout units Sniper		+25 points
			+50 points

Support Battery	Add up to four of any of the following units: Thudd Gun, Rapier, Tarantula	+25 points each
Typhoons	Replace up to two Land Speeders with an equal number of Land Speeder Typhoons	+25 points
	OR Replace up to five Land Speeders with an equal number of Land Speeder Typhoons or Tempests	+50 points
Vindicators	Add up to two Vindicators	+50 points each
Predators	Add up to two Predators of any type	+50 points each
Land Speeder Storm	Add four Land Speeder Storms	+200 points
Storm Ravens	Add any number of Stormraven Gunships, up to the number required to transport the entire formation.	+50 points each to transport the formation
Assault Rams	Add the minimum number of Caestus Assault Rams required to transport the entire formation	+100 points each

Support and Ally Formations		
(Up to 1/3 of the points available may be spent on these formations)		
Formation	Units	Cost
Storm Talon Squadron	Two Storm Talons	200 points
Storm Hawk Interceptor	Two Storm Hawks	250 points
Xiphon Interceptor	Two Xiphons	300 points
Thunderhawk Support	One Thunderhawk Saturation Bomber OR One Thunderhawk CAS	250 points
Fire Raptor Gunships	Two Fire Raptor Gunships	250 points
Warhound Pack	Two Warhound Class Titans	500 points
Reaver	One Reaver Class Titan	650 points
Warlord	One Warlord Class Titan	825 points

THE PRIMARIS PROBLEM

You may be asking yourself, where are my Primaris Marines? Well, the issue is that at the scale of EA gameplay mechanics, there is not a huge difference between them. Are Intercessors that different from Tactical Marines on a battlefield wherein building sized tanks and giant walking robots and literal godlike daemons from hell are commonplace? Add in the fact that Marine armies are already heavily outnumbered that anything further shrinking their unit size due to point increases hampers them from playability, we are disinclined to recommend it. However, if you're really needing to have them on the table and cannot fathom them playing in a counts-as manner, we suggest then adding a +25point surcharge for any infantry formation and a +50point surcharge for every two armored vehicles in a formation to add the following rule:

Primaris:

Formations made entirely of units with the Primaris ability do not receive the first BM for coming under fire. In addition, when successfully rallying, an additional BM is removed.

Armored Vehicles with Primaris ability have the *Walker* special added (see below)

Equivalencies:

Primaris units can roughly be based on the stats of the following units:

EA unit	Primaris unit
Tactical	Intercessor
Assault	Inceptor
Devestator	Hellblaster

Scout	Vanguard Infiltrators/Eliminators
Centurion	Aggressor
Vanguard Vets	Reivers
Sternguard Vets	Incursors
Dreadnought	Redemptor
Bike/Attack bike	Outrider/Invader
Rhino	Impulsor
Predator (any type)	Gladiator (any type)
Land Raider (any type)	Repulsor ² (any type)
Land Speeder	Storm Speeder

“KITCHEN SINK” NOTES

Unless otherwise indicated here, all units are assumed to be from the Codex Marine list unit stats.

Unit	List
Land Raider Redeemer	Blood Angels
Land Raider Crusader	Space Wolves
Land Raider Helios	Salamanders
Land Raider Terminus Ultra	Apocrypha of Skaros
Land Raider Achilles	Imperial Fists
Assault/Devastator Centurion	Imperial Fists
Thunderhawk Transporter	Scions of Iron
Thunderfire, Thudd Gun, Rapier, Tarantula Batteries	Imperial Fists
Storm Talon	Imperial Fists
Storm Eagle	Raven Guard
Fire Raptor	Legion Astartes Horus Heresy
Sternguard/Vanguard Veterans	Raven Guard
Venerable Dreadnought	Space Wolves
Siege Dreadnought	Iron Hands
Thunderhawk Saturation Bomber	Scions of Iron/Imperial Fists
Thunderhawk CAS	Scions of Iron
Land Speeder Storm	Raven Guard
Xiphon Interceptor	Legion Asartes Horus Heresy

Players leveraging this list should feel free to alter composition, prices, and size of any formation with the approval of their opponent. A rough estimation would be calculated as *(starting cost-25 points)/ number of units in formation* to calculate the rough cost per unit. The formation cost is then *(cost per unit by the number of units) +25 points then rounded up to nearest multiple of 25³*. Thus, a hypothetical 4-unit strong Tactical Formation would be estimated as 200 points.

² The Repulsor grav tank should add +1 cc value to the base unit to a maximum value of 4+

³ Use common sense here. Rounding up from 5 points to a full 25 is silly. Round down in egregious cases.

UNIQUE UNITS

Unless This section contains suggested stats for units not appearing in other established NetEA lists or where the existing stats are inappropriate due to a lack of a “standardized” version (e.g. only list specific variants exist).

Storm Hawk Interceptor

AC/fighter A5+

Icarus Stormcannon 30cm AP5+/AT6+/AA5+, FW

Twin Lascannon 30cm AT4+/AA5+,FFwd

Codex Storm Raven Gunship

AV 35cm FF 5+, CC6+, A5+

Twin Assault Cannon, 30cm AP4+/AT4+

2x Hurricane Bolters (15cm) Small Arms, EA+1

Twin Heavy Bolter 30cm AP4+

Planetfall, Reinforced Armour, Skimmer, Transport (May carry 0-1 Dreadnought plus 1 Terminator unit or 2 power armoured units)

Note: lacks an official baseline “Codex” version in any list. This is therefore a unit that is defined as operating as a VTOL assault ship in the Kitchen Sink even if there’s a myriad of long range weapon options in 40k for the unit. If the longer range support version as found in Blood Angels or Grey Knights lists is more to your liking, feel free to use that instead.

Caestus Assault Ram

AV 35cm FF4+, CC6+, A5+

Magna Melta 15cm (15cm) MW3+ (small arms)

Firefury Missile Launcher 30cm 1BP

Planetfall, Reinforced Armour, Skimmer, Transport (May carry 2 Terminator or 2 power armoured units)