

# GRIMDARK THIS!



A Deathwatch (sort of) game

by

Ciarán “Sarky” O'Brien

## Disclaimer:

The Angry Marines are a sort of home-brewed Warhammer 40,000 Space Marine chapter from the internet. More specifically, from 4chan. Now if that isn't ringing alarm bells then put this scenario down and walk away.

No, seriously. If you are under 16, or unfamiliar with the Angry Marines, or in any way offended by phrases such as:

“CUNTPUNCH”,

“PISSKIDNEY”

“SHITTING DICKNIPPLES”

or

“COMPLETELY FUCKING FAGGOTROCIOUS”

Then this game is not for you. Don't say nobody warned you, or not to expect your players screaming the above obscenities and worse at you.

This game makes no attempts at being subtle or clever or even remotely mature.

So if that's not to your liking, go suck it.

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## Crash course in Deathwatch:

### **If you've played or run Dark Heresy, Rogue Trader or Warhammer Fantasy Roleplay before...**

... You'll be right at home, the game system is almost identical. Players may have a few abilities/skills not in the other books so have a look over the character sheets to familiarise yourself with the new stuff. And most importantly the players ARE FUCKING ANGRY MARINES. So best make sure you're familiar with the special things Space Marines can do. In particular, HE'S FUCKING ANGRY! Functions like Deathwatch Training.

### **If you're new to Dark Heresy, Rogue Trader or WHFRP...**

... Here's a quick rundown on how the system works. It's not completely accurate but it'll do nicely for a con scenario.

All a player's skills are based off their characteristics, and the sheet clearly marks which skill uses which characteristic (eg. Their Acrobatics skill is equal to their Agility).

When a dice roll is called for, the player rolls d100. If the result is LESS THAN the relevant skill, then the roll succeeds, and vice versa. The more you pass by, the better you succeed.

Sometimes a Characteristic Bonus may be applied to a roll. That is the tens digit of that characteristic, so someone with Strength 58 has a Strength Bonus of 5, for example.

Players possess Traits, Talents and Special Abilities that may modify the rolls (mastering a skill gives a player +20 to that skill, for example).

### **Fate Points:**

Every player has some fate points. One can be spent at any time to:

- Reroll a failed test once (the new result must be accepted)
- Make an attack, if it hits, unblockable.
- Gain +10 to a roll. Must be declared before rolling!
- Instantly heal d5 damage
- Avoid a hideous death, but only just. Up to GM's discretion.

**Combat:**

Roll initiative (d10 plus Agility Bonus), go in descending order.

Combatants take free/half/full actions

**Roll to hit:** Roll under Ballistic Skill (BS) for ranged attacks and under Weapon Skill (WS) for close combat. Note that ranged combat is frowned upon by Angry Marines as "Fucking gay", and an Angry Marine who prefers ranged combat over melee is generally labelled "A BIG FUCKING FAG" by his squad mates.

Target can parry melee attacks by rolling under WS, and can dodge any attack by passing a Dodge roll (or ½ Agility if they lack Dodge).

**Roll damage:** If a natural 10 is ever rolled here, the attacker can roll another attack and add any damage. If such an attack also rolls a 10, another attack can be made, and so on as long as the attacker rolls a natural 10 for damage.

Note that Angry Marines, due to the special rule "HE'S FUCKING ANGRY!" don't need to roll to hit. They just roll damage again.

Target subtracts Armour and Toughness Bonus from the damage rolled.

Any damage that gets through takes Wounds away from target. Anything reduced to 0 Wounds dies. Except of course the players. They just get brutally maimed. If you have the Critical Hit tables then use those. Otherwise think up something nasty like an arm getting ripped/blown off. This is where Fate Points are handy.

**Free actions** require no real effort and are quick. Examples:

- Speaking a few words
- Dropping an item.

**Half actions** require some effort and take half a player's turn. Examples:

- Aiming (+10 to hit)
- Melee feints (opposed WS tests, if passed then target cannot block next attack)
- Readyng a weapon
- Standard attacks.

**Full actions** take full effort and take up a full turn to do. Examples:

- All-out attacks (+20 to hit but cannot defend)
- Charging (+10 to hit)
- Called shots (-20 to hit)
- Readyng a weapon.
- Full-auto burst with a gun (+20 to hit, with an extra hit scored for every 10 points the roll was passed by. Dodging requires passing by 10 for every hit scored, eg. Someone with Dodge 50 must roll less than 20 to dodge 3 shots from a full auto burst)

**Psychic Powers:**

The Angry and Pretty Marine Librarians can use psychic powers. To activate a psychic power, they have to choose how much energy to throw behind the power. They can choose 3 power levels for each power:

Fettered: Librarian rolls Wp, success activates the power. Psy-rating is halved rounding up to determine outcome.

Unfettered: Librarian rolls Wp, success activates the power. Uses full Psy-rating for outcome. Failure causes something strange and detrimental to happen.

Push: Librarian rolls Wp, success activates power. Psy-rating is doubled for outcome. Something bad happens regardless of Wp roll.

## **Game in a Nutshell:**

### **Setting mood:**

If you've played any 40K stuff before, you'll know the kind of feel to apply to this scenario. Bear in mind that this game is about Angry Marines. As such the Grimdark aspect plays second fiddle to truckloads of swearing and beating things to death with Power-baseball bats. The players would be utterly badass without also being ANGRY FOR THE EMPRAH. There are bad things, which they shout at and hit until they die. And there are plot points, which they shout at and hit until they reveal the next plot point. It's wonderfully simple.

If they're flying through it, throw in more enemies, improvise some weapons with internet-meme inspired flavour What if the Carnifexes were all actually Gentleman Chogoth from League of Legends? Or Perhaps they have to fight a Tyranid horde composed of OVER NINE THOUSAND Tyranids. Play it loose and fun!

### **Synopsis:**

The players are chucked in a drop pod and then booted out onto a planet almost completely lost to a massive Tyranid invasion. Their quest: to retrieve a fabled relic, the Adamantium Sack of Power Doorknobs. It came to rest in a shrine on this planet ages ago, and the Angry Marines were FURIOUS when they found out it was being worshipped instead of used to hit things.

They land on a huge biological siege engine and beat the snot out of the Hive Tyrant leading the charge. The surviving Imperial Guard will, in between being utterly terrified of the players, reveal where the relic is being kept.

They'll set off and get ambushed by 5 Carnifexes. They'll either beat them to death, or they'll use their wrangling skills to tame them and ride them into the sunset.

Either way, they get ambushed again at the shrine, by Eldar, being all mysterious and aloof and generally annoying. Once the Space-Pansies are dealt with, they descend into the shrine to find out that the relic is on the other side of the planet, in the hands of the Pretty Marines.

This should make them VERY angry. Under orders from a vision of the Angry Marines Primarch himself, they'll beat their way STRAIGHT THROUGH THE PLANET to emerge near the Pretty Marines, who are using the relic as a shiny disco ball in their dance routine to make the Hive Fleet go away.

A fight ensues, and in the angry beatings meted out a feeding capillary tower sucking the planet dry collapses, bringing with it the chief Hive Mothership. When it crashes, the psychic backlash pretty much wipes out the whole Hive Fleet.

The players will then get to spend some time ROCKING OUT while they wait for their extraction. Game over, woop woop woop!

## Opening Scene: Aboard the MAXIMUM FUCK, and planetfall

The players are on the battlebarge MAXIMUM FUCK being briefed by Brother-Captain ASSHOLE. Well, more like he's shouting at them. He outlines the mission:

- The legendary Adamantium Sack of Power Doorknobs lies in a shrine on "THIS MISERABLE SHITTY ROCK"
- It was lost in an ages old battle, only to turn up here. The Captain is VERY annoyed that it is being worshipped, and not being used to beat the enemies of THE EMPRAH to a bloody pulp.
- The planet is almost totally overrun with Tyranids. In fact, there's only one human outpost left, and it's about to be attacked.
- The players, or as ASSHOLE refers to them "YOU USELESS BUNCH OF FUCKING PISSKIDNEYS" are to drop onto the planet, stop the final assault long enough to find the shrine, and take back the sack of Power Doorknobs. The planet is "FUCKING DOOMED", so little else matters.

Captain ASSHOLE then punches them into a drop pod, and flings it out the airlock WITH HIS BARE HANDS.

They land on the enormous form of a bio-titan. It's almost as big as the mile-high fortress it's attacking. Around its feet are millions of clawed omnstrosities. The defenders are the only ones left who know about the shrine, so they'll have to save their sorry asses to get the relic.

Of course, the Hive Tyrant that shows up will try to stop them. He's a big one. Pulsing with horrible phsychic power and covered in stabby bone blades.

### **(Hive Tyrant Stats on Antagonists page 13)**

Once they kill him, the psychic death-scream blunts the Tyranid advance. The horde retreats, buying the defenders their lives. Of course, the bio-titan they're standing on dies and collapses.

Everyone takes 20 wounds falling damage. However, being Angry Marines, they can reduce the damage taken by HITTING THE GROUND. Let them roll damage for whatever melee weapon they have, no roll to hit (It's the fucking GROUND!) and subtract the result from the 20 they would have taken.

Allow them a few minutes shouting at the Guardsmen, shaking information out of Commissars (or, in the case of the playtest, landing on one and stealing his hat), demanding to know where this shrine is. Someone will eventually tell them it's a few miles away, through nasty terrain crawling with Tyranids. Once they have a location, they can set off.

Things that happened in the playtest:

- The techmarine ripped off the plating of the bio-titan's head to prod its brain and see if he could steer it.
- The Apothecary drilled into the bio-titan's guts to kick it in the balls.
- The Tactical Marine jumped onto the Hive Tyrant's shoulders and started beating across the head with his power bat-with-a-nail-in
- The players nicked a Leman Russ battletank, loaded the Assault Marine INTO THE MAIN GUN, and drove off to the shrine.
- The drop pod was too slow, so they ripped off the engines and rode them down faster!

## Scene 2: Carnifex Wranglin'

The players are racing along to the shrine, smacking the shit out of lesser Tyranids on the way when SUDDENLY, 5 carnifexes!

Use the stats for the Hive Tyrant but without the psychic powers. If a Carnifex is knocked on its back then TURTLE CARNIFEX CANNOT RIGHT HIMSELF. Makes it easier to beat on. Also the Angry Marines can stand around laughing at it or something.

If they nicked a vehicle, the Carnifexes charge it and smash it to pieces. Give everyone a chance to get out (including firing anyone loaded into the main gun, if they had a tank!) and sort out some combat.

The idea is that, stripped of their vehicle, they'll beat the Carnifexes into submission and ride them like particularly stylish horsies. If that doesn't occur to them though, offer them an alternative. Maybe the techmarine can beat the remains of the tank into working order again. It's not called "WORK YOU FUCKING PIECE OF SHIT!" for nothing, after all.

## Scene 3: SPACE PANSIES

The players finally arrive at the shrine.

Give them a Perception roll (-20) to notice the ambush the Eldar have set up.

Whoever fails loses a turn in the combat that immediately follows as the Eldar open up with a storm of shuriken-catapult fire. It rips apart their vehicle (or Carnifex).

There are 20 Eldar in and around the building. Hopefully the Librarian Angry Marine will remember his psychic power that FLATTENS buildings. If he doesn't, make sure there's enough cover for them to hide behind, the pansies.

### **(Eldar Stats on Antagonists page 13)**

All this time the Eldar will be screaming things like "THEY MUST NEVER FIND OUT WHY WE'RE HERE!" AND "THESE IGNORANT PRIMITIVES CAN NEVER DISCOVER OUR SECRET REASONS FOR AMBUSHING THEM!" and so on, all the annoying clichés that the Eldar love shouting at people. They'll die before they tell the players anything, of course. Which is convenient for me because I don't have to come up with a reason, and convenient for you because the players aren't going to care!

Once the Eldar are dealt with, they can head on into the shrine. Don't worry if it got demolished, the real shrine is a massive bunker below the surface, they can easily find a stairway.

They really aren't going to be happy when they reach the Reliquary...



## Scene 4: FFFFFFFFFFFFFFFFFFUUUUUUU-

Descending first a massive stairway, then a massive elevator, then another stairway until they're actually about a mile below the planet's surface (the Techmarine can easily work that stuff out), they finally get to where they're going.

The Reliquary is a beautiful vault lined with statues of THE EMPRAH and various saints throughout the Imperium's history, including an Angry Marine hero, Brother MoFo, who singlehandedly crushed a planet-wide rebellion by dropping from orbit into the rebel capital and throwing the leaders off the tallest building with their underwear pulled over their heads, broadcasting the video to the whole solar system. He is depicted extending the middle finger of his left hand while with his right he violates a cultist with another cultist.

But the players aren't interested in that. They're here for the Adamantium Sack of Power Doorknobs.

Too that the pedestal that should hold it only contains a sheet of parchment and a strange device...

**This is where you give them the note that the Pretty Marines left behind, and watch amused as they get VERY angry. The note's on the next page.**

So, how are they going to get to the other side of the planet?

Well, in the playtest they got so angry that they started simply BEATING their way through the planet. The Assault Marine started digging furiously, the Librarian started spinning him round (right round baby right round) like a drill, the Techmarine took the hairdryer, overcharged it to the level of a meltagun, and bolted it to the Assault Marine's helmet, while the Apothecary shoved hyper-stimulants down their throats and the Tactical Marine kept yelling "WORK HARDER YOU FUCKS!"

Another option is to have the players visited by a vision of their Primarch, who is absolutely furious that they'd let a pissy little thing like a planet get in their way, and punches them straight through the planet's crust.

Or they could go back outside and beat some large flying Tyranids into submission and fly them across the world.

It doesn't have to make much sense, however it happens.

Hope u don't mind, we took ur shiny relic  
for a bit so we could attack the main  
Tyranid Hive Ship and the shiny material  
will make the perfect disco ball for our  
stage's lightshow, lol

Please accept this I.O.U. and this exquisite  
master-crafted hair-dryer in exchange.

Thxbi!!!

Yours sincerely,  
Pretty Marines  
xxx ;-)

## Scene 5: NOT SO PRETTY NOW, ARE YOU!?

However improbably they did it, the Angry Marines are swiftly on the other side of the world. The Tyranids have been terraforming this side of the planet for a while now, and it's covered in acidic digestion pools and massive capillary towers that reach into low orbit, so the Hive ships can suck the planet dry of all nutrients.

The lead Hive ship is clearly visible, blotting out much of the light with its huge, tentacular form. It is attached to the most massive of the capillary towers, which pulses disgustingly as tonnes of the organic material of the planet is siphoned off to the ship.

Near the base of the tower is a huge stage set, upon which 5 figures in Pink power armour can be seen doing a girly choreographed dance-routine. The Adamantium Sack of Power Doorknobs hangs above them, refracting the laser show out across the barren wastes of this doomed world.

There are 4 Pretty Marines and their leader, a Librarian. They will try and reason with the players and when that fails they will regretfully attack.

**(Pretty Marine stats on Antagonists page 14)**

**Their Librarian** will engage the rest in combat, backflipping and trailing psychic rainbows and generally acting the Japanese prettyboy anime jerk everybody fucking hates.

**The 4 marines will bunker down and use the Fire For Effect** squad move, essentially meaning they can fire their boltguns twice a round on full auto each. They're not out to kill fellow Space Marines though! Their boltguns fire rose petals. Bloody dangerous rose petals, mind you, that have all the normal damage of a regular bolter shell, but they won't actually cause critical damage. Instead anyone reduced to 0 wounds falls asleep and has nice dreams about skipping across the meadows hand in hand with THE EMPRAH and picking daisies.

Do remind the players that while they're Angry Marines, they're also Space Marines. Killing other Space Marines is what HORUS did, and the Angry Chaplains of their chapter are clear in their teachings: HORUS WAS A PUSSY, YOU DON'T WANNA BE A PUSSY LIKE HORUS, DO YOU? NO YOU DON'T! **FUCK THAT GUY!**

It's a fine opportunity for the Angry Marines to do all the douchebag moves they're famous for, like the classic "STOP HITTING YOURSELF! STOP HITTING YOURSELF!" or everyone piling on one hapless bastard and kicking him in the crotch. Once the Pretty Marines have been defeated by knocking them out, or getting dirt on their armour, or some stupid arbitrary reason that coincidentally corresponds to having taken a lot of damage, they'll teleport away, leaving the Adamantium Sack of Power Doorknobs free for the taking.

In the playtest:

- The Angry Librarian used the power DO IT FAGGOT to psychically compel a Pretty Marine to shoot one of his brothers in the balls. As they were using Fire For Effect, the poor sap took 8 bolter rounds to the crotch.
- The Pretty Librarian was defeated by someone first ripping off the backpack that powers every Space Marine's power armour, then ripping out some of his hair. Everyone was so appalled by his beautiful hairdo getting messed up that they all teleported away.
- One Pretty Marine was thrown so hard he demolished the whole stage.

## Epilogue: HELL YEAH

So, the Pretty Marines are dealt with, what's left?

Well, they have one of the chapter's most powerful weapons now, which is why their Captain phones them up and screams at them to "GODDAMN BEAT THE SHIT OUT OF THE GODDAM TOWERS YOU USELESS SHITCOCKS"

If there's time to spare, set another Hive Tyrant or Carnifex on them for the lulz. Otherwise just skip ahead to the next paragraph.

This has the most satisfying effect of causing the main capillary feeding tower to come crashing down- bringing the lead Hive Ship with it. The resulting psychic death-scream ripples through the star-system, and the skies just begin RAINING dead hive ships.

At a stroke, the Angry Marines have just given an entire Hive Fleet an atomic wedgie. The Shadow in the Warp subsides, communications start pouring through (nothing interesting of course), and the planet is saved, albeit sort of by accident.

Captain ASSHOLE contacts them again. Read or paraphrase the following to the players:

ABOUT GODDAMN TIME YOU SQUAT-LOVERS. EMPRAH'S BALLS YOU USELESS FUCKS TOOK SO LONG ALL OUR THUNDERHAWKS ARE TIED UP DOING ACTUALLY USEFUL SHIT. HERE, MAYBE THIS'LL KEEP YOU SHITASSED PANSIES BUSY WHILE WE ALL WAIT FOR YOU TARDS TO BE PICKED UP SO WE CAN GET THE FUCK OUT OF HERE!"

There's a static hum, a blinding flash of light, the distinctive feel of a ship-to-planet teleporter. There, at the Angry Marines' feet, lie a bunch of electric guitars and some sweet amps, so they can ROCK THE FUCK OUT while waiting for extraction...

Hooray, game over.

In the playtest...

- The Techmarine's arms got blasted off in the fight against the Pretty Librarian. When the electric guitars arrived and he couldn't pick them up, he became... Irate.
- On that note, if you don't have the Deathwatch rulebook handy, just make up some critical damage for when they take damage that brings them below 0 wounds. Space Marines are stupidly hard to kill at the best of times, but ripping off a limb or disintegrating entire armour plates is easy.

## Antagonists:

### Hive Tyrant:

<b>WS:</b> 55	<b>Wounds:</b> 120
<b>BS:</b> 30	
<b>S:</b> 60	<b>Armour:</b> 10 everywhere
<b>T:</b> 50	
<b>Ag:</b> 44	
<b>Int:</b> 20	
<b>Per:</b> 35	
<b>WP:</b> 50	

### Weapons:

<b>Scything Talons:</b>	<b>Dam</b>	<b>ArmourPen</b>
	1D10+20	3

Flying  
3 attacks per round.  
Dodge and Parry.  
Can use one psychic power per turn:

**Psychic Scream:** Half-action, D10+8 damage to the head of anyone in 20 metres, and they make a Toughness-30 test or get stunned for 1D5 rounds.

If the players insist on fighting anything smaller, give it 15 wounds and attributes 33 all round.

### Eldar:

<b>WS:</b> 45	<b>Wounds:</b> 10
<b>BS:</b> 55	
<b>S:</b> 31	<b>Armour:</b> 4 everywhere
<b>T:</b> 32	
<b>Ag:</b> 50	
<b>Int:</b> 38	
<b>Per:</b> 54	
<b>WP:</b> 38	

Skills:  
Acrobatics (Ag)    Concealment (Ag+20)    Dodge (Ag)

### Talents:

Counter-attack: If Eldar parries an attack they get a free attack at -20.  
Deflect Shot: Eldar can parry ranged weapons. (one parry per shot!)  
Hard Target: When charging/running, rolls to shoot them are at -20

### Weapons:

<b>Shuriken Catapult:</b>	<b>Dam</b>	<b>ArmourPen</b>
	1D+4	4

Tearing: Roll two dice for damage, discard lowest result.

### **Pretty Marine Librarian:**

**WS:** 50  
**BS:** 50  
**S:** 65  
**T:** 45  
**Ag:** 40  
**Int:** 35  
**Per:** 40  
**WP:** 43

**Wounds:** 29

**Armour:** 8 head, 10 everywhere else

Skills:

Acrobatics (Ag)    Dodge (Ag)

### **Talents:**

Counter-attack: If Pretty Librarian parries an attack they get a free attack at -20.

Deflect Shot: Pretty Librarian can parry ranged weapons. (one parry per shot!)

Swift Attack: Can make 2 attacks as a full action.

### **Weapons:**

#### **Twin-linked Hairdryer:**

<b>Dam</b>	<b>ArmourPen</b>
1D10+4	7

Twin-linked: +20 to hit, and if attack succeeds by 2 or more degrees of success a second hit is scored

#### **Force Sword:**

<b>Dam</b>	<b>ArmourPen</b>
1D10+5	5

Force weapon: When rolling damage, Librarian can make a Wp vs target's Wp. Every degree of success adds 1D10 damage.

### **Psychic Powers:**

Makeover: Half action, allies in line of sight heal Psy-rating in Wounds.

Blue Steel: Half action, 3 enemies who can see Librarian cannot use Reactions until Librarian's next turn.

### **Pretty Marine Tactical:**

**WS:** 53  
**BS:** 37  
**S:** 61  
**T:** 41  
**Ag:** 39  
**Int:** 40  
**Per:** 39  
**WP:** 35  
**Fel:** 42

**Wounds:** 22

**Armour:** 8 (head), 10 everywhere else

#### **Squad Mode: Fire For Effect:**

Everyone in the squad can use their Reaction to make a full auto attack with their bolters. Yes, that's 2 full auto bursts a round each!

### **Weapons:**

#### **Boltgun:**

<b>Dam</b>	<b>ArmourPen</b>
2D10+5	5

**Tearing:** Roll an extra D10 for damage, discard lowest result!

**Pretty weapon:** The boltgun fires rose petals. Anyone taken to 0 wounds is knocked unconscious, not killed.

# Tactical Marine FUCKSPUD:

<b>WS:</b> 46	<b>Wounds:</b> 22
<b>BS:</b> 45	<b>Fate Points:</b> 3
<b>S:</b> 46	<b>Armour:</b> 8 (head), 10 everywhere else
<b>T:</b> 40	
<b>Ag:</b> 39	<b>Special Ability:</b> <b>Asswhooping Mastery-</b>
<b>Int:</b> 42	+10 WS and +2 damage
<b>Per:</b> 45	with Angry Marine close
<b>WP:</b> 39	combat weapons
<b>Fel:</b> 38	

## Skills:

Awareness (Int)	Carouse (T)	Charm (Fel)	Climb (S)	Command (Fel)
Concealment (Ag)	Contortionist (Ag)	Deceive (Fel)	Dodge (Ag)	Drive (Ag)
Inquiry (Fel)	Intimidate (S)	Literacy (Int)	Search (Per)	Silent Move (Ag)
Tracking (Int)	Wrangling (Int)			

## Talents:

Ambidextrous	Astartes Weapon Training	Bulging Biceps	Heightened Senses
Killing Strike	Nerves of Steel	Quick Draw	Resistance (psychic)
True Grit	Unarmed Master	Unnatural Strength	Unnatural Toughness

HE'S FUCKING ANGRY!

## Power Armour History:

Sneaking Is For Pussies!  
-20 to all Stealth/Concealment rolls  
+10 to Command

## Weapons:

Bolt Pistol:	Range	RoF	Damage	ArmourPen	Clip	Rld
	20m	S/2	1d10+5	5	8	1 full actions

Bolt Weapon: Roll 2D10 and pick the highest result for damage.

Bolter:	Range	RoF	Damage	ArmourPen	Clip	Rld
	50m	S/2/4	1d10+5 8	8	8	1 full actions

Bolt Weapon: Roll 2D10 and pick the highest result for damage.

FUCK YOU Rounds: Special ammo, increases ArmourPen to 8.

Power Bat-with-a-nail-in:	Damage	ArmourPen
	1D10+5	5

## Equipment:

3 Frag Grenades 3 Krak Grenades Combat knife  
Oversized Pauldrons (+10 to Command!)

## Demeanours:

Hot-Blooded  
ALWAYS ANGRY! ALL THE TIME!

# Assault Marine GRARG:

<b>WS:</b> 54	<b>Wounds:</b> 21
<b>BS:</b> 46	<b>Fate Points:</b> 3
<b>S:</b> 42	<b>Armour:</b> 8 (head), 10 everywhere else
<b>T:</b> 40	
<b>Ag:</b> 44	<b>Special Ability:</b> COME ON YOU PISSKIDNEYS- +1D10 damage when charging with Jetpack (Damage also dealt to Angry Marine!)
<b>Int:</b> 49	
<b>Per:</b> 48	
<b>WP:</b> 41	
<b>Fel:</b> 43	

## Skills:

Awareness (Int)	Carouse (T)	Charm (Fel)	Climb (S)	Command (Fel)
Concealment (Ag)	Contortionist (Ag)	Deceive (Fel)	Dodge (Ag)	Drive (Ag)
Inquiry (Fel)	Intimidate (S)	Literacy (Int)	Search (Per)	Silent Move (Ag)
Tracking (Int)	Wrangling (Int)			

## Talents:

Ambidextrous	Astartes Weapon Training	Bulging Biceps	Swift Attack
Killing Strike	Nerves of Steel	Swift Attack	Resistance (psychic)
True Grit	Unarmed Master	Unnatural Strength	Unnatural Toughness

HE'S FUCKING ANGRY!

## Power Armour History:

Fuuuuuuuuck YOOOOOUU!  
+2 damage

## Weapons:

<b>Dual-wielded power fists and power feet:</b>	<b>Damage</b>	<b>ArmourPen</b>
	2D10+5	9

Add triple the user's Strength Bonus to damage instead of double!  
Cannot parry.

## Equipment:

JETPACK!

## Demeanours:

Hot-Blooded  
ALWAYS ANGRY! ALL THE TIME!



# Librarian SODOMITUS:

**WS:** 44   **Wounds:** 23  
**BS:** 23   **Fate Points:** 3  
**S:** 41   **Armour:** 8 (head), 10 everywhere else  
**T:** 40  
**Ag:** 43   **Special Ability:**             **Brain Puncher-**  
**Int:** 41   Psy-rating is 3  
**Per:** 32  
**WP:** 44  
**Fel:** 35

## Skills:

Awareness (Int) Carouse (T)                         Charm (Fel)                         Climb (S)                         Command (Fel)  
Concealment (Ag)                         Contortionist (Ag)                         Deceive (Fel)                         Dodge (Ag)                         Drive (Ag)  
Inquiry (Fel)                         Intimidate (S)                         Literacy (Int)                         Search (Per)                         Silent Move (Ag)  
Tracking (Int)                         Wrangling (Int)

## Talents:

Ambidextrous                         Astartes Weapon Training                         Bulging Biceps Heightened Senses  
Killing Strike                         Nerves of Steel                         Quick Draw                         Resistance (psychic)  
True Grit                         Unarmed Master                         Unnatural Strength                         Unnatural Toughness  
**HE'S FUCKING ANGRY!**

## Power Armour History:

Built-in Cigar of Manliness:  
+10Wp as long as it's lit!

## Weapons:

<b>Bolt Pistol:</b>	<b>Range</b>	<b>RoF</b>	<b>Damage</b>	<b>ArmourPen</b>	<b>Clip</b>	<b>Rld</b>	
	20m	S/2	1d10+5	5	8	5	1 full actions

Bolt Weapon: Roll 2D10 and pick the highest result for damage.

<b>Force lead-pipe:</b>	<b>Damage</b>	<b>ArmourPen</b>
	1D10+4	3

Force weapon: When rolling damage, Librarian can make a Wp vs target's Wp. Every degree of success adds 1D10 damage.

## Equipment:

3 Frag Grenades    3 Krak Grenades    Combat knife

## Psychic powers:

**Fight Harder, You Fucks!** (+5xPsy rating to target's WS)

**EMPRAH'S RAEG** (5 rounds to cast. Usable once a day. Radius 100xPsy-rating metres. 3D10xPsy-rating to buildings/anyone in a building)

**DO IT FAGGOT** (Affects [Psy-rating] number of targets. Target makes an opposed Wp roll or is forced into an action that takes no more than one round)

**The Cockslapping** (1metre x Psy-rating radius. Everyone inside takes 1D10xPsy-rating damage)

**NO U** (Librarian makes a Wp check when attacked. Success = Free counterattack,. Once per combat scene only!)

## Demeanours:

Bitches Don't Know...

ALWAYS ANGRY! ALL THE TIME!

# Techmarine Iratus:

**WS:** 50  
**BS:** 45  
**S:** 42  
**T:** 43  
**Ag:** 45  
**Int:** 47  
**Per:** 40  
**WP:** 48  
**Fel:** 35

**Wounds:** 23  
**Fate Points:** 3  
**Armour:** 8 (head), 10 everywhere else

**Special Ability:** **Work, You Piece Of Shit!-**  
Re-roll failed tech-based skill tests.

## Skills:

Awareness (Int) Carouse (T) Charm (Fel) Climb (S) Command (Fel)  
Concealment (Ag) Contortionist (Ag) Deceive (Fel) Dodge (Ag) Drive (Ag)  
Inquiry (Fel) Intimidate (S) Literacy (Int) Search (Per) Silent Move (Ag)  
Tracking (Int) Wrangling (Int)

## Talents:

Ambidextrous Astartes Weapon Training Bulging Biceps Heightened Senses  
Killing Strike Nerves of Steel Quick Draw Resistance (psychic)  
True Grit Unarmed Master Unnatural Strength Unnatural Toughness  
HE'S FUCKING ANGRY!

## Power Armour History:

Dodge This You Cowardly Fucks!  
+2 damage whenever EMPRAH'S FURY is rolled

## Weapons:

<b>Bolt Pistol:</b>	<b>Range</b>	<b>RoF</b>	<b>Damage</b>	<b>ArmourPen</b>	<b>Clip</b>	<b>Rld</b>
	20m	S/2	1d10+5	8	5	1 full actions

Bolt Weapon: Roll 2D10 and pick the highest result for damage.

<b>Thunder Wrench:</b>	<b>Damage</b>	<b>ArmourPen</b>
	2D10+5	8

**Concussive:** When hit, target makes a Toughness test -10 for every degree of success the attack hit by, or is stunned for 1 round. Also, if damage greater than his Toughness Bonus is dealt, target is knocked prone.

## Equipment:

Servo-arm (Can use Reaction to attack instead of dodge/parry, 2D10+14 damage, ArmourPen 10),

## Demeanours:

Scornful  
ALWAYS ANGRY! ALL THE TIME!

# Apothecary APOPLECTICUS:

**WS:** 53  
**BS:** 37  
**S:** 61  
**T:** 41  
**Ag:** 39  
**Int:** 40  
**Per:** 39  
**WP:** 35  
**Fel:** 42

**Wounds:** 22  
**Fate Points:** 4  
**Armour:** 8 (head), 10 everywhere else

**Special Ability:** Choke On This, Fucko!-  
**Once a day can create toxins against**  
Tyranids for the squad. Their weapons  
become Toxic for 4 rounds

## Skills:

Awareness (Int) Carouse (T) Charm (Fel) Climb (S) Command (Fel)  
Concealment (Ag) Contortionist (Ag) Deceive (Fel) Dodge (Ag) Drive (Ag)  
Inquiry (Fel) Intimidate (S) Literacy (Int) Search (Per) Silent Move (Ag)  
Tracking (Int) Wrangling (Int)

## Talents:

Ambidextrous Astartes Weapon Training Bulging Biceps Heightened Senses  
Killing Strike Nerves of Steel Quick Draw Resistance (psychic)  
True Grit Unarmed Master Unnatural Strength Unnatural Toughness  
HE'S FUCKING ANGRY!

## Power Armour History:

Hold The Fuck Still!  
+5WS, -5BS

## Weapons:

<b>Bolt Pistol:</b>	<b>Range</b>	<b>RoF</b>	<b>Damage</b>	<b>ArmourPen</b>	<b>Clip</b>	<b>Rld</b>
	20m	S/2	1d10+5	8	5	1 full actions

Bolt Weapon: Roll 2D10 and pick the highest result for damage.

<b>Power Folding-Chair:</b>	<b>Damage</b>	<b>ArmourPen</b>
	1D10+5	5

## Equipment:

3 Frag Grenades 3 Krak Grenades Combat knife

Narthecium (+20 to Medicae tests, doubles amount of healing from first aid(ie heals 8 on successful test))

10 doses of healing "drugs" (Heal D10 damage when injected)

## Demeanours:

Surly  
ALWAYS ANGRY! ALL THE TIME!