

## Veteran points

- Skillfull: Weaponskill of ballistic skill mag met een punt verhoogd worden
- Scary: unit causes fear, when a unit already causes fear it causes Terror
- Steadfast: unit is stubborn. When a unit is already stubborn, it becomes unbreakable
- volatile: unit gains flaming attacks
- Sickening: unit gains poison attack
- Berserk: unit gains frenzy
- Survivalist: Unit gains the strider special rule
- Love fool: unit gains the Hatred special rule
- Sharpshooter: the champion of the unit gains the Sniper special rule
- Precise: unit gains the Killing blow ability
- Mental: unit is immune to psychology, stupid units lose the stupidity special rule
- Hardend: unit gains magic resistance 1
- Speedy: unit gains swiftstrider special rule
- Explorer: unit gains the scout special rule, but may not declare a charge in the First round
- Gifted: wizard knows 1 more spell
- Smarty-pants (betweter): wizard gains level (costs 2 veteran points)