



ANGRY MARINES



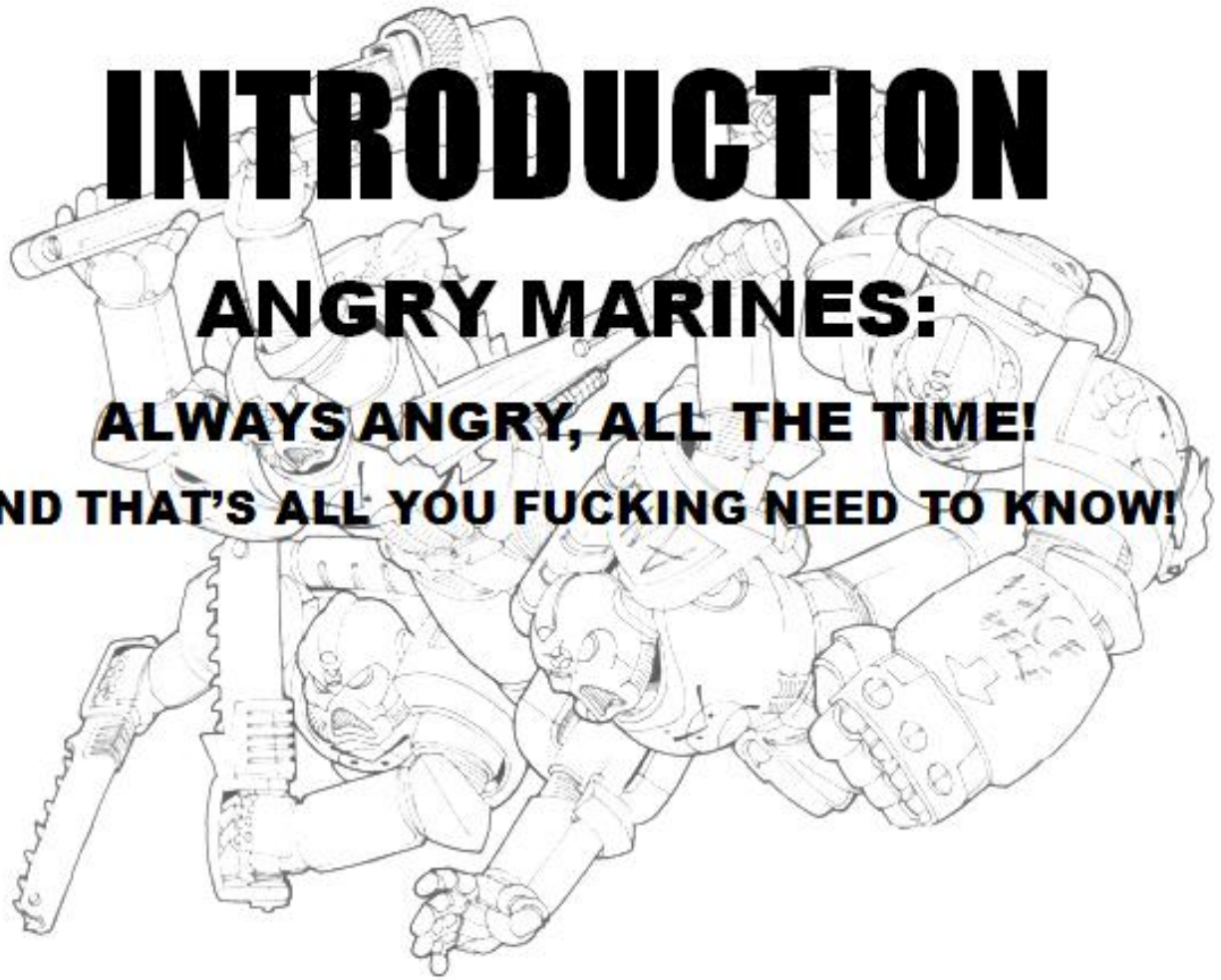
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INTRODUCTION

ANGRY MARINES:

ALWAYS ANGRY, ALL THE TIME!

AND THAT'S ALL YOU FUCKING NEED TO KNOW!



a Webcomicjunkie and (/tg/) Internet Production

With art by Various Artists



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ANGRY MARINE SPECIAL RULES

- “And They Shall Know No Fear”

This rule is as described in the Universal Special rules section of the Warhammer 40k rulebook.

Further to this note, Familiars used by Librarians are still subject to this rule. (The AMs do not use servitors, as they are not angry enough)

Angry Marines are still subject to Last Man Standing tests. They will always regroup after each Fall Back action to ‘reassess’ the situation.

- Angry Marine Characters

As in the Space Marine Codex, page 21.

- Drop Pod Assault

As in the Space Marine Codex, page 21.

- Special Rules

All Angry Marines have the following Special Rules from the Universal Special rules section of the Warhammer 40k rulebook (pgs 74-76):

Furious Charge

Preferred Enemy (Slaaneshi [this means all Slaanesh-aligned Daemons, and any unit or model with a Mark or Icon of Slaanesh])

Move Through Cover- This skill represents the Angry Marines simply smashing their way through any underbrush, debris, or ruins they come across in their rush to close with the enemy.

ARMOURY

SINGLE HANDED WEAPONS

- Bolt Pistol- 1 point
- Chainfist- 30/20 points
- Pair of Chainfists- 60/40 points
- Chainsword/ Battle Bat/ Battle Wrench- 1 point
- Pair of Chainswords/ Battle Bats/ Battle Wrenches- 2 points
- Plasma Pistol- 15/10 points
- Power Fist- 25/15 points
- Pair of Power Fists- 50/30 points
- Power Bat/ Power Wrench- 15/10 points
- Pair of Power Bats/ Power Wrenches- 25/20 points
- Pair of Powerfeet (models in Terminator Armour only)- 40 points

TWO HANDED WEAPONS

- Thunder Wrench- 30 points
- Eviscerator- 30 points
- Bolter- 1 point
- Combi-plasma gun- 15/10 points
- Combi-flamer- 10/5 points
- Storm Bolter- 5 points
- Flamer- 5 points
- Plasma Gun- 15 points

WARGEAR

- Artificer Armour- 20 points
- Bionics- 5 points
- Cigar- 2 points
- Familiar (Librarian only)- 10 points
- Jump Pack- 20 points
- Master-crafted Weapon- 15 points
- Melta Bombs- 5 points
- Terminator Armour- 25 points
- Terminator Honours- 15 points

WARGEAR- RELICS & ARTIFACTS

(Each army may have a single item from this list.)

(In addition to those Relics named on pg 22 of the Space Marine Codex, the Angry Marines can also choose the following Chapter-specific Relics.)

- The Banner of Fuck You- 30 points
- The Adamantine Sack full of Power Doorknobs- 30 points
- The Staff of Unmitigated Fury Towards Furies, Weeaboos and Spess Elfs- 35 points
- The Hand of Fury- 40 points
- Rip and Tear (usable with Terminator Armor only)- 45 points
- The TOME OF INFINITE RAGE- 50 points

VEHICLE UPGRADES

- Dozer Blade- 5 points
- Extra Armour- 5 points
- Hunter-Killer Missile- 15 points
- Pintle-mounted storm bolter- 10 points
- Pintle-mounted flamer- 10 points
- Power of the Angry Machine Spirit- 40 points
- Searchlight- 1 point
- Grenade Launchers- 15 points
- Battering Ram- 20 points

WARGEAR

The rules for wargear available, but not included here are in the Space Marine Codex.

Battle Bat/ Battle Wrench- Counts as close combat weapon. Along with the Chainsword, these are the average Angry Marine's favorite close combat weapon.

Chainfist/ Pair of Chainfists- The Angry Marines are unique in their use of Chainfists while in standard power armor. (Non-Terminator armor equipped models may use Chainfists)

Pair of Powerfists- Again, the Angry Marines are unique in that some higher ranking Marines will often enter battle equipped only with two Powerfists, and while sluggish, their combat prowess is almost unmatched. Angry Marines with a Pair of Powerfists gain +1 attack.

Power Bat/ Power Wrench- Counts as a Power Weapon. These are personal favorites of the Angry Marine Veterans.

Pair of Powerfeet- These hulking weapons are in use almost exclusively with the Terminator Angry Marines. The sheer mass of the feet would be damaging enough, but they are also encased in a power field, turning the terminators into towering juggernauts of death and destruction upon the battlefield. Powerfeet grant the wielder +1 A, +1 W and +1 T (as a Bike would). The attack counts as being made by a Powerfist. If one model in a unit is equipped with Powerfeet, then the entire unit must be equipped with Powerfeet.

Thunder Wrench- As Thunder Hammer, but 2 handed, and with Rending. This mighty weapon is also used by the Angry Marine Techmarines for repairs, and as such grant +1 to any Blessing of the Omnissiah result.

Eviscerator- This weapon is a two-handed Chainsword which counts as a Powerfist, and grants 2d6+Str for penetrating armor, so its like a two-handed Chainfist. But it is very angry. And that's what counts.

Ranged Weapon Wargear- Those models which can select items from the Armoury can choose to take a Flamer or a Plasma Gun at the set costs.

Cigar- Any squad which contains a model with a cigar gains +1 Leadership. If more than one model has a cigar, this bonus does not stack.

Relics & Artifacts

THE BANNER OF FUCK YOU- In addition to counting as the Chapter Banner of the Angry Marines, the Banner of Fuck You also grants the following bonuses: when the Banner of Fuck You is in play, all Angry Marines within 12 inches gain +1 to the WS and A, and the banner itself is treated as a two-handed power weapon that adds +2 to the user's strength

THE ADAMANTINE SACK FULL OF POWER DOORKNOBS- The Adamantine Sack of Full of Power Doorknobs is a two handed weapon that adds +3 to Str, and +1 to A. The wielder's attacks are also considered to be the equivalent of attacks from a Monstrous Creature in regards to armour saves and armour penetration.

THE STAFF OF UNMITIGATED FURY TOWARDS FURRIES, WEEABOOS, AND SPESS ELFS- Counts as a Power Weapon, grants user +2 WS and +d6 A versus Tau, Slaaneshi Chaos forces (units with a Mark or Icon of Slaanesh, as well as Slaaneshi Daemons), and Eldar (including Dark Eldar). All AMs within 24' count as having the Preferred Enemy rule versus those Tau and Eldar as well.

THE HAND OF FURY- Is a Powerfist with a built-in Master-crafted Flamer which allows no Invulnerable saves and is Str 6 (note that only the Flamer is master-crafted).

THE TOME OF INFINITE RAGE- The Tome may only be used by the AMs Chapter Master or Chief Librarian, no other AM has the strength of will to bear it into battle. When one of these characters is equipped with the Tome, all AMs on the board get +1 WS, +1 Str, +1 Attack, and +1 I. Versus any Slaanesh-aligned models, they get twice that.

Also, any non-Space Marine, non-Inquisition, non-Necron, non-Chaos models (this includes allies) within 24" of the Tome receive -1 attack (to a min of 1), and -2 Ld.

At the start of each battle in which the Tome is used, all non-vehicle Angry Marine units must make a Leadership save, if they fail, for the rest of the game they will count as having an Initiative of 1 (but the Tome's ability still applies). If a Psyker fails the test, in addition to the reduced initiative, they also suffer a Perils of the Warp attack, due to the sudden visions of unbound, hermaphroditic, hedonistic, and unrelenting Yiffing.

RIP & TEAR- Resembling the Gauntlets of Ultramar, only angrier, these weapons are the sole domain of the Angry Marines Chapter Master, Temperus Maximus. They are a pair of Master-crafted Chainfists with built-in assault cannons that count as a single twin-linked assault cannon (note that only the Chainfists count as being master-crafted).

VEHICLE UPGRADES

The rules for upgrades available, but not included here are in the Space Marine Codex.

Pintle-mounted Flamer- Pintle-mounted flamers are fixed to the outside of a vehicle and can either be fired from an open hatch by a crewman, or by remote control from inside the vehicle. They are treated as an additional defensive weapon.

Power of the Angry Machine Spirit- This unnaturally infuriated Machine Spirit is prone to bouts of raging during battle. Due to its self-destructive nature, all vehicles that have one reduce their Armor on all sides by 1 (to a minimum of 10). However, its constant rage also prevents the vehicle from ever suffering a Crew Shaken or Crew Stunned result. In addition, when performing a Tank Shock, the vehicle will cause d6 Str 4 wounds upon the unit; when Ramming, the vehicle counts as having its normal Armour for resolving the attack and gains +1 to the Str of the hit; and finally, an Angry Marine Techmarine only needs a 5+ to successfully repair the vehicle when using Blessing of the Omnissiah.

Grenade Launchers- Angry Marines find the use of Smoke Launchers to be cowardly, so instead, they put frag grenades into the tubes. This counts as a single-shot defensive weapon with the following profile:

Range: G24" / Str: 4 / AP: 6 / Assault 3 Blast

Battering Ram- When performing a Tank Shock, the vehicle will cause d6 Str 4 wounds upon the unit; when Ramming, the vehicle gains +1 to the Str of the hit. These benefits stack with those granted by Power of the Angry Machine Spirit.

Angry Marine Librarian

Psychic Powers

The rules for powers available, but not included here are in the Space Marine Codex.

(Angry Marine Librarians may not select the Veil of Time or Fear of the Darkness psychic powers)

Fight Harder, You Fucks!-

This power is used in the beginning of the Assault phase, and if successful, the Librarian and any unit he accompanies gains +1 Str and I (this stacks with Furious Charge)

Cost: +10 points (Master of Mindfuckery +30)

The Litany of Litany's Litany-

This power can be used at the beginning of either the Shooting Phase or the Assault Phase. The Librarian targets an enemy unit within 24" and makes two Psychic tests (the normal one required and another), if passed, the enemy unit's Ld is reduced by 3 (to a minimum of 1), and they must take a Pinning test at their reduced Ld.

Cost: +20 points (Master of Mindfuckery +40)

Safety is for Pussies!-

This power is used in the beginning of the Shooting phase, and if it is successful, all weapons in the Librarian's squad whose type is Rapid Fire, changes to Assault 2, and all Assault weapons add +1 to the amount of attacks (this does not count towards the newly changed weapons). However, the squad suffers d3 hits at Str 4, and receives no cover bonus (if they were entitled to one) in the subsequent Shooting phase.

Cost: +20 points (Master of Mindfuckery +40)

HQ

Temperus Maximus

Temperus Maximus] Pts 200 | WS 6 | BS 4 | S 5 | T 5 | W 5 | I 5 | A 5 | Ld 10 | Sv 2+

Wargear: Terminator Armor, Rip & Tear, Bionics, Cigar, The Tome of Infinite Rage.

Options: Temperus may not select additional equipment from the Armory.

Independent Character: Temperus is an Independent Character, see pg 21 of the Space Marine Codex for more details.

He's Fucking Angry!: Temperus is an Angry Marine Commander, and thus has the "He's Fucking Angry!" Rule. When Temperus is on the board, all Angry Marine models gain +1 Ld (to a maximum of 10), and all enemy models receive -1 Ld (to a minimum of 1). All models within 24" receive twice what they would normally get.

Command Squad: Temperus may lead a Terminator Command Squad.



HQ (cont.)

Commander

Master] Pts 90 | WS 5 | BS 4 | S 5 | T 4 | W 3 | I 5 | A 4 | Ld 10 | Sv 3+

Captain] Pts 75 | WS 5 | BS 4 | S 5 | T 4 | W 2 | I 5 | A 4 | Ld 9 | Sv 3+

Options: A Commander may select any equipment allowed from the Angry Marine Armoury.

Independent Character: An Angry Marine Commander is an Independent Character, see pg 21 of the Space Marine Codex for more details.

He's Fucking Angry!: Angry Marine Commanders are the angriest of all the Angry Marines; he knows it, his troops know it, and his enemies know it. When an Angry Marine Commander is on the board, all Angry Marine models gain +1 Ld (to a maximum of 10), and all enemy models receive -1 Ld (to a minimum of 1). All models within 24" receive twice what they would normally get.

Command Squad: A Commander may lead a Command Squad or a Terminator Command Squad.

Chapter Chaplain

Master of Blasphemy] Pts 110 | WS 5 | BS 4 | S 5 | T 4 | W 3 | I 5 | A 4 | Ld 10 | Sv 3+

Brusiarch] Pts 95 | WS 5 | BS 4 | S 5 | T 4 | W 2 | I 5 | A 4 | Ld 9 | Sv 3 +

Wargear: A Chaplain is armed with a Crozius Arcanum and wears a Rosarius.

Options: A Chaplain may select any equipment allowed from the Angry Marine Armoury.

Independent Character: An Angry Marine Chaplain is an Independent Character, see pg 21 of the Space Marine Codex for more details.

Command Squad/ Black Brother Squad: A Chaplain may lead a Command Squad, Terminator Command Squad, or a Black Brother Squad. A Standard Bearer within this Command Squad may carry a Holy Relic at +30 points.

He's Fucking Holy!: Chaplains embody the honor of the Angry Marines (what little they have). They, and any squad they have joined, lead, or are attached to, are Fearless.

Litanies of Rage: On a Player turn in which he charges into close combat, a Chaplain, and all members of any Angry Marine squad he has joined, leads, or is attached to may re-roll failed rolls to hit and wound.

Chapter Librarian

Master of Mindfuckery] Pts 125 | WS 5 | BS 4 | S 5 | T 4 | W 3 | I 5 | A 4 | Ld 10 | Sv 3+

Brain-puncher] Pts 110 | WS 5 | BS 4 | S 5 | T 4 | W 2 | I 5 | A 4 | Ld 9 | Sv 3+

Wargear: A Librarian is armed with a Force Weapon, and wears a psychic hood.

Options: A Librarian may select any equipment allowed from the Angry Marine Armoury.

Independent Character: An Angry Marine Librarian is an Independent Character, see pg 21 of the Space Marine Codex for more details.

Command Squad: A Librarian may lead a Command Squad or a Terminator Command Squad.

He's Fucking Crazy!: Most Angry Marines are judgmental and superstitious enough; the fact that their Librarians tend to explode does not help matters. A Librarian may only join, lead or be attached to a Command squad or a Veteran Squad. If an Angry Marine Librarian suffers a Perils of the Warp attack, center the Small Blast Template on him, and resolve all the Str 6 hits, allowing no saves.

Psychic Power: Librarians have the Storm of the Emperor's Wrath psychic power. They may replace this power with an alternative Psychic power as listed on the Angry Marine Librarian Psychic Powers list, or pg 21 of the Space Marine codex. In addition, a Master of Mindfuckery may take a second psychic power at the listed cost.

HQ (cont.)

Command Squad

Angry Marine] Pts 19 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 2 | Ld 7 | Sv 3+

You may select a Command Squad to accompany a Commander, Librarian, or Chaplain. Independent Characters in Terminator Armour may not lead or be attached to a Command Squad, however, they may join it during the course of play.

Number/squad: Sergeant and 4-9 Angry Marines.

Wargear: Close Combat Weapon and Bolt Pistol. All models in the squad may replace these with a Bolter at no extra points cost. All Models are equipped with Frag Grenades.

Options: The squad may be equipped with Krak Grenades at +2 points per model. One out of every three models (not including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Heavy Bolter +15, Plasma Cannon +35, Storm Bolter +5, Flamer +5, Plasma Gun +10.

Characters: Models which are not armed with any of the previously listed weapons may be upgraded to a specialist as described below.

Specialists:

Apothecary: One model may be upgraded to an Apothecary with a narthecium and a reductor at +25 points.

Company Standard Bearer: One model may be upgraded to a Standard Bearer carrying the Company standard at +25 points

Company Champion: One model may be upgraded to a Company Champion armed with two power weapons at +20 points.

All specialists with Terminator Honors may select additional equipment from the Angry Marine Armoury. See the Space Marine Armoury for details on the narthecium, reductor, and Company Standard.

Sergeant: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armoury. In addition if the Sergeant has been given Terminator Honors, then all other Angry marines in the squad may be given Terminator Honors at +10 points per model.

Transport: A Command Squad which, including attached characters, numbers fifteen models or less may select a Landraider Crusader transport. See the Heavy Support choice entry for details.

Special Skills: Angry Marines are consummate warriors and unmatched fighters. They often discover techniques that help them kill their enemies faster, and thus tend to stick to them, and train with them. At a cost of +4 points per model, all members of a Command squad may be upgraded to have one of the following skills: *Counter-Attack*, *Stubborn*, *Tank Hunters*.

HQ (cont.)

Terminator Command Squad

Terminator] Pts 45 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 3 | Ld 8 | Sv 2+

You may select a Terminator Command Squad to accompany a Commander, Librarian, or Chaplain. Terminator Command Squads may only have characters or other models attached to them if these models are equipped with Terminator armour.

Number/squad: Sergeant and 3-9 Terminators.

Wargear: The Sergeant is armed with a Storm Bolter and a Powerfist. All other Terminators are similarly armed.

Options: Up to two Terminators may replace their Storm Bolter with an Assault Cannon at +20 points, or a Heavy Flamer at +5 points. Any model with a Storm Bolter may replace it with another Powerfist at +10 points. Any model may replace their Powerfist/s with a Chainfist/s at +5 points for one or +10 points for two. Any model may replace both weapons with a Thunder Wrench for +30 points. Any model may be equipped with Powerfeet at +40 points; if one model is equipped with Powerfeet, then all models in the squad must be equipped with Powerfeet.

Character: The squad Sergeant may select equipment from the Angry Marine Armoury.

Transport: A Terminator Command Squad which, including attached characters, numbers eight models or less may select a Landraider Crusader transport. See the Heavy Support choice entry for details.

Special Skills: Angry Marines are consummate warriors and unmatched fighters. They often discover techniques that help them kill their enemies faster, and thus tend to stick to them, and train with them. At a cost of +4 points per model, all members of a Command squad may be upgraded to have one of the following skills: *Counter-Attack, Stubborn, Tank Hunters.*

Teleport: A Terminator Command Squad may teleport onto the battlefield. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played.



ELITES

Terminator Squad

Terminator] Pts 45 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 3 | Ld 8 | Sv 2+

Number/squad: Sergeant and 3-9 Terminators.

Wargear: The Sergeant is armed with a Storm Bolter and a Powerfist. All other Terminators are similarly armed.

Options: Up to two Terminators may replace their Storm Bolter with an Assault Cannon at +20 points, or a Heavy Flamer at +5 points. Any model with a Storm Bolter may replace it with another Powerfist at +10 points. Any model may replace their Powerfist/s with a Chainfist/s at +5 points for one or +10 points for two. Any model may replace both weapons with a Thunder Wrench for +30 points. Any model may be equipped with Powerfeet at +40 points; if one model is equipped with Powerfeet, then all models in the squad must be equipped with Powerfeet.

Character: The squad Sergeant may select equipment from the Angry Marine Armoury.

Transport: A Terminator Squad which, including attached characters, numbers eight models or less may select a Landraider Crusader transport. See the Heavy Support choice entry for details.

Special Skills: Angry Marines are consummate warriors and unmatched fighters. They often discover techniques that help them kill their enemies faster, and thus tend to stick to them, and train with them. At a cost of +4 points per model, all members of a Terminator squad may be upgraded to have one of the following skills: *Counter-Attack, Stubborn, Tank Hunters.*

Teleport: A Terminator Squad may teleport onto the battlefield. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played.

Veteran Squad

Angry Marine] Pts 19 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 2 | Ld 7 | Sv 3+

Number/squad: Sergeant and 4-9 Angry Marines.

Wargear: Close Combat Weapon and Bolt Pistol. All models in the squad may replace these with a Bolter at no extra points cost. All Models are equipped with Frag Grenades.

Options: The squad may be equipped with Krak Grenades at +2 points per model. One out of every three models (not including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Heavy Bolter +15, Plasma Cannon +35, Storm Bolter +5, Flamer +5, Plasma Gun +10, Powerfist +25, a pair of Powerfists +50, Thunder Wrench +30, Power Weapon +15, Pair of Power Weapons +30.

Character: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armoury. In addition if the Sergeant has been given Terminator Honors, then all other Angry marines in the squad may be given Terminator Honors at +10 points per model.

Transport: A Veteran Squad which, including attached characters, numbers fifteen models or less may select a Landraider Crusader transport. See the Heavy Support choice entry for details.

Special Skills: Angry Marines are consummate warriors and unmatched fighters. They often discover techniques that help them kill their enemies faster, and thus tend to stick to them, and train with them. At a cost of +4 points per model, all members of a Veteran squad may be upgraded to have one of the following skills: *Counter-Attack, Stubborn, Tank Hunters.*

ELITES (cont.)

0-1 Black Brother Squad

Black Brother] Pts 33 | WS 4 | BS 0 | S 4 | T 4 | W 1 | I 5 | A 3 | Ld 6 | Sv 3+

Number/squad: A Chaplain and 4-19 Black Brothers

Wargear: Two Close Combat Weapons, the Flames of Wrath (counts as twin-linked Flamer).

Options: Any member of the squad may replace his pair of Close Combat Weapons with a pair of Power Weapons at +15 points, a pair of Powerfists at +25 points, or a pair of Chainfists at +35 points.

Special Rules:

Fearless: As the squad is always led by a Chaplain, they are Fearless.

Agitated: Such is the Black Brothers rage and hate, that once they are on the field of battle, they cannot stay in one place for long, or they will start fighting amongst themselves. A Black Brothers squad may not use Transports, and they must always end their turn closer to an enemy unit than they began.

Flames of Wrath: The power armor of a Black Brother has been scorched black, due to the occupants searing hatred. Angry Marine Techmarines affix multiple small sconces onto the armor which contain smoldering coals and other slow-burning, smoke-producing materials; and also many small tanks of Promethium which fuel wrist-mounted flamers and backpack mounted torches. Additionally, they have coated the armor with a mild flame retardant.

On the battlefield, a squad of Black Brothers will be wreathed in smoke and flame, and thus are a terrifying sight to behold. For every 5 Black Brothers in the squad (not counting the Chaplain) they will gain a cover save as shown on the chart.

If they assault an enemy unit, or an enemy unit wishes to assault them, the enemy unit must pass a Leadership save.

Finally, Black Brothers (but not the Chaplain) are immune to attacks made by Flamers (but not Heavy Flamers, Burnas, Skorchas, Inferno Cannons, etc.).

<p>4 Black Brothers= No Cover Save 5-9 Black Brothers= 6+ Cover Save 10-14 Black Brothers= 5+ Cover Save 15-19 Black Brothers= 4+ Cover Save</p>
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ELITES (cont.)

Belligerent Engine

Belligerent Engine] Pts 150 | Front 12 | Side 12 | Rear 11 | WS 5 | BS 3 | S 10 | I 5 | A 4

Type: Walker

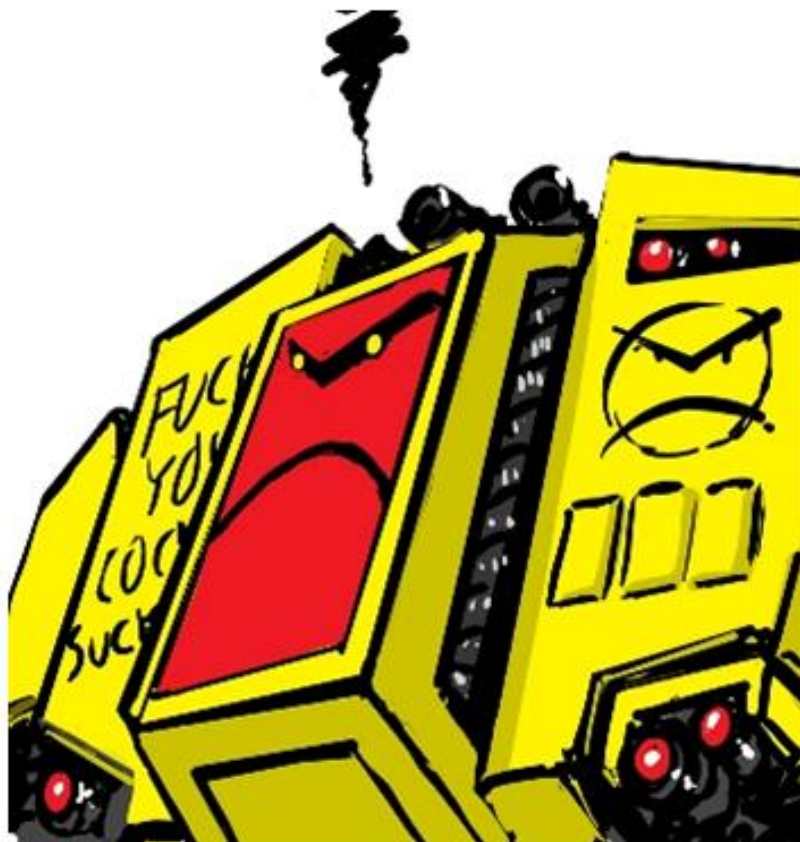
Crew: One Angry Marine

Wargear: Two Dreadnaught Close Combat Weapons (the extra attack has already been added in the profile), two Heavy Flamers, Grenade Launcher vehicle upgrade.

Special Rules: A Belligerent Engine has Furious Assault, Move Through Cover, and Preferred Enemy (Slaaneshi)

Black Engine: One Belligerent Engine per army may be upgraded to a Black Engine at +50 points. Black Engines always ignore Crew Shaken and Crew Stunned results, and furthermore, whenever they suffer a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage tables. However, you must accept the second result, even if it is worse.

Due to having Dreadnaught-sized Flames of Wrath equipment, a Black Engine always counts as being Obscured, also if a Black Engine assaults an enemy unit, or an enemy unit wishes to assault it, the enemy unit must pass a Leadership save. Its Heavy Flamers also count as being twin-linked. Finally, a Black Engine is immune to attacks made by Heavy Flamers, Skorchas, or Inferno Cannons.



ELITES (cont.)

0-1 Techmarine

Techmarine] Pts 75 | WS 4 | BS 3 | S 4 | T 4 | W 2 | I 4 | A 3 | Ld 8 | Sv 3+

Number/squad: Up to two Techmarines can be included in an army, and will count as a single Elites choice. They are deployed as a single unit but do not need to be placed together and operate independently during the game.

Wargear: The Techmarine is armed with a Bolt Pistol and a Power Weapon, and is equipped with a Signum, auspex, and servo-arm (see the Space Marine Armory for details).

Options: A Techmarine may upgrade his equipment to a full Servo-Harness at +35 points. The Servo-Harness incorporates the following features: Artificer Armor, a second servo-arm, a twin-linked plasma pistol, and a flamer. In the Shooting phase, the Techmarine may fire both harness-mounted weapons, or one harness-mounted weapon and one of his personal weapons. A Techmarine with a Servo-Harness may re-roll the dice when attempting to repair a damaged vehicle.

Character: An Angry Marine Techmarine is an Independent Character, see pg 21 of the Space Marine Codex for more details. He may select additional equipment from the Angry Marine Armory.

WORK YOU FUCKING PIECE OF SHIT!: As Blessing of the Omnissiah; see page 33 of the Space Marine Codex.



TROOPS

Angry Squad

Angry Marine] Pts 19 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 2 | Ld 7 | Sv 3+

Number/squad: Sergeant and 4-9 Angry Marines.

Wargear: Close Combat Weapon and Bolt Pistol. All models in the squad may replace these with a Bolter at no extra points cost. All Models are equipped with Frag Grenades.

Options: The squad may be equipped with Krak Grenades at +2 points per model. One out of every four models (not including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Heavy Bolter +15, Plasma Cannon +35, Storm Bolter +5, Flamer +5, Plasma Gun +10, Powerfist +25, a pair of Powerfists +50, Thunder Wrench +30, Power Weapon +15, Pair of Power Weapons +30.

Character: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armory.

Angry Gang

Angry Marine Newbie] Pts 15 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 2 | Ld 6 | Sv 4+

Number/squad: Sergeant and 4-9 Angry Marine Newbies.

Wargear: Close Combat Weapon and Bolt Pistol. All models in the squad may replace these with a Bolter at no extra points cost. All Models are equipped with Frag Grenades.

Options: The squad may be equipped with Krak Grenades at +2 points per model. One out of every three models (including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Storm Bolter +5, Flamer +5, Plasma Pistol +10, Power Weapon +15.

Character: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armory.



FAST ATTACK

Assault Squad

Angry Marine] Pts 28 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 2 | Ld 7 | Sv 3+

Number/squad: Sergeant and 4-9 Angry Marines.

Wargear: Jump Pack, Close Combat Weapon, and Bolt Pistol. All Models are equipped with Frag Grenades and Krak Grenades.

Options: The squad may be equipped with Meltabombs at +4 points per model. One out of every three models (not including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Flamer +5, Plasma Pistol +10, Power Weapon +15.

Character: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armory.

Remove Jump Packs: An Assault Squad can fight without jump packs if desired. If they choose to do so, then the cost of each model is reduced to 21.

Deep Strike: An Assault Squad with jump packs may use the Deep Strike Special Rule where the mission being played allows it.

Angry Biker Squad

Biker] Pts 39 | WS 4 | BS 3 | S 4 | T 4(5) | W 1 | I 4 | A 2 | Ld 7 | Sv 3+

Number/squad: Sergeant and 2-4 Angry Marine Bikers.

Wargear: Each Bike is armed with twin-linked Bolters. Each Biker is armed with a Close Combat Weapon and Bolt Pistol. All Bikers are equipped with Frag and Krak Grenades.

Options: The squad may be equipped with Meltabombs at +4 points per model. Two models (not including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Flamer +5, Plasma Gun +10, Power Weapon +15.

Character: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armory.

Angry Biker Gang

Biker Newbie] Pts 32 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 2 | Ld 6 | Sv 4+

Number/squad: Sergeant and 2-4 Angry Marine Biker Newbies.

Wargear: Each Bike is armed with twin-linked Bolters. Each Biker is armed with a Close Combat Weapon and Bolt Pistol. All Bikers are equipped with Frag and Krak Grenades.

Options: The squad may be equipped with Meltabombs at +4 points per model. Two models (not including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Flamer +5, Plasma Gun +10, Power Weapon +15

Character: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armory.

HEAVY SUPPORT

Devastator Squad

Angry Marine] Pts 19 | WS 4 | BS 3 | S 4 | T 4 | W 1 | I 4 | A 2 | Ld 7 | Sv 3+

Number/squad: Sergeant and 4-9 Angry Marines.

Wargear: Close Combat Weapon and Bolt Pistol. All models in the squad may replace these with a Bolter at no extra points cost. All Models are equipped with Frag Grenades.

Options: The squad may be equipped with Krak Grenades at +2 points per model. One out of every two models (not including the Sergeant) may be equipped with one of the following weapons at the point cost indicated: Heavy Bolter +15, Plasma Cannon +35, Heavy Flamer +10, Assault Cannon +20, Storm Bolter +5, Flamer +5, Plasma Gun +10.

Character: The Sergeant may be given Terminator Honors at +15 points. If so, he may select equipment from the Angry Marine Armory.

Why Do We Have to be Stuck With The Big Guns?: Angry Marines would naturally be pissed if they got to miss out on the fighting because they were too busy shooting, therefore any Devastator squad may treat their Heavy weapons as if they were Assault, but they resolve the shooting at BS 2.

0-1 Baal Predator

Baal Predator] Pts 110 | Front 13 | Side 11 | Rear 10 | BS 3

Type: Tank

Crew: Two Angry Marines

Weapons: A Baal Predator is armed with a turret-mounted twin-linked Assault Cannon.

Options: The Baal may also be armed with two side sponsons with either Heavy Bolters or Heavy Flamers at +10 points.

Vehicle Upgrades: Baal Predators may have any of the following vehicle upgrades at the cost listed in the Angry Marine Armory: Dozer Blade, Extra Armour, Hunter-Killer Missile, Pintle-mounted Storm Bolter, Pintle-mounted Flamer, Power of the Angry Machine Spirit, Searchlight, Grenade Launchers, Battering Ram.



HEAVY SUPPORT (cont.)

Predator Angrinator

Predator Angrinator] Pts 214 | Front 13 | Side 11 | Rear 10 | BS 3

Type: Tank

Crew: Two Angry Marines

Weapons: A Predator Angrinator is armed with a turret-mounted Angry Launcher.

Options: The Angrinator may also be armed with two side sponsons with Auxiliary Angry Launchers at +86 points

Vehicle Upgrades: Predator Angrinators may have any of the following vehicle upgrades at the cost listed in the Angry Marine Armory: Dozer Blade, Extra Armour, Hunter-Killer Missile, Pintle-mounted Storm Bolter, Pintle-mounted Flamer, Power of the Angry Machine Spirit, Searchlight, Grenade Launchers, Battering Ram.

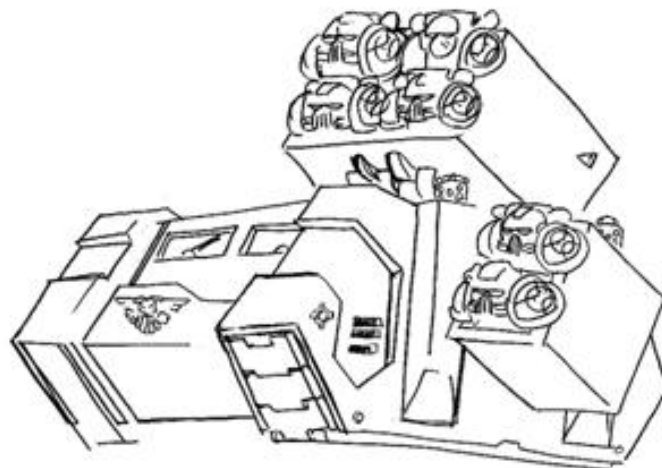
Note: The price of the vehicle and the Auxiliary Angry Launchers include the price of the launched Angry Marine squad. It is either a 6 or a 10 man squad with a Sergeant and armed as stated, with no extra weapon or wargear choices. You cannot purchase extra weapons or wargear for this squad. If the Predator Angrinator is destroyed before it fires the Angry Launcher, treat the squad as passengers.

Angry Launcher-

Range: G12"-36" **Str:** 4 **AP:** - **Notes:** Heavy 6, Pinning, Large Blast Template

Usable once per game, if the Angry Launcher hits the target place the Angry Marine squad in base contact with the targeted unit or model, and resolve the wounds from the weapon against BOTH units. The Angry Marine squad counts as charging into close combat in the next Assault phase. If the shot misses, simply place the Angry Marine squad where the template landed and resolve the weapons attack against the squad.

Auxiliary Angry Launcher- These are not Angry Launchers unto themselves, but simply add +4 to the Heavy characteristic of the main Angry Launcher, and +4 Angry Marines into the launched squad.



HEAVY SUPPORT (cont.)

0-1 Leman Russ Demolisher

Demolisher] Pts 150+wpns | Front 14 | Side 13 | Rear 11 | BS 3

Type: Tank Crew: Two Angry Marines

Weapons: A Leman Russ Demolisher is armed with a turret-mounted Demolisher cannon and a hull-mounted Heavy Bolter.

Options: The Demolisher may also be armed with two side sponsons with either Heavy Bolters or Heavy Flamers at +10 points, or Plasma Cannons at +20 points.

Vehicle Upgrades: Leman Russ Demolishers may have any of the following vehicle upgrades at the cost listed in the Angry Marine Armory: Dozer Blade, Extra Armour, Hunter-Killer Missile, Pintle-mounted Storm Bolter, Pintle-mounted Flamer, Power of the Angry Machine Spirit, Searchlight, Grenade Launchers, Battering Ram.

Landraider Crusader

Landraider Crusader] Pts 275 | Front 14 | Side 14 | Rear 14 | BS 3

Type: Tank Crew: Three Angry Marines

Weapons: The Landraider Crusader is armed with a hull-mounted twin-linked Assault Cannon, a hull-mounted Multi-Melta, and a pair of sponson-mounted Hurricane Bolters. Each Hurricane Bolter consists of three twin-linked Bolters.

Frag Assault Launchers: Any unit that charges into close combat on the same turn it disembarks from the Crusader counts as having Frag Grenades.

Fire Points: None

Access Points: A Landraider Crusader has a front assault ramp and two side hatches.

Transport: Crusaders can carry up to fifteen Angry Marines in power armor, or up to eight Terminators.

Power of the Angry Machine Spirit: Angry Marine Landraidors are imbued with the Power of the Angry Machine Spirit vehicle upgrade, and its cost is included in the vehicle's points value.

Vehicle Upgrades: Landraider Crusaders may have any of the following vehicle upgrades at the cost listed in the Angry Marine Armory: Dozer Blades, Hunter-Killer Missile, Pintle-mounted Storm Bolter, Pintle-mounted Flamer, Searchlight, Grenade Launchers, Battering Ram.