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- Publisher: **Fantasy Flight Games (2013)**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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WARHAMMER 40,000 RELIC

SETUP

Shuffle the **scenario sheets**, choose one, read it aloud and place it faceup in the centre of the board.

Shuffle the **Corruption, Mission, Power, Relic, red Threat, blue Threat, yellow Threat and Wargear** decks separately and place them facedown by the board.

Place all **charge** and **influence** tokens in separate supply piles near the board. Each player takes **3 influence tokens**.

Shuffle the **character sheets** and deal 2 to each player. Each player chooses one and returns the other to the box.

Each player chooses a color and takes the corresponding **character board**, plastic **character base**, **character tokens**, and **level peg**.

Attach your plastic character piece to your base and place it on the starting space on the board indicated on your character sheet. Slide the top of your character sheet into your character board and insert your level peg into the slot on the track above **Start**.

Adjust your dials to match the starting **attribute** values (red **Strength**, blue **Willpower**, yellow **Cunning**) and green **Life** value on your character sheet. Attributes cannot go above 12 or below 1. **Life** cannot go above 12; if it falls to 0 the player is vanquished.

Draw a number of **Power cards** equal to the **power limit** on your character sheet (below the **Start** space). Place these facedown in front of you (you may look at your own at any time).

Draw 1 **Mission card** and place it faceup in front of you. If your mission requires you to take any immediate action, do so.

The oldest player takes the first turn.

TURN SEQUENCE

On your turn complete all the following phases, then the next player in clockwise order takes their turn.

1 MOVEMENT PHASE

You *must* move to a new space; you cannot remain on your space, even if it contains a Threat card.

In the Outer and Middle Tiers

If you begin your turn in the Outer or Middle tier, **roll 1 die to determine your movement points**. You *must* move 1 space at a time, clockwise or anti-clockwise, spending 1 movement point for each space you enter. Direction may not be reversed during a move.

Special abilities and cards may modify movement rolls and movement scores or provide alternatives to moving.

In the Inner Tier

Move 1 space per turn in the direction indicated by the arrow on your space.

2 EXPLORATION PHASE

1. Check for Threat Icons

Threat icons indicate the minimum Threat cards of each colour that must be on that space at the end of the Exploration phase.

On a space without threat icons, your Exploration phase ends immediately. On a space with threat icons, go to the next step.

2. Draw Threat Cards

For each threat icon that exceeds the number of matching Threat cards there, draw 1 card from the Threat deck and of the matching colour and place it faceup on your space.

If a space contains more Threat cards than threat icons, they remain in that space until resolved or affected by an ability.

If the number and colour of Threat cards on your space equals or exceeds the number of corresponding threat icons, go to the Engagement phase.

Threat cards that have threat icons on them add those threat icons to the space they are on during each Exploration phase (including the one in which they are drawn). These icons have no effect during other phases.

3 ENGAGEMENT PHASE

If at least 1 Threat card is on your space, you must resolve step A. If there are no Threat cards, you must resolve step B.

If you are on a space without Threat cards or a text box, your Engagement phase ends immediately.

A. Resolve Threat Cards

Resolve all Threat cards on your space:

1. Resolve Events: Resolve the abilities of all **events** on your space, one at a time in any order you choose. A resolved event is discarded.

2. Battle Enemies: Battle each **enemy** on your space before going to the next step. If you lose a battle, your Engagement phase ends immediately and you cannot resolve other Threat cards on your space.

3. Resolve Encounters: Resolve the abilities of all **encounters** on your space, one at a time in any order you choose. Resolved encounters remain on your space unless specified otherwise.

You must resolve each encounter on your space during this step and cannot resolve the same encounter more than once during the same Engagement phase.

4. Acquire Assets: Take all **assets** on your space and place them faceup in front of you.

B. Resolve Text Box

Text boxes contain instructions you must resolve during your Engagement phase if your space contains no Threat cards. Your Engagement phase then ends immediately.

If a space contain 2 text boxes and the instruction *Choose One or End Engagement Phase*, the text boxes are optional. You may select and resolve a text box, or end your Engagement phase.

If a text box instructs you to *draw* and *resolve* a Threat card, draw all required cards, place them on your space, and resolve them as normal.

Threat Card Timing

Event abilities are resolved during the first step of your Engagement phase, then the card is discarded.

Enemy abilities are resolved when you battle an enemy. The card specifies the time during a battle at which you resolve the ability.

Encounter abilities are resolved during the third step of your Engagement phase. These cards usually remain on your space after you resolve them.

Asset abilities are only resolved when in front of you and cannot be used while on the board. The owning player triggers the card's abilities at the time specified.

Special timing cards specifically state the time when you resolve the card's ability. An enemy's Special Timing ability has no effect during a battle.

4 EXPERIENCE PHASE

1. Spend Trophies

Each time you win a battle against an enemy, take the enemy Threat card as a **trophy**. Each trophy has a trophy point value equal to the enemy's attribute value.

During this step you may spend (discard) trophies; for every 6 trophy points you spend, you gain 1 **level**. You may spend any number of trophies, but excess trophy points above multiples of 6 are lost.

2. Manage Mission Cards

You may spend 3 of your completed missions to reveal 2 Relic cards and take one of them.

If you have no active mission, draw 1 **Mission card**.

3. Discard Excess Cards

You must discard any cards that cause you to exceed your power or asset limit. Place discarded cards faceup on top of their corresponding discard pile.

You may choose to discard Power cards and assets even if they do not exceed your limits.

BATTLES

There are 3 forms of battle: **Strength, Willpower, and Cunning**. Resolve battles as follows:

1. Determine Battle Form: Use the battle form that matches the enemy's **attribute** type.

2. Prepare for Battle: You may declare and apply any **battle bonuses** used to modify your battle score. You may only use **1 weapon** and **1 armour** during a battle.

3. Roll Battle Die (Enemy): The player to your left makes a battle roll for the enemy by rolling 1 die. Any roll that produces a **⚡** result **explodes**, allowing him to roll an additional die. The player rolling the enemy die may not use any of his character or card abilities.

4. Roll Battle Die (Active Player): Make a battle roll by rolling 1 die. If you have an ability that allows the use of additional dice, roll all dice simultaneously. Any roll that produces a **⚡** result **explodes**, allowing you to roll an additional die.

Use ability to reroll or change the result, if desired.

5. Determine Battle Scores: Any card abilities that add to the enemy's battle score are resolved. The enemy calculates its battle score by adding its battle roll, its attribute value, and any applicable modifiers.

Calculate your battle score by adding your battle roll, your attribute value, and any applicable modifiers.

6. Determine Battle Result: If your battle score is higher than the enemy's, you win the battle. If the enemy's battle score is higher than yours, you lose the battle. If the battle scores are equal, the result is a tie.

Resolve any card abilities triggered by battle results (win, lose, or tie) during this step.

7. Apply Consequence: If you win, take the enemy Threat card as a **trophy** and place it faceup in front of you (unless instructed otherwise).

If you lose, **lose 1 Life**, apply any penalties the enemy inflicts for losing, and end your Engagement phase. Any Threat cards remaining on your space cannot be resolved this turn.

On a tie, do not claim a trophy or lose a life; your Engagement phase ends and the enemy card remains on your space.

Battle bonuses

You may add battle bonuses from cards to your battle score (they do not affect skill tests).

The colour of the circle with a spiked border indicates which battle form receives the bonus; red (Strength), blue (Willpower), yellow (Cunning) and grey (any).

You must declare that you are using a battle bonus during the *Prepare for Battle* step of a battle.

Multiple Enemies

If there is more than one enemy with different attributes on your space, choose the order in which you battle them, resolving each battle separately.

If there is more than one enemy with the same attribute on your space, resolve a battle with all those enemies at the same time. Add each enemy's attribute value to a single battle roll to create a single battle score for all enemies.

If you win, claim all enemies that participated in the battle as trophies. If you lose, lose 1 Life, apply any penalties the participating enemies inflict for losing, and end your Engagement phase.

Battles with Scenario Sheets

Players resolve scenario sheet battles using the normal steps. The scenario sheet is an enemy for the purposes of card abilities but has no traits, is not a Threat card, cannot be taken as a trophy, and does not leave play.

CHARACTERS

Evading

You may only **evade** when a special ability allows you to do so. Trigger such abilities during the Engagement phase before the start of a battle with the enemy.

When you **evade** an enemy, it is prevented from participating in a battle during the Engagement phase this turn. It remains on its space and is ignored for this turn—you do not need to participate in a battle with the enemy to continue your turn. When evading multiple enemies that share an attribute, you choose to evade each enemy individually. You are not required to evade all enemies in your space, and any enemies not evaded must participate in battles as normal. Evading an enemy does not end your Engagement phase.

Gaining Levels

Each time you gain a level, move the level peg on your level track a slot to the right. Then take all **level rewards** listed in the column below the new position, starting with the reward on the top.

You may gain a maximum of 12 levels. **If you gain a level while at level 12, gain 1 completed mission instead.**

Assets and Asset Limits

Each character sheet has an **asset limit** that indicates how many assets you can have at the end of your Experience phase.

If you have a number of assets that exceeds your limit, you must discard any excess cards at the end of your Experience phase.

Skill Tests

To resolve a **skill test**, make a skill roll by rolling 1 die and adding the result to your corresponding attribute value and any applicable modifiers to result in a **skill score**.

If your **skill score is equal to or greater than the target number, you pass the skill test**. If the score is less, you fail. Receive the reward or penalty described.

If you roll a **1**, you automatically fail the test. If you roll multiple dice during a skill roll, you automatically fail the test if *each* die produces a **1**.

If you roll a **6**, it **explodes**, allowing you to roll an additional die.

You may add **skill bonuses** from cards to your skill score during skill tests (they do not affect battle scores). Declare that you are using a skill bonus before making your skill roll. The colour of the circle shows which attribute receives the bonus: red (Strength), blue (Willpower), or yellow (Cunning).

Influence

Influence allows you to buy Wargear cards and trigger abilities on specific cards and text boxes. Each time you gain influence, take influence tokens from the supply and place them before you; return tokens to the supply when you spend them.

Missing Turns

If instructed to miss a turn, tip your character piece on its side. Stand it up when you begin taking turns again. Game effects can still interact with a piece on its side.

If you miss a turn, your current turn ends immediately; skip your Experience phase and do not implement any power or asset limits. Then skip your entire following turn (any abilities implemented at the start or end of that turn cannot occur).

Vanquished Players

You are vanquished if your Life is reduced to 0. Discard all your Power cards and trophies; return all your influence tokens to the supply; set your Life dial to your starting value; and place your character piece on the *St. Antias' Sanctuary* space.

Keep all other cards and tokens, and any of your character tokens on assets, Power cards, or the board remain there.

If you were vanquished during your turn, your turn then ends; take your next turn normally.

Corrupted Players

You are corrupted if you have a number of Corruption cards equal to your corruption threshold (usually 6).

You must start a new character. Discard your Power cards, trophies, and Corruption cards; return all your influence tokens to the supply; return your character sheet and character piece to the box (it cannot be used by any player for the rest of the game), and draw a random unused character sheet. If none are available, you are **eliminated** instead.

Set up your new character and place your new character piece on its starting space. Keep all other cards and tokens, and any character tokens on assets, Power cards, or the board remain there. All cards inherited from your old character now belong to the new character.

If you were corrupted during your turn, your turn then ends; take your next turn normally.

You may choose not to start a new character and lose the game.

Eliminated Players

If you are **eliminated** from the game you remove your character piece from the board and discard all your cards and tokens. You lose the game, cannot start a new character, and cannot affect the game in any way.

CARDS

Power Cards

You may draw **Power cards** at the *Grey Knight Envoy* space in the Outer tier and the *Blackstone Fortress* space in the Middle tier. If you choose to draw additional Power cards, declare how many you wish to draw, spend the necessary influence, and draw the cards.

Keep Power cards facedown. You may look at your own at any time. Playing them is always optional; the card's text indicates when they can be played.

Power cards have a **power number** at the top. Immediately before you are required to roll a die to make a movement, battle, or skill roll, you may declare that you are playing a Power card instead, and the power number on the card is treated as a **substitute for the die result** (this is equivalent to a die roll).

You cannot use more than 1 power number as a substitute for a single roll. If you substitute a roll with a Power card, it can explode as normal. You can substitute additional die rolls caused by an exploding die with a Power card.

You may use a Power card's power number *or* the special ability; not both.

A Power card is discarded when used; any number of them may be used during a turn.

Each Power card you have counts as 1 card against your **power limit**. You may draw Power cards beyond your limit; but you must discard excess Power cards during the *Discard Excess Cards* step of your Experience phase.

Corruption Cards

Corruption cards are placed in front of you and have an **activation number** at the upper right.

After drawing a Corruption card, if the activation number is greater than the total number of your Corruption cards (including the one just drawn), the card is flipped facedown and the card's ability is ignored. A facedown Corruption card is in play and counts toward your total number of Corruption cards, but has no other effect.

If the Corruption card's activation number is less than or equal to the total number of Corruption cards you have, the card **activates** and remains faceup. You must resolve its ability immediately. It remains activated, and any of its constant effects continue until it is discarded or flipped facedown.

You can attempt to discard Corruption cards at the *Apothecarium Sepha* or *Antian Shrine World* spaces in the Middle tier.

Mission Cards

A Mission card is kept faceup near your character sheet and can be completed at any time, in which case you immediately receive its rewards and flip it facedown.

During your Experience phase, if you have 3 or more completed missions, you may spend 3 to acquire 1 Relic card.

If an ability or reward allows you to gain a completed mission without having to fulfil its objective, draw the Mission card and place it facedown near your character sheet; you do not receive any rewards on that card.

If you do not have an active mission during your Experience phase, automatically draw a new Mission card.

You may never have more than 1 active mission at a time. If you have an active mission and draw a Mission card, immediately choose 1 to keep as your active mission and discard any others.

Relic Cards

You must have at least 1 Relic card to enter the Inner tier.

When acquiring a Relic card, reveal the top 2 cards from the Relic deck, choose one, and shuffle the other back into the deck. You may have as many relics as your asset limit allows, and you may use any number of relics at a time.

Wargear Cards

You can buy **Wargear cards** at the *Battlefleet Antias* space in the Outer tier. Spend influence equal to the cost in the card's upper left corner, then place it faceup in front of you.

All Wargear cards are **assets**. They can only be used when in front of you, and they count toward your asset limit.

Wargear are either **weapon, armour, or equipment**. Weapons and armour can only be used in a battle, and do not apply during skill tests. You can use only 1 weapon and 1 armour card during each battle, but you can use any number of equipment cards.

Charges

When you draw a card with **charge icons** (⚡), place **charge tokens** on the card equal to the card's charge value (the number of icons). You can spend a maximum of 1 charge token from each card each turn to trigger specific card abilities.

Return spent tokens to the supply. When the last charge token is removed from a card, immediately discard the card.

Some effects allow you to add additional tokens to cards; added tokens can exceed the card's charge value.

Discarding Cards

If you are forced to discard a card, choose which one unless instructed otherwise. If you do not have any of the required cards, discard nothing. If you are forced to discard more cards than you have, discard all cards you have of the listed type.

Any tokens on the discarded cards are removed and the cards are placed faceup in a discard pile next to their corresponding deck.

You may discard any assets or Power cards that you no longer wish to keep during your Experience phase. You cannot discard cards outside of this phase unless a special ability allows you to do so.

MOVING BETWEEN TIERS

There are 3 spaces (*Grey Knight Envoy*, *Battlefleet Antias*, and *St. Antias' Sanctuary*) where you can cross to the Middle tier by resolving their text boxes. After moving to the Middle tier in this way, your Engagement phase immediately ends and you do not resolve any cards or text on your new space.

There are 2 spaces (*Space Hulk* and *Guardian of the Rift*) that contain **movement boxes**. Each time you begin your Movement phase on, or enter, such a space, immediately resolve the text. Then continue your Movement phase normally.

When you move from one tier to another, you may change the direction of your movement upon entering the new tier.

To enter the Inner tier, you must have a **relic** and move from the *Guardian of the Rift* space. In the Inner tier you do not roll a die for movement and cannot spend movement points. Instead, you must move 1 space forward following the directional arrow on your current space, and you cannot use effects and special abilities that modify your movement.

You must always resolve the text box in your new space during your Engagement phase, and cannot draw or resolve Threat cards.

Once in the Inner tier, you may not return to previous tiers unless vanquished or corrupted.

When you enter the *Warp Rift* your Movement phase ends immediately. During your Engagement phase, you are forced to skip ahead 1 space, plus 1 additional space for each condition listed you fulfil. Do not resolve any text boxes on skipped spaces, but immediately resolve the text box on the space where you land.

DICE AND TOKENS

Exploding Dice If a player or enemy rolls a **6** result on dice during a battle or skill test, those dice **explode**: immediately roll another die for each result. These extra results are added to the previous result to create a new score. Exploding dice are cumulative and there is no limit to their number.

Additional Dice: If an ability allows you to roll additional dice, roll all dice simultaneously. After you have rolled, you cannot trigger any abilities that allow you to roll additional dice, excluding exploding dice.

Modifying Dice: Each time you use an ability to modify a die, add or subtract your die result by the modifier. Only the die result before modifiers is used for the purposes of exploding dice and triggering special abilities.

Rolling a Die: Each time you reroll a die, the previous die result is ignored for all abilities and effects. A die may be rerolled multiple times by multiple abilities.

If a deck is exhausted, shuffle the discards to form a new facedown deck. If there are no remaining discards, cards of that type cannot be drawn. The supply of charge, influence, and character tokens is unlimited; substitutes can be used.

WINNING

A player must complete 3 **missions** to acquire a **relic**, one of which is required to enter the Inner tier.

When a player lands on the central scenario space he can no longer move and must immediately resolve the **confrontation** section on the scenario sheet (which describes how to win the game); and continue to do so during each of his future Engagement phases.

The first player to fulfil the game-winning condition described in the confrontation section wins the game.

CLARIFICATIONS

In any instance where a special ability or text box conflicts with the rules, the special ability or text box takes precedence.

Any ability forbidding the use of cards, actions, or abilities overrides all other cards, abilities, and effects.

If you resolve a card that grants you special movement during your Movement phase, you may use the special movement even if that card is discarded during that turn. If you miss your turn, you may use the special movement during your next Movement phase. Place a character token under your character piece as a reminder that you have the option.

If an ability moves you directly to another space, you do not move through any spaces in between and are placed directly on the destination space.

If an effect refers to a condition and there are 2 or more available options that fulfil the condition, decide which option to use or in which order to fulfil them.

If an effect refers to your highest or lowest attribute and you have 2 or more of the same number, choose to use.

Abilities on cards that include the word 'may' are optional. All other card and character abilities are mandatory.

WARHAMMER RELIC

1 MOVEMENT PHASE

In the Outer and Middle Tiers Roll 1 die.
You *must* move that many spaces one at a time, clockwise or anti-clockwise.

In the Inner Tier Move 1 space per turn in the direction indicated by the arrow.

2 EXPLORATION PHASE

Draw Threat cards as specified by the threat icons on your space. Place each drawn card on your space.

3 ENGAGEMENT PHASE

A. Resolve Threat Cards

- Resolve Events** one at a time in any order.
- Battle Enemies.** If you lose, the phase ends.
- Resolve Encounters** one at a time in any order.
- Acquire Assets**, placing them faceup in your play area.

B. Resolve Text Box

If there are no Threat cards, resolve the text box. If you must *draw* and *resolve* Threat cards, place them on your space and resolve them.

4 EXPERIENCE PHASE

1. Spend Trophies

You may discard trophies; for every 6 trophy points you spend, gain 1 level.

2. Manage Mission Cards

You may spend 3 of your completed missions to reveal 2 Relic cards and take one of them. If you have no mission, draw 1 **Mission card**.

3. Discard Excess Cards

Discard any cards that exceed your power or asset limit. You may choose to discard cards.

BATTLES

There are 3 battle forms: **Strength**, **Willpower**, and **Cunning** battles. Resolve battles as follows:

- Determine Battle Form:** Use the battle form (**Strength**, **Willpower** or **Cunning**) that matches the enemy's attribute type.

- Prepare for Battle:** Declare and apply any **battle bonuses** (circle with spiked border). You may only use **1 weapon** and **1 armour**.

- Roll Battle Die (Enemy):** The player to your left rolls 1 die for the enemy.


- Roll Battle Die (Active Player):** Roll 1 die. May use abilities to reroll or change the result.

- Determine Battle Scores:** Calculate battle scores by adding battle rolls, attribute value, and any applicable modifiers.


- Determine Battle Result:** If your score is higher than the enemy's, you win the battle. If lower, you lose. Resolve any card abilities triggered by battle results.

- Apply Consequence:** If you win, take the enemy Threat card as a trophy. If you lose, lose 1 Life and apply any penalties the enemy inflicts for losing.

SKILL TESTS

Roll 1 die and add your corresponding attribute value and any applicable modifiers (eg **skill bonuses**). **If the result is equal to or greater than the target number, you pass.** If you roll a , you automatically fail.

DICE

During a battle or skill test, dice with a  result **explode**: immediately roll another die for each result. Additional results are added. Exploding dice values are cumulative, and there is no limit to their number.

LEVEL REWARD ICONS



Gain
1 Cunning



Gain
1 Willpower



Gain
1 Strength



Gain
2 Influence



Draw
1 Power card



Gain 1
completed
mission



Special reward
described on
character sheet



Gain
1 Life



Gain 1 attribute
of your choice
(S, W or C)

WARHAMMER RELIC

1 MOVEMENT PHASE

In the Outer and Middle Tiers Roll 1 die.
You *must* move that many spaces one at a time, clockwise or anti-clockwise.

In the Inner Tier Move 1 space per turn in the direction indicated by the arrow.

2 EXPLORATION PHASE

Draw Threat cards as specified by the threat icons on your space. Place each drawn card on your space.

3 ENGAGEMENT PHASE

A. Resolve Threat Cards

- Resolve Events** one at a time in any order.
- Battle Enemies.** If you lose, the phase ends.
- Resolve Encounters** one at a time in any order.
- Acquire Assets**, placing them faceup in your play area.

B. Resolve Text Box

If there are no Threat cards, resolve the text box. If you must *draw* and *resolve* Threat cards, place them on your space and resolve them.

4 EXPERIENCE PHASE

1. Spend Trophies

You may discard trophies; for every 6 trophy points you spend, gain 1 level.

2. Manage Mission Cards

You may spend 3 of your completed missions to reveal 2 Relic cards and take one of them. If you have no mission, draw 1 **Mission card**.

3. Discard Excess Cards

Discard any cards that exceed your power or asset limit. You may choose to discard cards.

BATTLES

There are 3 battle forms: **Strength**, **Willpower**, and **Cunning** battles. Resolve battles as follows:

- Determine Battle Form:** Use the battle form (**Strength**, **Willpower** or **Cunning**) that matches the enemy's attribute type.

- Prepare for Battle:** Declare and apply any **battle bonuses** (circle with spiked border). You may only use **1 weapon** and **1 armour**.

- Roll Battle Die (Enemy):** The player to your left rolls 1 die for the enemy.


- Roll Battle Die (Active Player):** Roll 1 die. May use abilities to reroll or change the result.

- Determine Battle Scores:** Calculate battle scores by adding battle rolls, attribute value, and any applicable modifiers.


- Determine Battle Result:** If your score is higher than the enemy's, you win the battle. If lower, you lose. Resolve any card abilities triggered by battle results.

- Apply Consequence:** If you win, take the enemy Threat card as a trophy. If you lose, lose 1 Life and apply any penalties the enemy inflicts for losing.

SKILL TESTS

Roll 1 die and add your corresponding attribute value and any applicable modifiers (eg **skill bonuses**). **If the result is equal to or greater than the target number, you pass.** If you roll a , you automatically fail.

DICE

During a battle or skill test, dice with a  result **explode**: immediately roll another die for each result. Additional results are added. Exploding dice values are cumulative, and there is no limit to their number.

LEVEL REWARD ICONS



Gain
1 Cunning



Gain
1 Willpower



Gain
1 Strength



Gain
2 Influence



Draw
1 Power card



Gain 1
completed
mission



Special reward
described on
character sheet



Gain
1 Life



Gain 1 attribute
of your choice
(S, W or C)

WARHAMMER 40,000

RELIC

NEMESIS EXPANSION

SETUP

Shuffle all **Wargear**, **Relic**, and **Threat** cards into their respective decks. New **character** and **scenario sheets** can be chosen during setup like any other. Use the additional plastic character bases, level pegs, character boards and character tokens to play 5 or 6 player games.

Nemeses boards, **nemesis tokens**, **nemesis sheets**, **Nemesis cards**, and **Imperium cards** are only used when playing the *Enemies of the Imperium* game mode.

NEW CHARACTER RULES

Apostates

Each character is either an **apostate** or a **devotee**. You begin the game as a devotee, but can become an apostate by acquiring an asset with the *Apostate* trait (yellow-green cards).

Skill Duels

If you end your Movement phase on the same space as 1 or more apostates, you may initiate a **skill duel** against 1 apostate of your choice instead of resolving your Exploration phase normally. Then, instead of resolving your Engagement phase normally, you resolve a skill duel.

The active player (*either apostate or devotee*) is the **challenger** and the targeted apostate is the **defender** (*apostate only*). **You cannot initiate a skill duel in the Inner tier.**

To resolve a skill duel:

- Determine Challenge Form:** The challenger chooses an **attribute** that both characters will test.
- Set the Challenge Value:** The challenger sets the **challenge value** by making a skill roll of the chosen form with a **target number of 2**. If the challenger passes, the challenge value is equal to the result of the skill roll including all modifiers. If the challenger fails, the skill duel immediately ends: the challenger proceeds to step 6.
- Make Defender Skill Roll:** The defender performs a skill test of the chosen form with the previously established challenge value as the target number. If the defender passes, he is the winner of the skill duel. If he fails, the challenger is the winner.
- Apply Consequences:** Apply one of the following consequences, as determined by the challenge form:
 - Strength:** The loser loses 2 Life.
 - Cunning:** The winner may steal 1 of the loser's assets (except relics). If you steal an asset that contains charge tokens, all the charge tokens on the card also transfer.
 - Willpower:** The winner looks at the loser's hand of Power cards and chooses to take either 1 of them, or 3 influence, from the loser.
- Steal Apostate Asset:** If desired, the winner may also steal one of the loser's apostate assets (except relics).
- Proceed to the Experience Phase**

ENEMIES OF THE IMPERIUM

This mode allows up to 2 players to assume the role of a **nemesis** instead of a character.

When using either the *Dark Alliance* or the *Shoulder to Shoulder* scenario sheet, players *must* use the **Enemies of the Imperium** game mode.

General Setup

Follow these instructions instead of those in the base game. Choose a scenario as normal.

There is 1 nemesis in a 3 or 4 player game and 2 nemeses in a 5 or 6 player game (unless specified otherwise on the chosen scenario sheet). Each player declares if he wishes to control a **nemesis** or a **character**. If more players than the allowed number wish to control a nemesis, those players randomly determine among themselves who will be a nemesis.

Characters follow the normal steps to setup their characters. Nemeses simultaneously follow these steps:

- Choose Nemesis:** Shuffle the **nemesis sheets** facedown and deal 2 to each nemesis player, who looks at them and chooses one. Return unused sheets to the box. Then those players reveal their nemesis sheet and take the corresponding nemesis piece. Nemeses are revealed at the same time as characters.
- Choose Player Colour:** Each nemesis player chooses one of the nemesis colours (black or red) and takes the correspondingly colored nemesis board, plastic character base, nemesis tokens, and plastic level peg.
- Prepare Nemesis Deck:** Each nemesis player shuffles the corresponding Nemesis deck and places it to the left of his nemesis board, leaving room for its discard pile above it.
- Place Plastic Nemesis Pieces:** Each nemesis player places his assembled nemesis piece and base on the starting space of the board indicated on his nemesis sheet.
- Prepare Nemesis Board:** Each nemesis player slides the top of his nemesis sheet into his nemesis board and inserts his plastic level peg into the slot on the level track above the word **Start**. Additionally, he attaches 1 **floating dial** with a color that matches his nemesis' attribute: red (Strength), blue (Willpower), or yellow (Cunning).
- Set Starting Attribute, Life, and Infamy:** Each nemesis player adjusts his attribute and Life dials to match the starting values printed on the bottom of his nemesis sheet, then adjusts his infamy dial to 0.

The nemesis is controlled by a player, but for the purposes of rules, game interactions, and card text, a **nemesis is not a player**. Each time a component refers to a 'player', it is referencing either a character or the player controlling a character, never a nemesis.

A nemesis is not an enemy. When game components and game interactions reference 'enemies', they are never referring to nemeses.

Nemeses and characters are unique entities; but a nemesis has an attribute and Life dial and moves around the board resolving engagements.

However, a nemesis does not interact with the board's text boxes or resolve Threat cards—a nemesis uses unique cards from either the Imperium deck or its unique Nemesis deck to progress through the game to gain infamy.

Attributes and Life

Unlike characters, each nemesis has only 1 of 3 attributes: Strength, Willpower, or Cunning. Each nemesis also has a starting Life value.

Use the normal rules for how nemeses gain and lose attributes and Life. When a nemesis' Life value is reduced to 0, he is vanquished.

Infamy

A nemesis can gain, lose and spend **infamy**: adjust the infamy dial on the nemesis board when this happens.

Infamy is not an attribute. When rules and card text reference attributes, they refer only to Strength, Willpower, and Cunning.

The infamy dial has a minimum value of 0 and maximum of 25. **If a nemesis' infamy dial ever reaches 25, that nemesis immediately wins the game.**

Imperium Cards

A nemesis draws Imperium cards during his Exploration phase and resolves them during his Engagement phase.

Nemesis Cards

Each nemesis has a unique **nemesis deck**. Cards are always discarded back to the discard pile that corresponds to the image on their backs, not their fronts. So Nemesis cards are always discarded back to that nemesis' discard pile.

Card Orientation

Cards that specifically interact with characters are oriented vertically, and those that specifically interact with nemeses are oriented horizontally.

When encountering spaces, characters never read horizontal cards, and nemeses never read vertical cards (including those from the base game).

The Nemesis Turn

After each character has taken his turn, each nemesis takes his turn in clockwise order. The active nemesis is the one currently taking a turn, and performs these phases in order:

1. Movement Phase

Roll 1 die and move your nemesis piece clockwise or anticlockwise around the board the exact number of spaces equal to the die result.

You *must* move to a new space. You cannot remain on your space, even if it contains an Imperium card.

Outer and Middle tier movement is as normal. You cannot enter the Inner tier.

2. Exploration Phase

If you are on a space with a character or characters, you may initiate a **battle** against one of them (proceed to your Engagement phase).

Otherwise, you must draw 1 or more Imperium cards, or draw 1 card from your Nemesis deck. **Do not read or interact with any text boxes on the board.**

Draw Imperium Cards If you are on a space containing threat icons or 1 or more Imperium cards, compare the number of threat icons, ignoring their colour, on the space you occupy with the number of faceup Imperium cards on that space.

For each threat icon that exceeds the number of Imperium cards, draw 1 card from the Imperium deck and place it faceup on the space. Then proceed to your Engagement phase.

Some abilities can cause a space to contain more Imperium cards than threat icons. These cards remain there until a nemesis resolves them or until affected by another ability.

Draw a Nemesis card If you are in a space without faceup Imperium cards and without threat icons, draw 1 Nemesis card from your Nemesis deck, look at it without revealing it, and proceed to your Engagement phase.

3. Engagement Phase

Resolve a battle against a character, the Imperium cards on the space you occupy, or a drawn Nemesis card.

Resolve a Battle Then proceed to your Experience phase.

Resolve Imperium Cards First resolve all Imperium cards with the *event* trait one at a time, discarding them as they are resolved.

Then participate in a battle with each *agent* on your space. If you lose a battle, your Engagement phase ends immediately and you cannot resolve other Imperium cards.

Finally, take all *arsenal* cards on your space and place them faceup in front of you (you can only use arsenal card abilities if the card is in front of you).

Then proceed to your Experience phase. If you draw Imperium cards during your Exploration phase, yet are in a space without any Imperium cards during your Engagement phase, immediately proceed to your Experience phase.

Resolve Nemesis Cards Cards that interact with characters are oriented vertically, mimic a card type from the base game (asset, encounter, enemy, or corruption) and interact with a character. Text in **bold** describes how to resolve the card. Only resolve the text once: during the Engagement phase that follows the Exploration phase in which you drew the card.

If you place a Nemesis card on the board, neither characters nor nemeses can resolve the nemesis text again. The card then functions identically to the card type they represent.

4. Experience Phase

Each time a nemesis wins a battle against an agent, he takes the agent Imperium card as a **trophy**. Each trophy has a trophy point value equal to the agent's attribute value.

For every 6 trophy points the active nemesis spends during this step, he gains 1 level. He may spend any number of trophies, but excess points above multiples of 6 are lost.

A nemesis may gain a maximum of 9 levels; **if he gains a level and is already at level 9, he gains 1 infamy instead.**

Discard Cards There is no limit to the number of cards the nemesis can have, but he may discard any *arsenal* or *Might* cards he no longer wishes to keep at this time. A nemesis cannot discard cards outside of his Experience phase unless a game effect allows him to do so.

Winning the Game

When a nemesis' infamy dial reaches 25 he immediately wins the game. A character must resolve the confrontation section of the scenario card as normal to win the game.

Nemesis Battles

A nemesis may battle either a character or 1 or more agents in his space during his turn; and if a character ends his Movement phase on a space with 1 or more nemeses, he may resolve a battle with one of them of his choice.

To resolve battles with a nemesis:

- Determine Battle Form:** The battle form always matches the nemesis' attribute type.
- Prepare for Battle (Nemesis):** The nemesis may declare and apply any battle bonuses. A nemesis may only use 1 weapon and 1 armour during a battle.
- Roll Battle Die (Nemesis):** The nemesis makes a **battle roll** by rolling 1 die. If he has an ability that allows additional dice, roll all dice simultaneously.

Any battle roll that produces a **⚡** result *explodes*, allowing him to roll an additional die. The nemesis may use an ability to reroll or change the result of his roll.

4. Prepare for Battle (Character): *Skip this step when battling an agent.* The character may apply any battle bonuses used to modify his battle score.

A nemesis is not an enemy, so assets and Power cards that reference enemies do not apply to nemeses.

5. Roll Battle Die (Agent/Character): Follow the appropriate sub-step depending on the nemesis' opponent:

a. Agent: The player to the left of the active nemesis makes a battle roll for the agent by rolling 1 die. Any battle roll that produces a **6** result *explodes*, allowing him to roll an additional die. The player rolling a die for the agent cannot use any of his character or card abilities that affect his die rolls.

b. Character: The character makes a battle roll by rolling 1 die. If he has an ability that allows the use of additional dice, he rolls all dice simultaneously. If a character wishes to use an ability to reroll or change the result of his battle roll, he does so during this step.

6. Determine Battle Scores: First, any card abilities that add to the nemesis' and agent's/character's battle score are resolved.

The nemesis then calculates his battle score by adding his battle roll, attribute value, enemy Threat card bonus, and any modifiers that apply.

Then, the agent/character calculates his battle score by adding his battle roll, attribute value, agent Imperium card bonus, and any modifiers that apply.

7. Determine Battle Result: There are 3 possible results:

If the agent's/character's battle score is higher than the nemesis' battle score, the agent/character wins the battle and the nemesis loses the battle.

If the nemesis' battle score is higher than the agent's/character's battle score, the nemesis wins the battle and the agent/character loses the battle.

If the battle scores are equal, the battle result is a tie.

During this step, characters and nemeses resolve any effects triggered by battle results (win, lose, or tie), excluding those on agent cards.

8. Apply Consequence: Follow the appropriate sub-step depending on the nemesis' opponent:

a. Agent: If the active nemesis wins the battle, he takes the agent Imperium card as a trophy and places it faceup in his play area unless instructed otherwise. Additionally, he applies any rewards the agents provide for winning. Then, the active nemesis continues his Engagement phase.

If the active nemesis loses the battle, he loses 1 Life and applies any other penalties the agent inflicts for losing. Then, the active nemesis ends his Engagement phase; if there are any Imperium cards remaining on the active nemesis' space, he cannot resolve them this turn.

If the battle results in a tie, the active nemesis does not claim a trophy or lose Life; his Engagement phase ends immediately, and the agent card remains on his space.

b. Character: The loser of the battle loses 1 Life and the battle ends. The active nemesis proceeds to the Experience phase.

If the character won the battle, he collects the **bounty** presented on the opposing nemesis' sheet.

If the battle results in a tie, neither player loses Life and the active nemesis proceeds to his Experience phase.

Multiple Agents

If there is more than 1 agent on the space the active nemesis occupies, he resolves a battle with all agents at the same time.

To resolve a battle against multiple agents, the player to the left of the active nemesis adds each agent's attribute value to a single battle roll to create a single battle score for all agents. He follows all instructions on agent cards normally.

If the active nemesis produces a higher battle score than the agent's battle score, he wins the battle, applies all rewards from all participating agents, and claims those agents as trophies.

If the active nemesis produces a lower battle score than the agent's battle score, he loses the battle, loses 1 Life, applies all penalties from all participating agents, and ends his Engagement phase.

Additional Nemesis Rules

Gaining Nemesis Levels

Each time a nemesis gains a level, move the level peg on his level track 1 slot to the right. He then receives all level rewards listed in the column below the new position of the peg, starting with the reward at the top.

The level rewards found only on the nemesis sheets are:



Nemesis Card: Draw 1 card from your Nemesis deck and immediately resolve it.



Infamy: Gain 1 infamy.

Vanquished Nemeses

If a nemesis' Life is reduced to 0, he is **vanquished**. When a nemesis is vanquished, he performs these steps:

1. Discard Might Cards and Trophies: The nemesis discards all of his Might cards and trophies.

2. Lose Infamy: The nemesis loses half of his infamy, rounded up.

3. Reset Life: The nemesis adjusts his Life dial to match the starting Life value on his nemesis board.

4. Relocate: The nemesis places his nemesis piece on his starting location.

He keeps all other cards and tokens. Any nemesis tokens on the board or arsenal in his play area remain.

Playing Might Cards

Might cards provide a nemesis with one-time special abilities, and only nemeses can use them. Playing Might cards is always optional. Text on the card text indicates when a nemesis can play it.

Immediately before a nemesis is required to roll a die to make a movement, battle, or skill roll, he may declare that he is playing a Might card instead. Instead of rolling a die, the card's **might number** is used as a substitute for the die result. When a nemesis uses a Might card this way, it is equivalent to a die roll. A nemesis cannot use more than one might number as a substitute for a single movement, battle, or skill roll.

If a nemesis substitutes a die roll with a Might card, it can *explode* as normal. A nemesis can substitute additional die rolls caused by an exploding die with a Might card.

When playing a Might card, the nemesis may use the might number or the special ability; not both.

After a nemesis uses a Might card, he must discard it. There is no limit to the number of Might cards a nemesis may use during a turn.

Support Bonuses

Enemies and agents can aid characters and nemeses during a battle if they occupy the same space. When resolving a battle, you must apply these bonuses during the *Determine Battle Scores* step when necessary:

Enemy Threat Card Bonus A nemesis adds 1 to his battle score for each enemy Threat card on his space. This applies when a nemesis is battling both agents and characters.

Agent Imperium Card Bonus A character adds 1 to his battle score for each agent Imperium card on his space. This applies when a character is battling both enemies and nemeses.

Nemesis Bounty

Each time a character defeats a nemesis in battle, that character immediately receives the **bounty** on that nemesis' nemesis sheet.

Entering and Exiting the Middle Tier

If a nemesis ends his movement on one of the 4 corner spaces in the Outer tier (*Grey Knight Envoy*, *Battlefleet Antias*, *St. Antias' Sanctuary*, and *Ultramar Emissary*), he may spend 1 infamy or discard 1 trophy, Might card, or arsenal to move to the nearest corner space in the Middle tier.

If a nemesis moves to the Middle tier in this manner, he skips his Encounter and Engagement phase during the turn in which he moved.

A nemesis may also use the movement box on the *Space Hulk* space in the Middle tier to move back to the Outer tier.

SCENARIO SHEETS

Master Collector

All spaces in the Inner tier that contain character tokens are treated as if they do not exist on the board. You cannot place additional tokens on those spaces, they do not count when moving during their Movement phase, and they are not used when resolving the text box in the *Warp Rift*.

Therefore, if there is a character token on the *Crone World Yllen Satari* and a player spends 8 influence while resolving the text box on the *Warp Rift*, that player skips both the *Crone World* and *Chaos Titan Mals Furia* spaces ending on the *Daemon World Braxas* space.

Hulk of the Wayward Warrior

Each time you resolve the confrontation section for this scenario sheet, you may collect any enemy Threat cards you vanquish as trophies. Each time you spend these trophies to gain levels, you may return them to their corresponding discard piles as normal, or back to the scenario deck as per the instructions on the scenario sheet.

If there are no Threat cards in the scenario deck, place one of your character tokens on the scenario sheet during your Engagement phase.

Dark Alliance

The *Dark Alliance* scenario can only be played with an even number of players.

There are only 2 Nemesis boards; however, players can play the *Dark Alliance* scenario with 6 players (3 as nemeses) if the third nemesis player tracks his Life, attribute, level, infamy, and nemesis tokens by other means, such as a pad of paper.

CHARACTERS

Eversor Assassin

All trophies possessed by the Eversor Assassin are treated as assets, even by other players. So if a player wins a Cunning skill duel against the Eversor Assassin, that player can take one of the assassin's trophies as a reward.

NEMESSES

Moarn Goreheart

When using the Moarn Goreheart's *Berserker Rage* card during the *Dark Alliance* scenario, Moarn cannot move to a teammate's space. Therefore, for the purposes of this scenario, players resolve the *Berserker Rage* card targeting the closest eligible (non-teammate) character.

Luxuria

If Luxuria gives a Corruption card from her Nemesis deck to the Ultramarines Captain or the Canoness, that character flips the Corruption card facedown.

Because Luxuria's Corruption cards have different card backs than cards from the Corruption deck, keep track of these cards by placing them near other facedown Corruption cards or by placing a character token on them as a reminder.

Githellion Ath'Ulwei

If a player is corrupted and must start a new character, Githellion Ath'Ulwei does *not* gain infamy for the Corruption cards that character must discard as a result of being corrupted.

If Githellion Ath'Ulwei gives a *Vision Stone* to the Storm Trooper Sergeant, he may use his character ability and discard the *Vision Stone* to add 2 to his battle roll. Additionally, he can discard it during his Experience phase to make room for more assets.

CARDS

Kineblades (Wargear)

Kineblades only gives a battle bonus for each Power card you have. After you play a Power card, you no longer have that Power card. Therefore, if you have *Kineblades* and substitute a Power card for your battle roll, you do not add 1 to your battle score from *Kineblades* for the played Power card.

Neuro Disruptor, Scissorhand, Chaos Chain Axe (Wargear)

If you use the *Neuro Disruptor*, *Scissorhand*, or *Chaos Chain Axe* and your dice explode reducing you to 0 Life, you are vanquished and immediately returned to the *St. Antias' Sanctuary* space following normal rules. Treat the battle as if it never happened; the battle was neither won nor lost and all enemies remain in their space.

Imperial Guardsmen Agent (Imperium)

A nemesis must draw an Imperium card *each time* he resolves Imperial Guardsmen agent.

Running out of cards

Whenever any of the decks are exhausted, shuffle all cards in the discard pile to create a new deck.

Threat card colour

The colour of a Threat card is always determined by the coloured border on the front of that card, not by the card's back.

WARHAMMER 40,000 RELIC

HALLS OF TERRA EXPANSION

SETUP

Mix all **Mission**, **Corruption**, **Relic**, and **Threat** cards into the respective base game decks. The new **character** and **scenario sheets** can be chosen during setup like any other.

You may play using only some of the elements from this expansion, but if you are not using the **Sol System board** the Mission cards in this expansion must be removed from the game or ignored when drawn.

Place the **Sol System board** next to the base game's board so that the **Luna** space is adjacent to the **Battlefleet Antias** space and the **Titan** space is adjacent to the **Grey Knight Envoy** space.

Shuffle the orange **Threat deck** and place it next to the 3 base game Threat decks. Place the **Champion cards** near the board (they do not need to be shuffled and you may look at them any time).

Separate the **affiliation tokens** by type and place them in piles near the board. Each player takes the affiliation token associated with his character.

The nemesis sheet, Nemesis cards, plastic nemesis piece, and Imperium tokens allow players to combine the *Relic: Halls of Terra* and the *Relic: Nemesis* expansions to play the **Enemies of the Imperium** game mode. If not using this mode, return these components to the box.

NEW CHARACTER RULES

Apostates

Each character is either an **apostate** or a **devotee**. You begin the game as a devotee, but can become an apostate by acquiring an asset that contains the *Apostate* trait (yellow-green cards).

Skill Duels

If you end your Movement phase on the same space as 1 or more apostates, you may initiate a **skill duel** against 1 apostate of your choice instead of resolving your Exploration phase normally. Then, instead of resolving your Engagement phase normally, you resolve a skill duel.

The active player (*either apostate or devotee*) is the **challenger** and the targeted apostate is the **defender** (*apostate only*).

You cannot initiate a skill duel in the Inner tier.

To resolve a skill duel:

- Determine Challenge Form:** The challenger chooses an **attribute** that both characters will test.
- Set the Challenge Value:** The challenger sets the **challenge value** by making a skill roll of the chosen form with a **target number of 2**. If the challenger passes, the challenge value is equal to the result of the skill roll including all modifiers. If the challenger fails, the skill duel immediately ends: the challenger proceeds to step 6.

3. Make Defender Skill Roll: The defender performs a skill test of the chosen form with the previously established challenge value as the target number. If the defender passes, he is the winner of the skill duel. If he fails, the challenger is the winner.

4. Apply Consequences: Apply one of the following consequences, as determined by the challenge form:

Strength: The loser loses 2 Life.

Cunning: The winner may steal 1 of the loser's assets (except relics). If you steal an asset that contains charge tokens, all the charge tokens on the card also transfer.

Willpower: The winner looks at the loser's hand of Power cards and chooses to take either 1 of them, or 3 influence, from the loser.

5. Steal Apostate Asset: If desired, the winner may also steal one of the loser's apostate assets (except relics).

6. Proceed to the Experience Phase

HALLS OF TERRA

The Sol System Board

The Sol System board is treated as part of the *Relic* board for purposes of game effects, unless specified otherwise. To move between the boards, you must move through a **gateway arrow**, each of which points to 2 adjacent spaces.

Spend 2 influence and all of your remaining movement points to move between the adjacent spaces. If you use a gateway arrow during your Movement phase, skip your Exploration and Engagement phase that turn.

You cannot move between spaces connected by a gateway arrows if you do not have enough influence or remaining movement points.

Movement in the Sol Tier

Movement in the Sol tier follows the normal movement rules. The **Luna** and **Titan** spaces are adjacent to both the **Holy Terra** area and the **Mars** area, so the Sol tier's spaces are arranged in a loop that functions similarly to the Outer or Middle tiers on the *Relic* board.

When resolving effects that refer to clockwise or anticlockwise movement, treat each board as an independent loop. Effects that instruct a card or player to move clockwise or anticlockwise move that card or player within its current loop.

Movement in the Imperial Palace Tier

The Imperial Palace tier functions similarly to the Inner tier. You can only enter the Imperial Palace tier through the **Palace Gates** space, after which you do not roll a die for movement and cannot spend movement points.

When you land on the **Titanolith** space, your Movement phase ends immediately. During your Engagement phase while on the **Titanolith** space, you must resolve the text box, which allows you to determine the direction you move during your next Movement phase.

During subsequent Movement phases, move 1 space forward following the directional arrow on your current space.

You cannot use effects and special abilities that modify your movement in the Imperial Palace tier except those in the text boxes printed on your current space.

After entering the Imperial Palace tier, you must remain in that tier and must follow the directional arrows unless you are vanquished, corrupted, or the text box on your space specifically dictates that you move elsewhere.

You cannot move to or from any spaces in the Imperial Palace tier by any means other than those described. Any component (other than the board itself) that references the Inner tier refers to both the Inner tier and the Imperial Palace tier.

You cannot draw or resolve Threat cards while in the Imperial Palace tier.

Gray Skill Bonus

The **gray skill bonus** can be added to *any* attribute when making a skill test, but cannot be added to any skill test that does not test an attribute.

Orange Threat Deck and Icons

Orange threat icons function identically to other threat icons. They correspond to the orange Threat deck in the same way that red, blue, and yellow threat icons correspond to the red, blue, and yellow Threat decks.

Affiliation

Each of the 9 **affiliations** is represented by a unique name and icon. Each time you are instructed to gain an affiliation, take the corresponding affiliation token and place it in front of you. If you must lose an affiliation, return the corresponding token to the supply.

You cannot have more than 1 token from a single affiliation. Ignore any effect that would allow you to gain an affiliation you already have.

Affiliation tokens can also be spent as influence. Whenever you may spend influence, you may discard any number of affiliation tokens, **gaining 2 influence for each affiliation token discarded**. This does not apply when an effect forces you to lose influence.

Champion Cards

There is 1 **Champion card** for each affiliation. When you resolve the *Sanctum Imperialis* text box, you acquire a Champion card. Take an unacquired Champion card of your choice that corresponds to an affiliation token you have, place it in front of you, and permanently gain the card's effect.

You cannot be forced to discard any of your Champion cards or any corresponding affiliation tokens.

If you are removed from the game, any Champion cards you have are removed as well.

All players are free to look at all Champion cards any time.

HALLS OF TERRA AND NEMESIS

Enemies of the Imperium Setup

If players are using the **Enemies of the Imperium** mode in *Relic: Nemesis* in combination with *Relic: Halls of Terra*, mix the *Relic: Halls of Terra* nemesis sheet with the other nemesis sheets and then follow the setup instructions from the *Enemies of the Imperium* in the *Relic: Nemesis* rules.

Additionally, place 1 Imperium token on each space that contains a text box in both the **Mars** and **Holy Terra** areas and 2 Imperium tokens on both the **Titan** and **Luna** spaces.

Note *The Palace Gates* space contains a movement box, not a text box, and so does not receive an Imperium token.

Nemesis and the Sol System Board

When playing the *Enemies of the Imperium* mode using this expansion, the basic rules for that mode are unchanged and the following rules are added:

Movement on the Sol System Board

Nemesis move around the Sol System board using most of the same rules as characters, but unlike characters, they can freely move between the Sol System board and the *Relic* board ignoring the gateway arrows. Like the Inner tier on the *Relic* board, a nemesis cannot enter the Imperial Palace tier.

Imperium Tokens



Imperium tokens begin the game on all spaces in the Sol tier that contain text boxes. They function as temporary threat icons that only affect nemesis.

Each time a nemesis lands on a space that contains 1 or more Imperium tokens, he draws Imperium cards following the normal rules and then discards 1 Imperium token from that space, removing it from the game.

If a nemesis does not draw an Imperium card while on a space with an Imperium token because there is already an Imperium card on that space, he cannot discard that Imperium token.

If a nemesis lands on a space in the Sol tier that contains a text box and that space is clear of both Imperium cards and Imperium tokens, he draws a Nemesis card following the normal rules.