CHAOS - CHAOS SPACE MARINES · DETACHMENT

VETERANS OF THE LONG WAR

2 DP · TAKE AND HOLD

ENHANCEMENTS

Warmaster's Gift — **15 pts**

Each time the bearer makes an attack that targets your focus of hatred, an unmodified successful wound roll of 5+ scores a Critical Wound.

Eager for Vengeance — **20 pts**

The bearer’s unit is eligible to shoot and declare a charge in a turn in which it Fell Back. Each time a model in the bearer’s unit makes an attack that targets your focus of hatred, if the bearer’s unit Fell Back this turn, add 1 to the Hit roll, and each time you select your focus of hatred as a target of that unit’s charge, add 1 to the Charge roll.

Eye of Abaddon — **15 pts**

While the bearer is on the battlefield, each time your focus of hatred is destroyed, roll one D6; on a 4+, you gain 1CP.

Mark of Legend — **10 pts**

Once per turn, you can re-roll one Hit roll, one Wound roll or one saving throw made for the bearer.

DETACHMENT-REGEL

At the start of your Command phase, select one unit from your opponent's army to be your focus of hatred. Until the start of your next Command phase, each time a Heretic Astartes model from your army (excluding Damned models) makes an attack that targets your focus of hatred, you can re-roll the Hit roll.

STRATAGEMS

1 CP — VETERANS OF THE LONG WAR – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

BLACK CRUSADE

When: Your Movement phase
Target: One HERETIC ASTARTES INFANTRY unit or HERETIC ASTARTES MOUNTED unit from your army (excluding DAMNED units).
Effect: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced or Fell Back, and bolt pistols, boltguns and combi-bolters equipped by models in your unit have the [DEVASTATING WOUNDS] ability while your unit has not already inflicted 6 wounds this turn using that ability.

1 CP — VETERANS OF THE LONG WAR – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

MILLENNIA OF EXPERIENCE

When: Your opponent’s Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One HERETIC ASTARTES INFANTRY or HERETIC ASTARTES MOUNTED unit from your army (excluding DAMNED units) that is within 8" of that enemy unit and not within Engagement Range of one or more enemy units.
Effect: Your unit can make a Normal move of up to 6".

1 CP

VETERANS OF THE LONG WAR – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

CONTEMPTUOUS DISREGARD

When: Your opponents Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One HERETIC ASTARTES unit from your army (excluding DAMNED units) that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP

VETERANS OF THE LONG WAR – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

LET THE GALAXY BURN

When: Your Shooting phase.
Target: One HERETIC ASTARTES unit from your army (excluding TZEENTCH units) that has not been selected to shoot this phase
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability, and change the Attacks characteristic of Torrent weapons equipped by models in your unit to 6.

1 CP

VETERANS OF THE LONG WAR – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

BRINGERS OF DESPAIR

When: Fight phase.
Target: One HERETIC ASTARTES unit from your army (excluding DAMNED units) that is within Engagement Range of your focus of hatred.
Effect: Until the end of the phase, your unit has the Fights First ability.

2 CP

VETERANS OF THE LONG WAR – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

ENDLESS IRE

When: Any phase, just after your focus of hatred is destroyed.
Target: One HERETIC ASTARTES CHARACTER unit from your army (excluding DAMNED units)
Effect: Select one enemy unit within 12" of and visible to your unit. Until the start of your next Command phase, that enemy unit is considered to be your focus of hatred.