

Angry Marines 3:



Their Grimdarkest Hour

A Deathwatch (sort of) game

by

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Disclaimer:

If you ran or played any of my Angry Marines games before, you probably know the score, and can skip this page.

If not:

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”,
“SHITTING DICKNIPPLES”
“FAIRYASSED PANTSHITTERY”
or
“DAVID CAMERON FUCKED A PIG”

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 (Far, FAR 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, sod off.

Contents:

Page Description

1	Title page
2	Disclaimer
3	Contents
4	Crash course in Deathwatch for the GM
5	Combat and Psychic Powers
6	Setting and Game synopsis
7	Scene 1: Briefing and Insertion (HURR!)
8	Scene 2: Shush!
9	Scene 3: EDITION STORM
11.....	Scene 4: The Reliquary and ANOTHER EDITION STORM
12.....	Scene 5: Mad Mechs- Furry Road
13.....	Scene 6: Fuck Donald Trump
16.....	Scene 7: Seriously, Fuck Donald Trump.
17.....	Antagonists
20.....	Player characters

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 EQUAL TO OR 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 (ANGRILY)
- Dropping an item (ANGRILY)

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 Marine Librarian 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. Perhaps the cultists all talk in a cute voice with a "h" at the start of every word. Perhaps the Necrons won't shut up about how whatever the players do IS NOT A MEME. Perhaps the number of Tyranids they have to fight is OVER NINE THOUSAAAAND. Play it loose and fun!

Synopsis:

The galaxy is screwed: Almost overnight, every race and organisation broke down into infighting and civil war. This is because some idiot uncovered Pandora's Boxxxxy, a dark relic from the ancient depths of history. It causes splits and factionalism as people can't decide whether it's the Best or Worst thing in the universe. The only group unaffected is the Angry Marines. They have a galaxy to save; If their enemies kill themselves, who will be left for the Angry Marines to beat up?

To start with, they'll head to Eldar Craftworld Ulthwé to access the libraries and find out what the hell's been going on, which is more difficult than it sounds when the war god Kaela Mensha Khaine keeps telling them to shush. Armed with knowledge of Pandora's Boxxxxy, they'll have to head to the place where it was hidden away, but to get there, they'll have to use the Eldar Deep Webway to get to the Most Safe And Boring Place In The Galaxy: Ultramar.

The rules will change slightly at this point, as Pandora's Boxxxxy is causing old editions of Warhammer to bubble up and become reality for a while. Do make sure you've read the start of each chapter!

The Ultramarines are tearing each other apart, making them... slightly less annoying actually. The players may have to beat some up as they search for clues for where Pandora's Boxxxxy has gone. They'll learn that the Boxxxxy was taken by Marneus Calgar, leader of the Ultramarines, finally sick of Games Workshop rewriting things. He has metamorphosed into Donald Trump for some reason and there are rumours flying around that he may have done something with a private part of his anatomy in his college years that has NOTHING* to do with recent stories about David Cameron.

Marneus Trump and his honour guard of Trumpmarines have left for Holy Terra, to steer Games Workshop in a new direction (turn it into a golf course and build a wall around the Orks, probably). To catch them in time, The players will have to take a short cut through the warp, known as the Furry Road, where they are chased by a load of spikey cars for no real reason other than it's cool.

The showdown with Donald Calgar (and a titan because why not) will cause gigantic amounts of violence, as the Angry Marines battle for control of nothing less than the Next Edition of 40K!

Scene 1: Briefing and insertion (hurr!)

The players are aboard the battle cruiser NO YOU NAME IT YOU LAZY FUCK, being briefed (shouted at) by their commander, Brother-captain ANEURISM. He's your typical Angry Marine captain: Loud, rude, and FUCKING ANGRY. His briefing should contain something approximating the following points in between players swearing questions at him:

- The galaxy is fucked: Every faction has descended into civil war from Chaos to the Ecclesiarchy. Amusingly, this makes the Ultramarines "SLIGHTLY LESS FUCKING BORING"
- The infighting has something to do with an artifact called Pandora's Boxxxxy. It has caused every fighting force in the galaxy to turn on itself.
- The only forces seemingly unaffected are the Orks ("BECAUSE THOSE GREEN COCKGOBBLERS WERE ALWAYS FIGHTING EACH OTHER ANYWAY") and the Angry Marines ("I'VE NO FUCKING IDEA WHY, AND I DON'T FUCKING CARE")
- They're on the way to the Eldar Craftworld Ulthwé to search the vast libraries for mention of Pandora's Boxxxxy and its location:
- "EVERY COMPANY HAS FUCKED OFF IN A DIFFERENT DIRECTION TO FIND ANSWERS. YOU MORONS GOING TO CHECK OUT THE GOTH-WANNABE SPACE PANSIES. THEY HAVE A LIBRARY OR SOME SHIT I DON'T KNOW JUST FIND SOME SHITTING ANSWERS"
- Resistance is expected to be light: "THOSE PANTSHITTING NONCES PRACTICALLY EXTERMINATED THEMSELVES ALREADY. JUST A FEW STRAGGLERS AND WHATEVER AUTOMATED DEFENCES THEY'D BOTHERED TO SET WHEN NOT WRITING SHIT POETRY AND CRYING INTO THEIR LITTLE PILLOWS BECAUSE NOBODY UNDERSTANDS THEIR PAAAAAAAIIIIIN. FUCKING BABIES."

Once that's done, Captain Aneurism shouts them into a Thunderhawk gunship and they blast off at maximum speed and like 5 seconds later ram into the craftworld for humorous effect. ULTHWÉ MOTHERFUCKERS!

Stats for Eldar on page 17.

IMPORTANT NOTES:

- The Eldar are fighting each other: There are two factions: The Eldar, and the Space Elves. The Space Elves are the Eldar from a previous edition of Warhammer 40K. The difference is irrelevant to the players but the Eldar know. Oh yes, they know. Space Elves have more spiky hair for one
- All the Eldar of Craftworld Ulthwé are exactly as mysterious and impenetrable as Tommy Wiseau. In fact they are all Tommy Wiseau. Craftworld Ulthwé is The Room, and everyone who lives there is Tommy Wiseau. If you can't do Wiseau, go for Christopher Lambert of Highlander and Mortal Kombat "fame". Either way, they're always tossing american footballs and talk like they're reading the words from a billboard in a language they aren't fluent in.

They'll need 3 plot points to find the library They can get these by:

- Shouting at the locals: Perception (-10) tests to find one, Intimidation (-30) tests to get them to speak (mysterious bastards). Add bonuses for creativity!
- Hacking computers: Tech use tests (-30) to use alien technology. Threats with large power tools may help.
- Using their xenos knowledge to follow the signs.

If they succeed any of these by more than 20 then give them 2 plot points; Terrified Eldar point the way, equally scared machines light the right path, etc.

Scene 2: Shush!

The libraries of Ulthwé! So much forbidden knowledge, revealing the secrets of the universe from long before mankind expanded from Holy Terra! There is a shush sign.

The head of the library is the Eldar war god, Kaela Mensha Khaine (as the Eldar are busy fighting themselves, their War god has been demoted to fill job vacancies). He is busy trying to do paperwork, which is messy given one of his hands is constantly dripping blood. He isn't visible to the players when they arrive.

It's time for the players to attempt research!

- First they have to find the information: They need 3 successful rolls of half their Int, or Forbidden Lore, to find information relevant to Pandora's Boxxxxy (NOTE: the psychic player can get +20 to their rolls if they try to use the psychic rollodex)
- Once they've found the right section, they need to read and piece together the right information. That'll be more 4 successful Int/Forbidden Lore rolls.

Now, every time they fail a roll, they'll probably get angry and shout a bit. When that happens, Kaela Mensha Khaine will fill the library with a massive, earth-shattering "Shhhhhh!" It starts off as a disembodied shush, but the next time they'll actually SEE an apparition of the gigantic, terrifying war god with a bloody finger to its lips, and the third time it will actually appear and fight them.

Stats for Khaine the Librarian on page 17

What the players learn after the fight and after piecing together the information on Pandora's Boxxxxy:

- The Boxxxxy predates pretty much everything
- Chaos itself was disgusted by the Boxxxxy, the Dark Gods weren't immune to its power of causing civil war.
- They hid it away on the MOST BORING AND SAFE PLACE IN THE GALAXY: Macragge, the homeworld of the Ultramarines. There also happens to be an old eldar Webway that leads straight to Macragge. It is out of the public eye and known as the Dark Webway, frequented by criminal internet content.

So now the players have to travel the Eldar Dark Webway to Macragge and have a few words (like "ARSEFACE" and perhaps "SHITFUCK") with the Ultramarines.

Scene 3: EDITION STORM

NOTE: READ THE SECTION BELOW IN ADVANCE, THEN READ OR PARAPHRASE THIS TO PLAYERS BEFORE MOVING ON TO THE NEXT PAGE:

"As you travel the Dark Webway, the ground shudders and you hear wind howling. Your vision is assailed by fantastic, impossible things: Orks, fighting what you can only describe as short, stunty humans with gigantic beards and a biker fetish. Two of these... dwarfish people standing around a tabletop board game and arguing about who has the more excellent beard. More Orks, only... really weedy looking and firing boltguns and lascannons. The Rainbow Marines helping you storm the craftworld you just left... Wait, there's no such thing as Rainbow Marines!

The Warhammer editions have changed and their skills and gear are nowhere near as good any more. The first time a roll or reference to a character stat is needed, give them a D6 instead, divide their stats by 10 (round up) and get them to consult the tables below. Automatic weapons can only fire once! Players can only attack in close combat once, unless they have a second hand weapon! Fellowship stat is now Leadership, and totally useless in this game! This should make them ANGRY!

Shooting:

To hit, consult the chart on the left. To determine if a hit causes a wound, consult the chart on the right. If the target has an armour save, they roll a D6 and if the result is lower, the hit has no effect. If the roll fails, they take 1 wound. NOTE: The players now have an armour save of 3, and 5 wounds for completely arbitrary purposes.

BS	Roll under this on D6	Weapon strength	Toughness							
			1	2	3	4	5	6	7	8
1	6	1	4	5	6	6	X	X	X	X
2	5	2	3	4	5	6	6	X	X	X
3	4	3	2	3	4	5	6	6	X	X
4	3	4	2	2	3	4	5	6	6	X
5	2	5	2	2	2	3	4	5	6	6
6	1	6	2	2	2	2	3	4	5	6
7	1	7	2	2	2	2	2	3	4	5
8	1	8	2	2	2	2	2	2	3	4

Close Combat:

- If the WS of the target is higher than the attacker's, they need to roll 5 or more on D6
- If the WS of the target is Equal to the attacker's, they need to roll 4 or more on D6
- If the WS of the target is lower than the attacker's, they need to roll 3 or more on D6
- Wounding is the same as the shooting section above.

Anyway, once you're happy with that, start the scene on the next page:

EDITION STORM SCENE:

With a flash of light the players land on the pretty green mountainous world of Macragge. It's looking a bit the worse for wear now because the Ultramarines have been knocking the absolute shit out of each other. This makes them slightly less boring to the players, but not enough to not headbutt them if they don't help out.

They appear on the steps of Marneus Calgar's throne room. There is a giant wall sealing it off from the rest of the world, and regular Ultramarines are beating the shit out of it furiously. Not as furiously as an Angry Marine, but it's the most angry the players have ever seen an Ultramarine, and it's bordering on respectable...

The Ultramarines are stringing up bodies of what looks like the Ultramarines honour guard, which have gone REALLY overboard on the amount of gold-plated armour they usually bolt on to show higher rank. Also, instead of a stylised U on their chestplate, they have a golden T symbol. The Ultramarines are screaming "HERETIC!" at the bodies.

Everyone pauses as the players wander up, and a squad of 3 Ultramarines, mistaking the yellow armour for their enemies, attack. This is where the EDITION CHANGE from the page above comes in, if it hasn't already.

Stats for Ultramarines on page 18.

After they surrender/die, the others will calm down slightly and explain things a little.

- Pandora's Boxxxxy was part of the buttrest of the Throne of Ultramar. Traditionally, the leader of the Ultramarines did nothing but sit on the throne, ensuring the Boxxxxy was kept shut. Nobody knew this until it was removed from the throne.
- Marneus Calgar got sick of constant rules rewrites, and retrieved the Ultramarines' most dangerous captured relic from the depths of the palace.
- His honour guard and other followers then built a massive wall to keep out what they called "Losers" and "poor people". The Ultramarines just aren't angry enough to defeat it. And Assault Marine BLOSSOM can try her jetpack but it's not powerful enough to get over the wall. So there.

The sergeant Ultramarine suddenly has an idea:

"Hey, I remember seeing you Angry Marines fighting Tyranids before. You just loaded yourselves into rocket launchers and fired each other into the middle of the enemy. We have a Whirlwind missile launcher out back we could load you in to. I don't think we're angry enough to survive, but you guys do it all the time!"

That should be all the encouragement they need. Load 'em up, fire them over the wall! They can make armour saves (EDITION CHANGE, REMEMBER), and if those fail, they can ATTACK THE GROUND to slow their fall with a successful WS check (roll 3+ on D6, they all get +1 attack for technically charging and another +1 for ever close combat weapon they can wield. If they think to headbutt and kick as well as flailing with bats and swords, let it count!)

Any wounds can be wiped out with IMPERIAL MARCHING POWDER and hey! They're inside the Ultramarines palace! First thing they'll see is the Throne of Ultramar. There's very obviously a box-shaped hole in the butt-rest. They can easily follow signposts to the reliquary.

Scene 4: The Reliquary and ANOTHER EDITION STORM

They travel down miles of corridor to get to the Ultramarines Reliquary. Along the way there are really annoying recruitment videos for Calgar's honour guard. He promises to "Make Ultramar Great Again!", insists that this involves golf courses and walls to keep out poor people. Each ad ends with the annoying jingle "Ultramarines live longer with Calgar!" (this is a reference to the "Washing machines live longer with Calgon!" ad you'll see on TV. If you don't know, ask someone!)

Finally, they get to the Reliquary: There are plenty of shiny weapons about; glittering power swords, master-crafted boltguns but nothing really brutal enough for an angry marine. Besides, the edition change from earlier has nerfed all the power weapons so they're no better than the players' own gear.

There is a squad of Trumpmarines waiting for them in the depths. They've gone for completely gold-plated armour. They are FUCKING LOADED with vortex grenades, the most expensive and dangerous weapons in the galaxy, and the players might be FUCKING ANGRY, but they're not stupid: Attacking them would probably destroy everyone on the planet, and then the solar system.

The Trumpmarines know this, and are gloating. "Haha, look how expensive these are! You can't touch us without killing everyone! You'll never stop us!

SUDDENLY THE EDITION CHANGES AGAIN, and the vortex grenades disappear because the Trumpmarines aren't hero characters and can't use wargear. The players' stats and combat system are completely back to normal! Time for some ass-whoopin'!

Stats for Trumpmarines are the same as for Ultramarines. Well, their Int is only 20 because fuck Donald Trump, but otherwise the same. There are 5 Trumpmarines, one for each player.

Once they're dealt with, they can access video logs to see what Marneus Calgar actually did. Paraphrase the following to the players:

Calgar and his honour guard marched in to the deepest depth of the reliquary. Two honour guards produced identical keys, and turned them in an ancient door at the same time, which opened up a thumbprint scanner. Calgar scanned his thumb and FINALLY the doors opened to reveal...

... a dirty yellow-white clump of fur?

One of Calgar's advisors tugged at his arm, begging him not to go ahead, but he angrily rebuked him and grasped the furball with both hands, before lowering it on his head. There is psychic backlash as Calgar's face turns orange, saggy and wrinkled, and the cameras cut out. When the recording starts up again, Calgar is gone, and five Gold Ultramarines stand around covered in vortex grenades, bragging about how much they're worth and how nobody would dare attack them now, and how "Taking the Furry Road" would get him there in no time.

The Furry Road will be their only chance at catching Marneus Trumpgar before he does... whatever he's going to do. With access to the reliquary they can easily destroy the wall and let Ultramarines back in. They can shout at one to find out what the Furry Road is. They'll blanch and say it's an ancient attempt by THE EMPRAH HIMSELF to create his own version of the Eldar Webway leading STRAIGHT TO TERRA. It's much more dangerous because it still lets in Warp daemons that try to kill travellers. Nobody's used it since before the Horus Heresy.

Scene 5: Mad Mechs- Furry Road

This is a nice, simple scene: The Ultramarines show them the entrance to the furry Road in the remotest part of Macragge, a webway portal made by THE EMPRAH HIMSELF thousands of years ago, before Horus became a douchebag and everything went to shit. Journeying through it is different according to the people travelling. And Imperial Guard pilot might say it's like flying a plane through a giant planet-killing space station's superstructure, an astropath would liken it to sailing a big slow ship through the warp, and when the players step through it's...

They're on a seemingly endless desert plain. There is a large ramshackle vehicle waiting, psychically forming itself to be large enough to hold 5 Space Marines. It is covered in spikes, but in an AWESOME way instead of heretical. Like I mean slashing blades and buzzsaw wheels and battering rams and HOLY SHIT IS THAT HEAVY FLAMER ALSO A GUITAR!?

A female figure forms in front of them. She's tall, has a cybernetic arm ending in a powerfist made of fists, and is EXTREMELY ANGRY LOOKING. As she gets into the rig and starts the engine, she gestures for them to get on board before shouting "SHITCOCK FUCKWEASEL ARGHAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA-" which just continues unabated as the engine roars to life and the truck lurches forward.

They get attacked by a swarm of furry daemons in cars that are also spiky but in a Chaos way.

Stats for furry daemons on page 18.

Once the furry daemons are beaten, the truck stops. If anyone demands to know why the mysterious woman driver screams "CHARACTER DEVELOPMENT YOU FUCKING SMEGWAFFLES"

Give every player +5 to any one of their main stats. If they ask why, scream "BECAUSE CHARACTER DEVELOPMENT DAMN IT". Refuse to explain further.

Character development scene over, the truck starts up and zooms straight to Terra. If you've got the time, throw in another swarm of furry daemons. Put these ones on ridiculous bungee stick things like the nutters in Mad Max final chase scene.

Suddenly BAM HOLY TERRA

Scene 6: Fuck Donald Trump

The players arrive in a flash of light in a dark room, absolutely vast from the echoing sounds. Suddenly a spotlight from somewhere in the ceiling lights the group up and a clear, no-nonsense voice calls "Identify yourselves or we nuke this whole room. I am not at all joking about the nuke."

The players will probably reply with a string of obscenities. This seems to suffice. The voice calls out again telling them that they will not swear in the presence of THE GODDAMN EMPRAH.

The lights go up. The players are in the IMPERIAL FUCKING THRONE ROOM, staring straight up at the Golden Throne, and the GODDAMN EMPRAH HIMSELF.

The Adeptus Custodes are the EMPRAH's personal bodyguards. The players only have to look at them to see they are ANGRY FOR THE EMPRAH, but they have an immense amount of self-control so no shouting and only minimal swearing.

If anyone asks about why the hell they'd nuke the Imperial Throne Room, they give them a withering look like a granddad might give to a kind who asked a stupid question and reply "Son he's the Goddamn EMPRAH, he can take it."

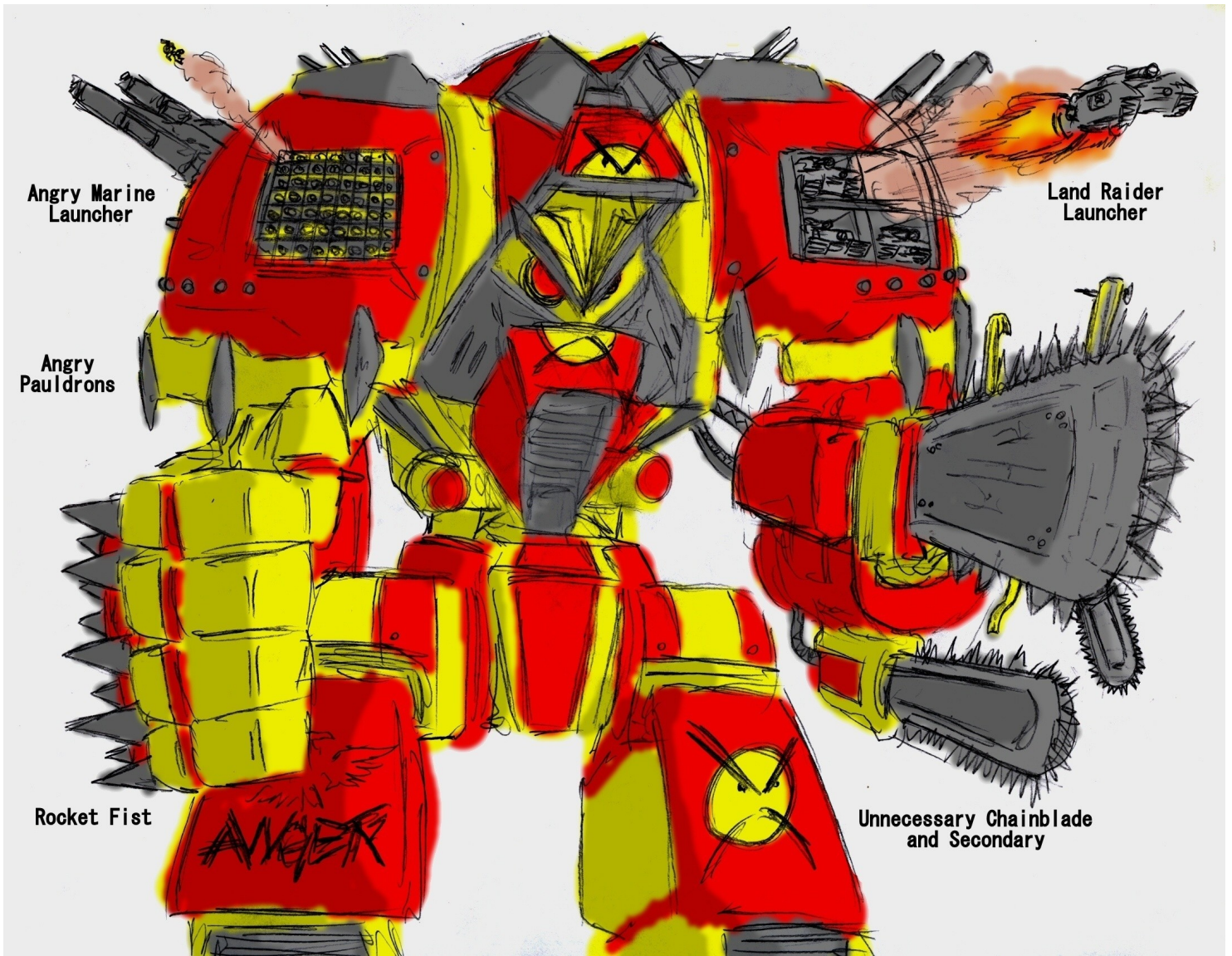
They can ask some questions if they like. Trivia they can learn from the Custodes:

- The EMPRAH's favourite food is pizza with mountains of cheese and pepperoni.
- The EMPRAH's favourite band is Motorhead. Fucking obviously.
- The EMPRAH is actually as sick of the Ultramarines as everyone else, and laughed for a week when Pandora's Boxxxxy turned them against eachother.
- MARNEUS CALGAR FUCKED A PIG. Seriously. He did it back in Macragge University to get into some stupid club. You might be able to use that against him.
- The EMPRAH does not have any more time for their bullshit and they have a universe to save, so LISTEN UP:

Marneus Calgar has become a hollowed out vessel, possessed by a being known only as the Trump. He's set up a tower in the area of Terra known 40,000 years ago as "Nottingham" and is rewriting history with the power of Pandora's Boxxxxy, which is itself a space-time paradox(xxy) formed by Games Workshop constantly rewriting the universe. They probably noticed that Squats were a thing again and that Space Elves were wandering around with boltguns. Fucking lunacy. The Angry Marines aren't affected because, basically, they were never canon. On the plus side, if they can defeat The Trump, they could usher in a new edition. One crammed with less utter bullshit. The Custodes have to guard the EMPRAH, because nobody ever wrote a good piece of fluff about them. But the Angry Marines can do whatever the goddamn hell they want.

The Custodes can teleport the players straight to Nottingham and into battle. They lead them down a few corridors, and into a bunch of oddly arranged seats. The Custodes say "Strap in, kiddies, you're in for one hell of a mindfuck." There's a blinding flash of light, a really unpleasant feeling of displacement and OHSWEETJESUSTHETENTACLES, and suddenly the players are staring at Trump Tower. It is half a kilometre tall, lightning arcing off it like rain it's so powerful, bristling with massive weapons, and... Yes, it is walking around.

Give the players a moment to swear, then have the lights in their room come on, displaying schematics and readouts and...(try and surprise them with the next page, as they're on board an Angry Titan)



ANGRY TITAN FUCK YOU-LYSSSES ONLINE

The players are each controlling a limb, with the fifth player in charge of the head, which has an extendible neck for headbutting.

Trump Tower turns to face them and fires off a salvo. It misses. It turns more weapons towards the players.

So... they'll have to coordinate the limbs of the Titan to get over there and beat on Trump Tower. That should be fun, as you, the GM, get to throw falling buildings and explosions at them to throw them off balance. This is Terra, the entire surface is basically a Megacity, so there's plenty for the players to grab hold of with giant hands, or otherwise steady themselves. If the Unnecessary Chainblade isn't weapon enough, the other hand could grab, say, a communications spire and use it like a club. Plenty of opportunity to improvise there. Think Pacific Rim, or given the uncoordinated flailing, perhaps think the robot fights in Power Rangers. Either way, buildings collapse, the ground shakes, and so on.

Attacks while in the Titan:

Each player controls a limb/head. Randomly determine who controls what. They can make an attack with that bodypart using their own WS.

The Trump Titan has WS of 60 for its own attacks. It gets 4 attacks per round, one after each Angry Marine has a go, and then a pause as the Angry Marines just attack an extra time because they're so goddamn ANGRY.

They both have impenetrable void shields. The Trump Titan's void shields will take 10 hits before winking out. Same with the Angry Titan.

Try to arrange the fight so the titans fight each other to a standstill, grabbing each other's arms and grappling to a stalemate.

Only the Angry Titan has a LAND RAIDER LAUNCHER in its shoulder. The players can pile into a Land Raider and launch themselves straight into the cockpit of the Trump Titan now that the void shields are down. Which will land, and use its many guns to mow down all minions inside. Marneus Calgar is, of course, unharmed by ranged weapons because he controls the Edition Rules.

Time for the final fight.

Scene 7: Seriously, Fuck Donald Trump

Stats for The Trump are on page 19

The Trump is a hideous, withered old thing, much like emperor Palpatine from the Star Wars films who essentially had an arse for a face. Only with a FUCKING LUDICROUS hairpiece poking out from under the hood, and constant mumbling about how great he is and how everyone else is a loser because he's almost as rich as his dad. He retains Marneus Calgar's sweet power armour and strength, but the Gauntlets of Ultramar don't work because he's tainted with puure eeeviiiiiii.

Also he shoots force lightning. While shouting "YOU'RE FIRED!"

And if anyone mentions the pig-fucking incident, he'll get mad and go all-out attack which might hurt but leaves him open to being hit (+10 to hit The Trump until his next turn)

The Trump has taken over Games Workshop. After all, he who controls the editions, controls the fun. He intends to make the game more shit on a monthly basis, while also bringing out ALL the miniatures again each month at higher prices, because he's the Worst Person. He's already utterly destroyed Warhammer Fantasy, leaving some pathetic charred remains called Age of Sigmar or some shit.

He must be stopped for the good of all that is grimdark, for THE EMPRAH, and for leaving the Angry Marines with nobody worth fighting. And other reasons besides.

Once The Trump is defeated, they are left with the problem of Pandora's Boxxxxy: Inside its swirling insanity is every rules change, every erased faction and retconned history. Matt Ward's worst excesses and Dan Abnett's best work is contained therein.

What do they do with it?

Give them a while to decide what the New Edition of 40k shall be like. That's how the universe rewrites itself, the Boxxxxy disappears and reality is whole once more. Any immediate consequences play out, and if they're still alive, the players are high-fived by THE EMPRAH himself, who wakes up just long enough to go on a legendary week-long mescaline bender with the players and take selfies and purge the unclean before settling back on the Golden throne and making living saints out of the players and rewriting the Codex Astartes to honour the Angry Marines and so on and so on.

Game over, well done everyone. Now piss off, the con's almost over.

Antagonists:

Eldar/Space Elves:

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

Shuriken Catapult:	Dam	ArmourPen
	1D10+4	4

Tearing: Roll 2 dice for damage, pick the highest.

Kaela Mensha Khaine The Librarian:

WS: 55 **Wounds: 60**
BS: 30
S: 60 **Armour:** 10 everywhere
T: 50
Ag: 44
Int: 20
Per: 35
WP: 50

Weapons:

Doomsiren Sword:	Dam	ArmourPen
	1D10+20	3

3 attacks per round.

Skills:

Dodge and Parry.

Ultramarine/Trumpmarine BEFORE EDITION CHANGE:**WS:** 53**Wounds:** 22**BS:** 37**S:** 61**Armour:** 8 (head), 10 everywhere else**T:** 41**Ag:** 39**Int:** 40**Squad Mode: Fire For Effect:****Per:** 39

Everyone in the squad can use their

WP: 35

Reaction to make a full auto attack

Fel: 42

with their bolters. Yes, that's 2 full

auto bursts a round each!

Weapons:**Boltgun:****Dam****ArmourPen**

2D10+5

5

Tearing: Roll an extra D10 for damage, discard lowest result!**Ultramarine/Trumpmarine AFTER EDITION CHANGE (USE D6 FOR THESE)****WS:** 4**BS:** 4**S:** 4**T:** 4**W:** 1**I:** 4**A:** 1**Ld:** 8 (USELESS)

Armour Save = 3+ (attacks with power weapons ignore this!)

Boltgun:

Strength: 4

AP: 5

Rapid Fire (If you don't move, you can fire twice)

Furry daemons:**WS:** 45 **Wounds:** 20**BS:** 40**S:** 55 **Armour:** 0**T:** 55**Ag:** 51**Int:** 15**Per:** 20**WP:** 40**Weapons:****Bite:** **Dam****ArmourPen**

1D10+5

3

Roll 2D10 for damage, discard the lowest.

If you roll 3 more degrees of success to hit than needed, ArmourPen is 6 for that hit.

Abilities:

2 Attacks per round due to furry desires.

The Trump

WS: 50 Wounds: 120 (Or more if they're breezing through him)
BS: 50
S: 65 (SB 15) Armour: 8 all over
T: 45 (TB 10)
Ag: 40
Int: 25
Per: 40
WP: 50

Psychic power: Once every other turn this is activated:

Mind-numbing stupidity: The Trump says something even the Prince of Excess Slaanesh would think is going too far. Everyone must make a Wp roll at -20 or lose their turn as they stand around stunned and saying "Did he actually just say that?!"

Attacks:

Force Lightning:	Damage	ArmourPen
	1D10+8	3

Apothecary APOPLECTICUS

WS	61	Wounds	30
BS	45	Fate points	3
S	63 (SB 12)	Armour	8(head), 10 everywhere else)
T	50 (TB 8)		
Ag	49	Special ability: Choke on this, fucko!	
Int	57	Called melee attacks to the throat have no penalty.	
Per	43	Power Armour: Extra strength (included in profile)	
WP	43		
Fel	48		

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 (Self explanatory)
Killing Strike (Spend fate point to make attack unblockable)
Nerves of Steel (Reroll failed willpower tests)
Quick Draw (Free action to ready weapons)
Resistance (psychic) (+10 bonus to resist powers)
HE'S FUCKING ANGRY! (**damage rolls of 10 explode without re-rolling to hit**)

Weapons

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

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

Power Folding-Chair:	Damage	ArmourPen
	1D10+12	5

Nartheicum

1D5+12 3

Toxic: when damaged, target rolls T-20 or takes an extra 1D10 damage

Equipment:

3 Frag Grenades (2D10 dam, Blast 4), 3 Krak Grenades (3D10+4, ArmourPen 6)

10 doses of "Imperial Marching Powder"

1D10 wounds restored for each degree of success on a Medical roll

Demeanours:

SURLY

ALWAYS ANGRY! ALL THE TIME!

Tactical Marine AFRO

WS	55	Wounds	30
BS	42	Fate points	3
S	53 (SB 10)	Armour	8(head), 10 everywhere else)
T	47 (TB 8)		
Ag	46	Special ability: BITCH PLEASE	
Int	43	After dealing damage, AFRO can Command the target, for 1 round	
Per	55	(Contested WP roll, target must call AFRO "Daddy")	
WP	46	Power Armour: Blingin' (Extra Fel (included in profile)	
Fel	65		

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 (Self explanatory)
Killing Strike (Spend fate point to make attack unblockable)
Nerves of Steel (Reroll failed willpower tests)
Quick Draw (Free action to ready weapons)
Resistance (psychic) (+10 bonus to resist powers)
HE'S FUCKING ANGRY! (**damage rolls of 10 explode without re-rolling to hit**)

Weapons

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

Blinged out: More damage (included)

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

Blingin' Digiweapons:

Once per scene, if Afro parries an attack, he may get a free bolt-pistol shot in.

Blingin' Power Pimpcane: Damage ArmourPen

1D10+12 5

Damaged target rolls WP-10 or is ashamed; -5WS/BS to attack Afro, cumulative.

3 Frag Grenades (2D10 dam, Blast 4), 3 Krak Grenades (3D10+4, ArmourPen 6)

Demeanours:

SILENTLY FURIOUS

ALWAYS ANGRY! ALL THE TIME!

Librarian SODOMITUS

WS	54	Wounds	30
BS	24	Fate points	3
S	43 (SB 8)	Armour	8(head), 10 everywhere else)
T	50 (TB 8)		
Ag	52	Special ability: BRAIN PUNCHER	
Int	42	Psy-rating of	4
Per	37	Power Armour:	Cigar of Manliness
WP	67	+10 WP when lit. If it goes out, Roll WP-20 not to flip out and kill whatever put it out.	
Fel	41		

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 (Self explanatory)
Killing Strike (Spend fate point to make attack unblockable)
Nerves of Steel (Reroll failed willpower tests)
Quick Draw (Free action to ready weapons)
Resistance (psychic) (+10 bonus to resist powers)
HE'S FUCKING ANGRY! (**damage rolls of 10 explode without re-rolling to hit**)

Weapons

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

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

Force Lead Pipe:	Damage	ArmourPen
	1D10+8	5

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 (2D10 dam, Blast 4), 3 Krak Grenades (3D10+4, ArmourPen 6)

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 MOTHERFUCKER (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	55	Wounds	31
BS	51	Fate points	3
S	47 (SB 8)	Armour	10 all over
T	47 (TB 8)		
Ag	51	Special ability: WORK YOU PIECE OF SHIT!	
Int	69	Can re-roll failed rolls relating to technology	
Per	47	Power Armour: Dodge this, you cowardly fucks!	
WP	41	+2 damage whenever EMPRAH'S FURY is rolled	
Fel	32		

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 (Self explanatory)
Killing Strike (Spend fate point to make attack unblockable)
Nerves of Steel (Reroll failed willpower tests)
Quick Draw (Free action to ready weapons)
Resistance (psychic) (+10 bonus to resist powers)
HE'S FUCKING ANGRY! (**damage rolls of 10 explode without re-rolling to hit**)

Weapons

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

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

4 servo arms with Thunder Wrenches:

Damage ArmourPen
2D10+8 10
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.
(Can make up to 4 attacks. Each attack requires a WP roll, -10 cumulative penalty)
Bitchin' Guitar welded to arm.

Demeanours:

Scornful
ALWAYS ANGRY! ALL THE TIME!

Assault Marine BLOSSOM

WS	67	Wounds	30
BS	50	Fate points	3
S	52 (SB 10)	Armour	8(head), 10 everywhere else)
T	42 (TB 8)		
Ag	46	Special ability: PERIOD DRAMA	
Int	42	+10 to called shots to the crotch of male enemies	
Per	52	Extra +5 to all rolls against anyone mentioning she's a woman.	
WP	41	SHE'S AN ANGRY MARINE SHUT UP YOU DON'T GET IT.	
Fel	45	Power armour: SPARKLY! Opponents are at -5 to hit from blindness	

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 (Self explanatory)
Killing Strike (Spend fate point to make attack unblockable)
Nerves of Steel (Reroll failed willpower tests)
Quick Draw (Free action to ready weapons)
Resistance (psychic) (+10 bonus to resist powers)
HE'S FUCKING ANGRY! (**damage rolls of 10 explode without re-rolling to hit**)

Weapons

Thunderthunderthunderhammerhammerhammer:

Damage ArmourPen
2D10+12 10
OMGWTF: Roll 3 damage dice, discard lowest.
-20 to parry

3 Frag Grenades (2D10 dam, Blast 4), 3 Krak Grenades (3D10+4, ArmourPen 6)

JETPACK! BLOSSOM CAN FLY. Well, more make big jumps. If charging, give an extra +10 to hit and +3 damage.

Demeanours:

PASSIVE AGGRESSIVE
ALWAYS ANGRY! ALL THE TIME!