

**WARHAMMER**  
40,000

**CRUSADE SUPPLEMENT**

# **CRUSADERS OF THE LONG WAR**

Cover Art by Pedro Sena "Lordigan" — <https://www.artstation.com/lordigan>



# CRUSADERS OF THE LONG WAR

AN UNOFFICIAL CRUSADE  
RULES SUPPLEMENT FOR  
CHAOS SPACE MARINES

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You may use these Crusade options for an Chaos Space Marine army in addition to the general ones found in the Warhammer 40,000 Core Rulebook. These are essentially developed purely to provide some flavorful options for Chaos Space Marine players – the victorious Chaos might be above your petty mumblings about fairness.

This little document is purely for fun. It aims to enable Chaos Space Marine enthusiasts to play their beloved army in the exciting Crusade game mode for Warhammer 40,000 9th edition with a small set of unique options. The author tries to offer an interpretation of how a special Crusade rule set for Chaos Space Marines might look like. There are many parts of the necessary Codex that would give great inspiration for custom rules. As the options from each category for the officially published Crusade rules are limited in numbers, it is hard for the author to consider all the parts that might come into question. Thus this interpretation tries to focus mainly on Heretic Astartes and how an endless crusade for the dark powers might alter them.

For Eike.





# AGENDAS

If your Crusade army includes any **CHAOS SPACE MARINE** units, you can select one Agenda from the Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (For example, when you select Agendas, you cannot choose more than one from each category).

## ALLIES OF THE WARP

### *Chaos Space Marine Agenda*

*All who behold the mighty manifestations of Chaos will take the glimpse of power for future considerations.*

During the battle, count all manifested psychic powers and summoned units of Daemons.

At the end of the battle, for each of those one randomly chosen friendly Chaos Space Marine unit that took part in the battle gains 1 Experience Point.

## JOYS OF THE LONG WAR

### *Chaos Space Marine Agenda*

*In the Long War, much pleasure is gained from destroying your foes - especially those puppets of the rotten corpse god.*

At the Start of the battle, choose up to two Chaos Space Marine units.

At the end of the battle, if one or both units survived the battle, each gains 1 Experience Point for every unit it has destroyed. If an Imperium unit was destroyed, gain D3 Experience Points instead. If a Space Marine unit was destroyed, gain 3 Experience Points instead.

## CHAOS UNITED

### *Chaos Space Marine Agenda*

*The worshipper of the dark gods finds unholy signs in every act.*

For each unit, count each instance of dice rolls where exactly 8 successes are rolled. Only count for the complete sequence, for example all range attacks of a unit in a Shooting Phase combined. (This rule is not meant for bending to your needs.) At the end of the battle, each unit gains 1 Experience Point for each time it was eligible to count.

## HERALDS OF THE DARK GODS

### *Chaos Space Marine Agenda*

*Sometimes it is that simple. Cry loud enough. Make the biggest show. Be rewarded by a pleased god.*

At the end of the battle, each Chaos Space Marine unit bearing a Chaos Icon or **<MARK OF CHAOS>** gains 2 Experience Points for each time it successfully performed the following action:

**Praise be (Action):** At the end of its movement phase, a Chaos Space Marine unit may perform this action if it is in range of an Objective Marker. The action is completed in your next command phase (or at the end of the turn, when you have the last turn of the last round of the battle).



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# REQUISITIONS

If your Crusade army includes any **CHAOS SPACE MARINE** units, you can spend Requisition Points (RPs) on any of the following Requisitions in addition to those presented in the *Warhammer 40,000 Core Book*.

## UNHOLY GLORY BECKONS

1RP

*Promises of power and glory draw them to the dark crusade.*

Purchase this Requisition when you add a **<MARK OF CHAOS>** unit to your Order of Battle, but only if your Order of Battle already has a unit with the same keyword and Battle-hardened status. The added unit gains 6 Experience Points and the Blooded status and chooses one Battle Honour as normal.

## THOSE WHO HAVE FALLEN

2RP

*To the never ending tide of heretics, the Imperium of Man sometimes contributes unwillingly new devotees. These Renegades, weary and wounded by fighting the Emperor's battles, see the freedom of rebellion in a new light.*

Purchase this Requisition when you add a non-**DAEMON** unit to your Order of Battle. The purchased unit gains 16 Experience Points, thus the Battle-hardened status, chooses two Battle Honours as normal. In addition that unit is treated as having failed two Out of Action tests (p324 Core) but you choose for each: lose D3+3 Experience Points or gain a Battle Scar but only one from this document.

## EXALTED COMMANDER

1CP

*Those who lead a Chaos warband are often possessed of great skill in either brute force or otherworldly cunning — tools which are invaluable in their rise of power.*

Purchase this Requisition when one unit from the list below gains a rank. Remove this unit from your Order of Battle and replace it with one of the appropriate options from the list below:

- If the unit is an **EXALTED CHAMPION** or **MASTER OF EXECUTIONS**, replace that unit with a Chaos Lord.
- If the unit is a **MASTER OF POSSESSION** or a **DARK APOSTLE**, replace that unit with a Greater Possessed.
- If the unit is a **CHAOS SORCEROR**, replace that unit with the Chaos Sorcerer in Terminator Armour.
- If the unit is a **CHAOS LORD**, replace that unit with the Chaos Lord in Terminator Armour.

The new unit must be drawn from the same Legion as the unit it replaces, and must have the same **<MARK OF CHAOS>**. The newly added unit starts with the same Battle Scars and number of experience points as the unit it replaced, and immediately gains the appropriate number of new Battle Honours for its rank. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.





## LOSS OF CONTROL

ORP

*Promises were made!*

Combine this Requisition with any Requisition, Battle Honour or Battle Scar that alters a unit as you see fit. Roll a D6, on a 1 remove the unit from your Order of Battle and add a unit of Chaos Spawns (size of your choosing) with the same amount of Experience Point and Battle Honours accordingly. The unit then gains 1 extra Battle Honour.

You may use this Requisition when failing an Out of Action test instead of the Devastating Blow or Battle Scar option. In any case you may choose to lose control willingly.

## ASPIRING CHAMPIONS

1RP

*A Chaos warband changes and is changed over time. Be it by requisitioned armoury or blessings of the gods — in the end it becomes stronger. Mostly.*

Purchase this Requisition when one unit from the list below gains a rank. Remove this unit from your Order of Battle and replace it with one of the appropriate options from the list below:

- If the unit has the **CHAOS SPACE MARINES** keyword, replace that unit with one of the following units: Chaos Terminators, Khorne Berzerkers, Rubric Marines, Plague Marines, or Possessed.
- If the unit has the **KHORNE BERZERKERS**, **RUBRIC MARINES**, **PLAGUE MARINES**, or **NOISE MARINES** keywords, it may be replaced with a Chaos Terminators unit.
- If the unit has the **HAVOCS** keyword, replace that unit with a unit of Obliterators.
- If the unit has the **RAPTORS** keyword, replace that unit with a unit of Mutilators.

The new unit must be drawn from the same Legion as the unit it replaces, and must have the same **<MARK OF CHAOS>**. The newly added unit starts with the same number of experience points as the unit it replaced, and immediately gains the appropriate number of new Battle Honours for its rank.

## DAEMONIC TOUCH

1RP

*Not only the easily warped flesh is prone to alterations. Everything that touches the other plane will be touched in return.*

Combine this Requisition with the *Rearm and Resupply* Requisition (p316 Core Rule Book) when a unit gains a rank and chooses a Weapon Enhancement. Change any wargear options and apply the Weapon Enhancement. You may replace upgraded weapons. The Weapon Enhancement may change up to two weapons in that unit.

## MORTAL VESSEL

1RP

*The Chaos gods have been known to bestow this great "honor" upon their most devout lieutenants in the material realm.*

Purchase this Requisition when a **HERETIC ASTARTES INFANTRY** unit reaches the rank of Battle-Hardened. That unit gains the **POSSESSED** and **DAEMON** keywords in addition to any Battle Honour they are granted.

## DARK APOTHEOSIS

4RP

*When one sows enough Chaos in the material realm, the gods will show them favor. But for the truly exceptional, the might of the warp itself awaits.*

Purchase this Requisition when a **CHAOS LORD** in your army gains a rank. Remove that unit from your Order of Battle and replace it with a **DAEMON PRINCE**.

The new unit must be drawn from the same Legion, and must have the same **<MARK OF CHAOS>** as the unit it replaces. The newly added unit starts with the same number of experience points as the unit it replaced and immediately gains the appropriate number of new Battle Honours for its rank. It also retains any abilities and keywords from the **CHAOS LORD** datasheet.

This requisition's cost is reduced by 1 requisition point for each rank the unit has achieved after Blooded, to a minimum of 0 requisition points. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.



# BATTLE TRAITS

When a **HERETIC ASTARTES** unit gains a Battle Honour, you can use one of the tables below instead of one of the tables in the *Warhammer 40,000 Core Book* to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Trait apply (e.g., a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the *Warhammer 40,000 Core Book*.

## MARK OF KHORNE UNITS

| D6 | TRAIT   |
|----|---|
| 1  | <b>Blood for the Blood God</b><br><i>The splattered gore of a decimated foe spurs the servants of Khorne only to further heights of violence.</i><br>For each model destroyed by this unit in the Fight phase, a single model may make a single additional melee attack.  |
| 2  | <b>Skulls for the Skull Throne</b><br><i>The Blood God's servants know little satisfaction of higher import than burying a weapon in an enemy's bone</i><br>In the Charge phase, when this unit successfully makes a charge, the enemy unit targeted suffers D3 mortal wounds. If this unit is performing a Heroic Intervention, the enemy unit suffers 1 mortal wound. |
| 3  | <b>The Blood Must Flow</b><br><i>There is a near-primal urgency in the followers of the Blood God. For each moment they are not burying a blade in an enemy, the lust for violence only grows.</i><br>When performing a Heroic Intervention make an up to 6" move instead.  |



## MARK OF NURGLE UNITS

| D6 | TRAIT  |
|----|--|
| 1  | <b>Protective Heraldry</b><br><i>In awe they looked upon the creature which defied all means to hinder it in its excesses of worship.</i><br>When performing any action this unit gains +1 Toughness, Leadership and Armor Save until the end of the action. |
| 2  | <b>Explosive Glands</b><br><i>"Did you see what happened to Hulmor? Oh, did you see what happened to Hulmor?"</i><br>When this unit is destroyed, roll a D6 for every unit within 6". On a result of 4+, the targeted unit suffers 1 Mortal Wound.           |
| 3  | <b>Indifferent to Harm</b><br><i>Longtime servants of Nurgle are in such a grotesque physical state that even the most violent attack barely is noticed.</i><br>This unit may ignore mortal wounds on a roll of 4+.  |



## MARK OF TZEENTCH UNITS

| D6 | TRAIT  |
|----|--|
| 1  | <b>Egregious Mutation</b><br><i>For the God of Change, the physical is merely clay to sculpt its maddening visions.</i><br>Select one model in this unit and then select two of its characteristics. Reduce one characteristic by 1, and raise the other by the same amount.     |
| 2  | <b>Realities May Vary</b><br><i>The will of Tzeentch manifests through your very body.</i><br>One model in this unit may gain the Psyker keyword and and knows the Smite psychic power.  |
| 3  | <b>Rust and Ruin</b><br><i>Time is but a plaything to the God of Change. The weapons of the enemy rust and shatter as they age centuries in minutes when brought to bear.</i><br>When attacking this unit with a melee weapon, reduce the weapon's Strength characteristic by 1. |

## MARK OF SLAANESH UNITS

| D6 | TRAIT   |
|----|---|
| 1  | <b>Scars of the Flesh</b><br><i>To a Slaaneshi worshipper, their own body is but an artist's canvas.</i><br>Remove one Battle Scar from the Crusade Card of this unit. Everytime this unit would gain a Battle Scar or lose experience points roll a D6, on a 3+ ignore the scar or loss.   |
| 2  | <b>Such Sights to Show You</b><br><i>The acolytes of Slaanesh can feel naught but the most sheer of agonies. But in inflicting them upon themselves, a violent and writhing ecstasy is all they experience.</i><br>In the Fight Phase, this unit may take 1 Mortal Wound and gain 2 additional attacks until the end of this Phase. |
| 3  | <b>Ecstatic Dance</b><br><i>Inhuman grace is possible for those who consider bones optional.</i><br>This unit adds +2" to Consolidate and Pile In moves and may do so through enemy models.   |



# RISE TO POWER

Rise to Power are new type of Battle Honour that can be given to **CHAOS LORD** units. When such a unit in your army would gain a Battle Honour, you can instead choose for it to gain one of the Rises to Power listed below. Each **CHAOS LORD** may only have a single Rise to Power, and your Order of Battle may not include more than one such unit from the same <LEGIION>. This unit must always be your **WARLORD** when included in a battle. As with any Battle Honour, make a note on the unit's Crusade card and increase its Crusade points total by 1.

## FALLEN

*Once a proud servant of the Imperium of Man, this warrior has turned against all he once stood for.*

You may grant this **CHAOS LORD** a warlord trait or one Wargear option from a **CAPTAIN** datasheet from Codex: Space Marines.

## WARP-TOUCHED

*The maddening voices of the Warp guide this mortal.*

If this unit is a part of your Crusade army, while it is on the battlefield, roll a D6 whenever an enemy successfully manifests a psychic power. On a 5+, gain 1 Command Point.

## ACOLYTE

*Dark Apostles who are particularly enthralled in their craft sometimes become warlords in their own right. Their warbands are often of a similar zealous ilk.*

A **CHAOS LORD** with this battle honour gains the **PRIEST** abilities found in the **DARK APOSTLE** datasheet, as well as the **PRIEST** and **DARK APOSTLE** keywords.

## SLAYER

*The Chaos gods have shone favor onto this commander, whose boundless violent efforts have sent souls beyond counting into the depths of the Immaterium.*

This unit gains 2 experience points for Dealers of Death (see pg. 313, *Warhammer 40,000 Core Book*), and 1 experience point for each enemy **CHARACTER** it destroys.

## CHOSEN

*The moment this individual began to exist, it was known by the Chaos gods that he would one day be in the right place at the right time for their nefarious ends. It was at that very moment that the history leading to his birth was engineered to bring him to their doorstep.*

If this unit is a part of your Crusade army, you may re-roll either yours or your opponent's dice in any roll-off before the first battle round begins.

## POSSESSED

*The dual nature of a possessed warrior means that they are able to influence events both within and beyond the bounds of both the physical and immaterial realms.*

A **CHAOS LORD** with this battle honour changes their characteristics to match those found in the **GREATER POSSESSED** datasheet, and adds the abilities and keywords of that datasheet to their own.

## LEGACY

*One Chaos god above all others anointed this warrior. He will never forget the debt he owes his masters.*

Select one of the following options for this unit based on its <MARK OF CHAOS> keyword.

### Legacy of Blood

This unit gains the *Blood for the Blood God* ability and the **KHORNE BERZERKER** keyword from the Khorne Berzerker datasheet. In addition, this unit may equip itself with one wargear option from this datasheet.

### Legacy of Change

This unit gains the *Psyker* ability and the **PSYKER** and **RUBRIC MARINES** keyword from the Rubric Marines datasheet. In addition, this unit may equip itself with one wargear option from this datasheet.

### Legacy of Decay

This unit gains the *Disgustingly Resilient* and *Plague Weapon* abilities, and the **PLAGUE MARINE** keyword from the Plague Marines datasheet. In addition, this unit may equip itself with one wargear option from this datasheet.

### Legacy of Excess

This unit gains the *Music of the Apocalypse* ability and the **NOISE MARINE** keyword from the Noise Marines datasheet. In addition, this unit may equip itself with one wargear option from this datasheet.





# BATTLE SCARS

When a Heretic Astartes unit gains a battle Scar, you can select the relevant Battle Scar below instead of determining one from the *Warhammer 40,000 Core Book*. All the normal rules for Battle Scars apply (e.g., a unit cannot have the same Battle Scar more than once). As with any Battle Scar, make a note on the unit's Crusade card, but unlike other Battle Scars, do not decrease the unit's Crusade points for acquiring one of the Battle Scars listed below.

## BATTLE SCARS

| UNIT                                | BATTLE SCAR  |
|-------------------------------------|--|
| CHARACTER<br>units only             | <b>Grotesque Mutilation</b><br><i>Other warriors speak in hushed tones of the ruinous damage their comrade has suffered.</i> <ul style="list-style-type: none"><li>• Reduce the Leadership characteristic of friendly and enemy units by 1 while they are within 3" of this unit.</li></ul>  |
| INFANTRY<br>units                   | <b>Maniac Member</b><br><i>Following orders and using tactics can fall by the way side when one is consumed by the urge to murder.</i> <ul style="list-style-type: none"><li>• Select a model in this unit.</li><li>• Reduce that model's Ballistic Skill characteristic by 1.</li><li>• Improve the AP of one of this model's weapons by 1 (AP -1 becomes AP -2, etc.).</li></ul> |
| Any unit                            | <b>Badly Regenerated</b><br><i>What remains of this warrior's ruinous wounds has been "healed" by Chaos.</i> <ul style="list-style-type: none"><li>• Reduce this unit's Armor Save characteristic by 1.</li><li>• In your Command phase, a single model in this unit automatically regains 1 Wound.</li></ul>  |
|                                     | <b>Prone to Mutation</b><br><i>Not all are so fortunate as to lose a limb and have the Chaos gods return something similarly useful to their bodies in its place.</i> <ul style="list-style-type: none"><li>• Add 1 to any Out of Action or Devastating Blow rolls made for this unit.</li></ul>   |
| Any unit of<br>10 or more<br>models | <b>Atonement Through Sacrifice</b><br><i>"Sorry, brother. We must atone for our failure."</i> <ul style="list-style-type: none"><li>• Once per battle, this unit must suffer D3 mortal wounds during its Command phase.</li><li>• On the battle round it does so, this unit benefits from the Death to the False Emperor rule while targeting any enemy unit.</li></ul>            |
| DAEMON<br>units                     | <b>Fleeting Existence</b><br><i>The neverborn do not always manifest with permanence in the physical world.</i> <ul style="list-style-type: none"><li>• Reduce any Invulnerable Save rolls made by this unit by 1.</li><li>• For the purposes of the Daemonic Ritual rule, count this unit's power level as half its true value.</li></ul>   |
|                                     | <b>Flickering Reality</b><br><i>Daemons in the physical world can interfere with reality itself.</i> <ul style="list-style-type: none"><li>• When a unit with an aura ability is within 6" of this unit, reduce that aura's range by 3 - friend or foe.</li></ul>  |



# CRUSADE RELICS

When an **ADEPTUS ASTARTES CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

When a model from your army is given a Crusade Relic, replace any instances of the **<LEGION>** keyword on that Crusade Relic's rules (if any) with the name of the Chapter that the model is drawn from.

## ARTIFICER RELICS

### Eight-Pointed Star

*This Artefact held high above the heads of your warband inspires even greater ferocity and devotion.*

In your Command phase, you may select a **HERETIC ASTARTES INFANTRY** unit within 6" of the bearer of this Relic. Improve the attack rolls of both the bearer and the selected unit until the start of your next Command phase.

## ANTIQUITY RELICS

### The Unifying Chain of Rule

*The Champions of Chaos United are bestowed items of destruction for the common cause.*

Select any Artefact of Chaos found in Codex Heretic Astartes that is restricted to a particular Chaos god or Legion. You may take that Relic regardless of such restrictions. All other rules for the Relic remain unchanged. Combine the Unifying Chain of Rule with the name of the chosen Relic of Chaos on the bearer's Crusade Card.

You may select this Crusade Relic more than once if different Artefacts of Chaos are chosen. However, the one of its kind rule for the Artefacts of Chaos still applies.

### Shrunken Sorcerer Head

*As one would expect, the mind of a Sorcerer is laden with powerful warp energies. Even after they are no longer alive.*

Non-**PSYKER** and Non-**SORCEROR** units only. The bearer of this Crusade Relic immediately gains the **PSYKER** keyword, and may cast a single Psychic power. Generate a power from the Dark Hereticus Discipline when this Crusade Relic is granted to a unit.

## LEGENDARY RELICS

### Eight Horns of the Crusader

*The Laurels of a leader of Chaos, sanctioned and ordained by the highest pantheons of the Warp.*

As long as the bearer is on the battlefield, once per game round, you can use a Stratagem twice in a Phase.





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