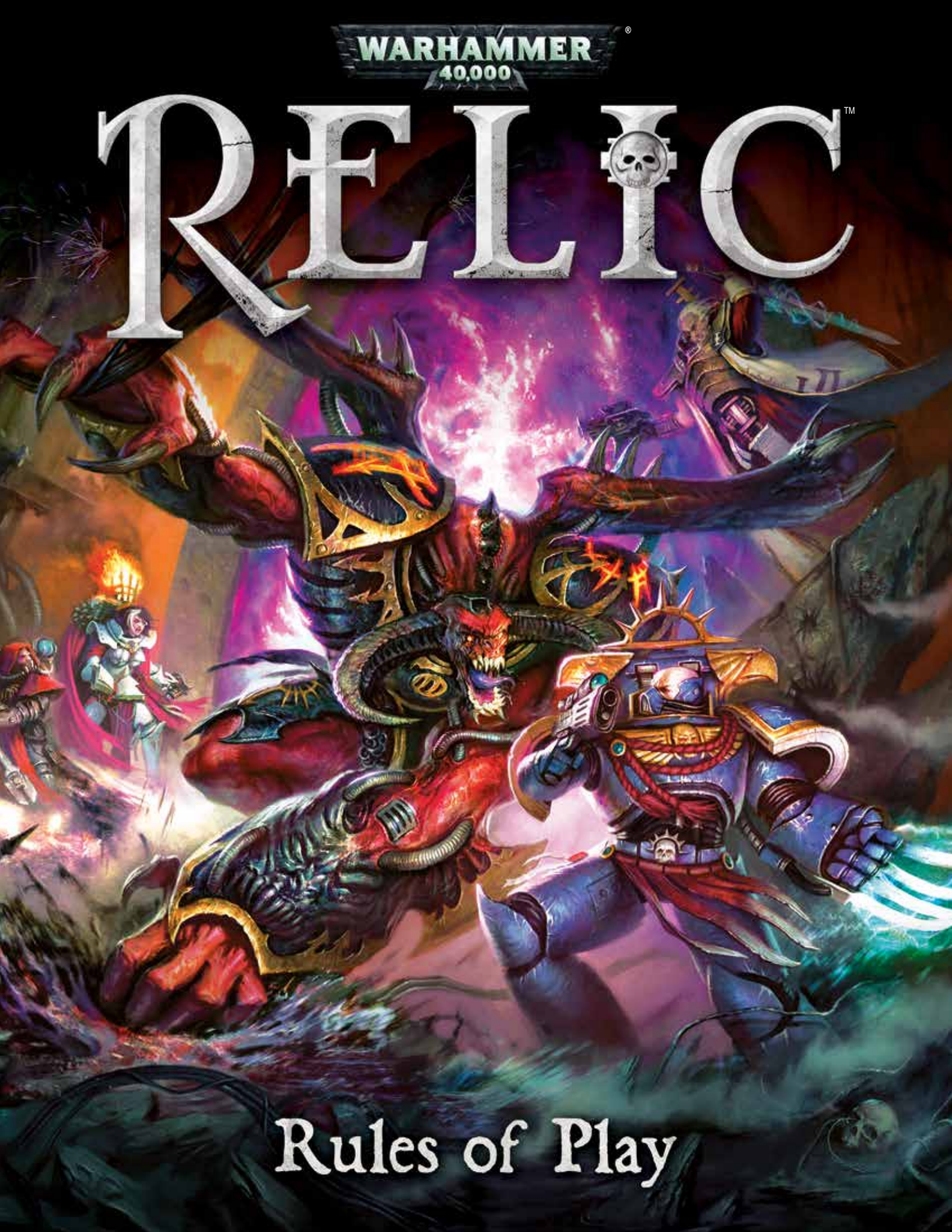
WARHAMMER 40,000®

RELIC™



Rules of Play

Enter the Grim Future of the 41st Millennium.

The Imperium of Man stretches across the known galaxy, encompassing millions of worlds. From the dawn of the Great Crusades 10,000 years ago, the Imperium has endured countless wars through blood and sacrifice. Untold billions of humans fight each day to preserve it, all in the name of the immortal Emperor of Man.

The elite Space Marines, genetically-enhanced super soldiers, strike across the galaxy with superior weapons and armour. The Holy Ordos of the Inquisition purges dangers that might subvert the Imperium, each agent dedicated to rooting out heresy wherever they find it. The Adeptus Ministorum shepherds humanity and ensures proper faith in their Emperor, while the Adeptus Mechanicus oversees the holy technology that sustains the Imperium and its fighting forces. The Imperial Guard, the largest fighting force in the galaxy, employs countless millions of men, tanks, and huge war machines to fight battles on thousands of planets, their vast numbers acting to stem the tide against the unbearable pressures that would destroy the Imperium.

The distant Antian Sector has known its share of horrors and strife, but even darker times lie ahead. Within the Twilight Fringe, an Eldar Craftworld drifts ominously through the void. The ancient and mysterious Eldar are attacking anyone who dares defile their ancestral Maiden Worlds, while also guarding the Warp Rift that has recently erupted nearby. Their reasons are as enigmatic as the race itself, but they are determined to keep those they deem unworthy from venturing inside the rift to investigate its origin, less they awaken even greater horrors.

The baleful influence of the rift has sown seeds of Chaos across the sector. Chaos cultists and their Daemonic masters have begun to surface in great numbers. Foul xenos races attack on all fronts, a constant menace to humanity's rightful destiny to rule the galaxy. The Devastated Reaches are infested with Ork raiders, brutal savages known to have destroyed entire systems. Tyranid Hive Fleets roam the Lost Front engulfing world after world, consuming all precious organic life to feed their never-ending hunger.

Facing such enemies, even the most powerful of the Imperium's heroes might fall. Though the Emperor surely guides their paths, granting them opportunities to strengthen their bodies and minds, they will face unimaginable dangers. They must withstand the constant temptation of Chaos, face lethal xenos, and ultimately seek to defeat whatever evil is causing the Warp rift. To succeed, heroes will need all their skills, weapons, and faith.

Yet, even this may not be enough; the wisest know they need the assistance of powerful relics—wondrous devices and arcane creations from the Dark Age of Technology and other forgotten times. Only with such powers may the heroes ensure the survival of the sector.

Game Overview

In ***Relic***, two to four players assume the roles of characters from the Warhammer 40,000 universe, each with unique strengths, weaknesses, and special abilities. Players move around the game board engaging threats and battling enemies to complete missions, gain levels, and acquire weapons.

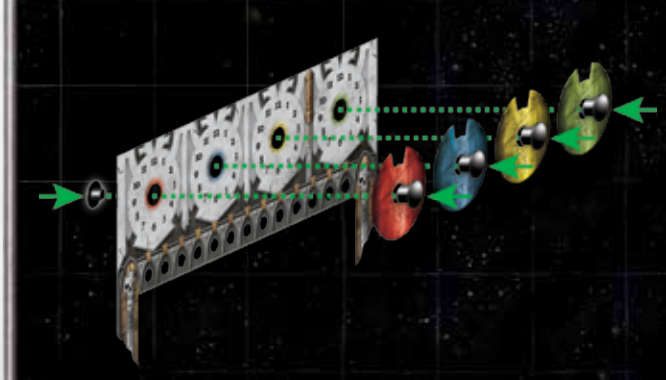
By completing missions, players can acquire mighty artefacts called relics. Relics are used to enter the Inner tier where players confront the ultimate threat to the Imperium. The first player to move to the centre of the game board and satisfy the victory condition described on the scenario sheet wins the game.

Assembling Dials

Before playing Relic for the first time, carefully punch the cardboard pieces out of their frames, and attach one Strength (red), Willpower (blue), Cunning (yellow), and Life (green) dial to each character board. Push one half of a plastic connector pair through the character board and the other half through the dial. Then, push the halves together until they fit tightly.

Do not remove the dials after they are attached to the character board.

Be sure to affix the dials in the correct locations as shown in the diagram.



Component List

This section lists the components for ***Relic***.

- This Rulebook
- 10 Plastic Character Pieces
- 4 Plastic Character Bases
- 4 Plastic Level Pegs
- 16 Plastic Dial Connectors
- 16 Dials, consisting of:
  - 4 Strength Dials
  - 4 Willpower Dials
  - 4 Cunning Dials
  - 4 Life Dials
- 4 Six-Sided Dice
- 1 Game Board
- 150 Tokens, consisting of:
  - 40 Character Tokens
  - 55 Charge Tokens
  - 55 Influence Tokens
- 4 Character Boards
- 10 Character Sheets
- 5 Scenario Sheets
- 336 Cards, consisting of:
  - 30 Corruption Cards
  - 24 Mission Cards
  - 36 Power Cards
  - 18 Relic Cards
  - 68 Red Threat Cards
  - 68 Blue Threat Cards
  - 68 Yellow Threat Cards
  - 24 Wargear Cards

Component Overview

This section briefly describes the game components.

Plastic Character Pieces and Bases



Plastic character pieces correspond to the characters in ***Relic*** and represent them on the game board.

Six-Sided Dice



The six-sided dice are used for moving, resolving battles, and determining results for skill tests and abilities detailed on cards and the game board.

Game Board



The game board represents a portion of the Warhammer 40,000 universe. It is divided into tiers, areas, and spaces (see "Game Board Anatomy" on page 6).

Character Boards and Plastic Level Pegs



Each character board is used to track a character's attributes, Life, and level. Plastic level pegs fit into slots on the character board to indicate a character's current level.

Character Sheets



Character sheets contain character information, including starting attributes, level rewards, and special abilities.

Scenario Sheets



Scenario sheets detail the victory condition for each game and describe any special rules that may alter play during the course of the game.

Character Tokens



Character tokens are used for various purposes, including tracking missions and fulfilling objectives on scenario sheets.

Charge Tokens

Charge tokens are placed on specific Wargear and Threat cards to indicate the number of uses the card has remaining.



Influence Tokens

Influence tokens are a currency players can accumulate and spend during the game.



Corruption Cards

Corruption cards represent mutations that can affect players in both positive and negative ways.



Mission Cards

Mission cards describe mission objectives and the rewards for completing them.



Power Cards

Power cards grant players temporary abilities and bonuses. Each Power card describes the effect and timing of the ability or bonus it provides.



Relic Cards

Relic cards represent sacred artefacts that have powerful abilities.



Threat Cards

Threat cards represent events, enemies, encounters, and assets players can discover during the game.



Wargear Cards

Wargear cards represent weapons, armour, and equipment players can acquire during the game.



Setup

To set up a game of ***Relic***, follow these steps:

1. **Place Game Board:** Unfold the game board and place it in the centre of the play area.
2. **Choose Scenario:** Shuffle the scenario sheets under the table, choose one randomly, and place it faceup on the scenario space in the centre of the game board. For their first game, players should use the "The Mystery Beyond" scenario sheet.

   Then, one player reads the chosen scenario sheet aloud so that all players understand the special rules and objective for this game.
3. **Prepare Decks:** Separate the cards into their respective decks (Corruption, Mission, Power, Relic, red Threat, blue Threat, yellow Threat, Wargear). Shuffle each deck and place it facedown near the game board.
4. **Prepare Tokens:** Place all charge and influence tokens in separate supply piles where all players can reach them.
5. **Choose Characters:** Shuffle the character sheets facedown and deal two to each player. Then, each player secretly and simultaneously chooses one. Return all unused character sheets to the game box.
6. **Choose Player Colour:** Each player chooses one of the four player colours (grey, brown, green, or purple) and takes the character board, plastic character base, character tokens, and level peg corresponding to the colour he chose and places them in his play area.
7. **Place Plastic Character Pieces:** Each player attaches his plastic character piece to his character base and places it on the starting space of the game board printed on his character sheet.
8. **Prepare Character Board:** Each player slides the top of his character sheet into his character board and inserts his level peg into the slot on the level track above the word "Start" (see "Character Anatomy" on page 7).
9. **Set Starting Attributes and Life:** Each player adjusts his dials to match the starting Strength, Willpower, Cunning, and Life values printed on his character sheet.
10. **Distribute Starting Influence Tokens:** Each player takes three influence tokens and places them in his play area.



11. **Distribute Starting Power Cards:** Each player draws a number of Power cards equal to the power limit printed on his character sheet below the "Start" space on his level track (see "Power Limits" on page 16). Each player places his Power cards facedown in his play area so they are hidden from other players. A player may look at his own Power cards at any time.

12. **Distribute Missions Cards:** Each player draws one Mission card and places it faceup in his play area. If his mission requires him to take any immediate action, such as placing character tokens on the game board, he does so at this time.

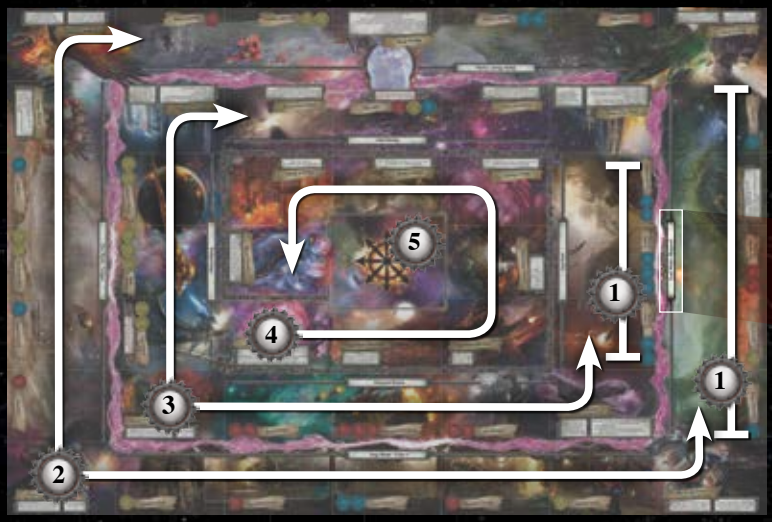
The oldest player takes the first turn of the game. Turns proceed clockwise around the play area (see "Playing the Game" on page 8).

Setup Diagram
(three-player example)



1. Game Board
2. Scenario Sheet
3. Influence Token Supply
4. Charge Token Supply
5. Power Card Deck
6. Mission Card Deck
7. Wargear Card Deck
8. Corruption Card Deck
9. Relic Card Deck
10. Red, Blue, and Yellow Threat Decks
11. Character Boards
12. Character Sheets
13. Character Tokens
14. Starting Mission Card
15. Starting Power Card(s)
16. Starting Influence Tokens

Game Board Anatomy





Area Label

1. **Areas:** Areas of the game board are composed of three to five consecutive, adjacent spaces distinguished by an area label. Corner spaces are not part of any area.
2. **Outer Tier:** The Outer tier includes all spaces along the edge of the game board and is divided into four areas: Hive World, Forge World, Death World, and Maiden World.
3. **Middle Tier:** The Middle tier includes all spaces between the Outer and Inner tiers and is divided into four areas: The Twilight Fringe, Devastated Reaches, Lost Front, and Phantom Stars.
4. **Inner Tier:** The Inner tier includes all spaces between the Middle tier and the Scenario space and does not have areas.
5. **Scenario Space:** The scenario space holds the scenario sheet for the current game.

Character Overview

During a game of ***Relic***, each player assumes the role of a character. Through his character, each player interacts with the game board, travels to new tiers, battles enemies, and acquires assets. The rulebook and components refer to the person playing the game and the character that person controls as the **PLAYER**.

Attributes

Each player has three attributes: **STRENGTH,** **WILLPOWER,** and **CUNNING.** Players use these attributes to resolve battles and skill tests during the game.

Starting Attribute Values

During setup, each player adjusts his attribute dials to match the starting attribute values printed at the bottom of his character sheet.

Gaining and Losing Attributes

A player can **GAIN** attributes. Each time this happens, he adjusts the corresponding dial on his character board by rotating it clockwise by the specified amount.

An attribute dial has a maximum value of 12. If an attribute dial reads "12" and a player gains an attribute corresponding to that dial, he cannot adjust his dial further, and he ignores the attribute gain.

A player can **LOSE** attributes. Each time this happens, he adjusts the corresponding dial on his character board by rotating it anticlockwise by the specified amount. A player's attribute dials have a minimum value of 1. If a player's attribute dial reads "1" and he loses an attribute, he does not adjust his attribute dial further, and he ignores the attribute lost.

Life

A player's durability is represented by his **LIFE** value. Life is not an attribute. When rules and card text reference attributes, they refer only to Strength, Willpower, and Cunning.

Starting Life Value

During setup, each player adjusts his Life dial to match the starting Life value printed at the bottom of his character sheet.

Character Anatomy



1. **Attribute Dials:** Each character board has a Strength (red), Willpower (blue), and Cunning (yellow) attribute dial. Each time a player gains or loses attributes, he adjusts his attribute dials accordingly (see "Attributes" on page 6).
2. **Life Dial:** Each character board has a Life (green) dial. Each time a player gains or loses Life, he adjusts his Life dial accordingly (see"Life" on page 6).
3. **Level Track:** The level track indicates a player's current level. Each time a player gains a level, he moves the level peg one slot to the right on his level track. Players are level 0 until they gain their first level.
4. **Power Limit:** The power limit indicates the number of Power cards a player can have (see "Power Limits" on page 16).
5. **Name and Affiliation:** The name of the character appears to the left and describes what particular entity from the *Warhammer 40,000* universe the character represents. The character's affiliation appears to the right of the character's name and describes the group that character most identifies with.
6. **Asset Limit:** The asset limit indicates the number of assets a player can have (see "Assets and Asset Limits" on page 14).
7. **Level Rewards:** Level rewards are listed in columns beneath each level on the level track. After a player gains a level, he receives the level rewards listed below his level peg (see "Gaining Levels" on page 14).
8. **Special Abilities:** Each player has one or more special abilities described on his character sheet. Using a special ability is mandatory unless it uses the word "may."
9. **Starting Space:** The starting space indicates where on the game board a player places his character piece during setup.
10. **Starting Attribute and Life Values:** The Strength, Willpower, and Cunning values indicate how much of each attribute a player has at the beginning of the game. A player cannot reduce his attribute dials below this value. The Life value indicates how much Life a player has at the beginning of the game.

Gaining and Losing Life

A player can gain Life. Each time this happens, he adjusts the Life dial on his character board by rotating it clockwise by the specified amount.

A player's Life dial has a maximum value of 12. If a player's Life dial reads "12" and he gains Life, he cannot adjust his Life dial further, and he ignores the excess Life gained.

A player can lose Life. Each time this happens, he adjusts the Life dial on his character board by rotating it anticlockwise by the specified amount.

If a player's Life is reduced to zero, he is **VANQUISHED** (see "Vanquished Players" on page 15).



Playing the Game

Relic is played over a series of turns, starting with the oldest player. The player taking a turn is the **ACTIVE PLAYER**. A player must complete his entire turn before the next player takes a turn. Turns proceed clockwise in this manner until one player wins.

During each turn, the active player performs the following four phases in order:

1. **Movement Phase:** The player rolls one die and moves his character piece clockwise or anticlockwise around the game board an exact number of spaces equal to the die result.
2. **Exploration Phase:** The player draws Threat cards as specified by the threat icons on his space. Then, he places each drawn card on his space.
3. **Engagement Phase:** The player resolves Threat cards on his space. If there are no Threat cards on his space, he resolves the text box in his space.
4. **Experience Phase:** The player may spend trophies to gain levels, spend completed missions to acquire relics, and draw a Mission card if he does not have an active mission. Additionally, he must discard any cards that exceed his power and asset limits.

Movement Phase

The game board is composed of **SPACES**. During the Movement phase, the active player must move to a new space. He cannot remain on his space, even if it contains a Threat card.

Outer and Middle Tiers: If a player begins his turn in the Outer or Middle tier, he rolls one die for his **MOVEMENT ROLL**. The result of the die is his **MOVEMENT SCORE**. His movement score indicates the number of **MOVEMENT POINTS** he **must** spend during his Movement phase. He moves one space at a time, clockwise or anticlockwise around the game board, spending one movement point for each space he enters. After he begins to move, he cannot reverse direction until his next turn.

Player special abilities and cards may modify movement rolls and movement scores or provide alternatives to moving. In these situations, follow the instructions on the cards and character sheets.

The Inner Tier: A player does not roll a die for movement if he is in the Inner tier. Instead, he moves one space per turn in the direction indicated by the arrow on his space (see "The Inner Tier" on page 21).

Exploration Phase

During the Exploration phase, the active player draws Threat cards for each threat icon and places them on his space.

To resolve the Exploration phase, the active player performs the following steps:

1. Check for Threat Icons
2. Draw Threat Cards

1. Check for Threat Icons

Many spaces on the game board contain one or more threat icons. Threat icons appear as wax seals imprinted with a chaos star and are coloured red, blue, or yellow. Threat icons indicate the minimum number of Threat cards of each colour that must be on that space at the end of the Exploration phase.



Two red threat icons



One blue threat icon

If the active player is on a space without threat icons, **his Exploration phase ends immediately**.

If the active player is on a space with threat icons, he proceeds to the Draw Threat Cards step.

Threat Deck Composition

There are three different Threat decks in Relic: red, blue, and yellow. When rulebook and card text refer to the colour of a Threat card, it is referring to the deck to which that card belongs. For example, a red Threat card is any card that originated from the red Threat deck.

Each Threat deck is largely composed of enemies; however, events, encounters, and assets are present as well. For thematic consistency, each Threat deck has common attributes and enemy types.



Red Threat Deck: The majority of the enemies in the red Threat deck have a Strength attribute and the Ork trait.



Blue Threat Deck: The majority of the enemies in the blue Threat deck have a Willpower attribute and the Tyranid trait.



Yellow Threat Deck: The majority of the enemies in the yellow Threat deck have a Cunning attribute and the Eldar trait.

2. Draw Threat Cards

To determine the number of Threat cards to draw, the active player compares the number and colour of threat icons on his space with the number and colour of faceup Threat cards already on that space.

For each threat icon that exceeds the number of matching Threat cards, the active player **draws one card** from the Threat deck of the matching colour and **places it faceup on his space**. He does not resolve drawn cards at this time; most Threat cards are resolved during the Engagement phase.

Certain player or card abilities can cause a space to contain more Threat cards than threat icons. These cards remain in that space until resolved by a player or affected by another ability.

If the number and colour of Threat cards on the active player's space equals or exceeds the number of corresponding threat icons on his space, the active player proceeds to his Engagement phase.

Example: A player starts his Exploration phase on a space with three blue threat icons. There is already one blue Threat card on his space, so he draws two cards from the blue Threat deck and places them faceup on his space. There are now three blue Threat cards on a space that contains three blue threat icons; the player proceeds to his Engagement phase.

Threat Icons on Cards

Some Threat cards contain threat icons. These cards add their threat icons to the space they are on during each Exploration phase. These icons have no effect during other phases of the game.

Threat icons on cards function similarly to threat icons on the game board; they force the active player to draw one additional card during his Draw Threat Cards step, including the step in which a card containing a threat icon is placed on a space.



A Threat card containing a threat icon.

Threat Card Anatomy



1. **Title:** The name of the card.
2. **Type and Trait:** The bold word on the left (or the only word) is the card's **TYPE.** A card's type determines when and how it is resolved. If more than one word is shown, the word on the right is the card's **TRAIT**. Some rules and special abilities refer to specific card traits.
3. **Ability:** The special ability unique to the card. Most abilities are resolved during a player's Engagement phase.
4. **Attribute:** The icon colour corresponds to an attribute type (Strength, Willpower, Cunning), and the number is the enemy's attribute value.
5. **Omen Icon:** An icon that appears on some cards. It has no inherent effect, but interacts with some abilities.
6. **Charge Token Icons:** The number of charge tokens placed on the card when it first enters play (see "Charges" on page 19).



Engagement Phase

During the Engagement phase, the active player interacts with Threat cards and text boxes on his space. To do so, he resolves **one** of the following steps. If at least one Threat card is on his space when the Engagement phase begins, he **must resolve step A**. If there are no Threat cards on his space, he must resolve step B.

A. Resolve Threat Cards

B. Resolve Text Box

If the active player is on a space without Threat cards or a text box, his Engagement phase ends immediately.

A. Resolve Threat Cards

During the Engagement phase, the active player must resolve all Threat cards on his space. The order in which he resolves the cards is based on their type (event, enemy, encounter, or asset).

To resolve Threat cards, the active player performs the following steps:

1. **Resolve Events:** The active player resolves the abilities of all events on his space. **After resolving an event, it is discarded.** If there are multiple events on the active player's space, he resolves them one at a time in any order he chooses.
2. **Battle Enemies:** The active player must participate in a battle with each enemy on his space (see "Battle Rules" on page 12) before proceeding to the next step. If the player loses a battle, his Engagement phase ends immediately and he cannot resolve other Threat cards on his space.
3. **Resolve Encounters:** The active player resolves the abilities of all encounters on his space. After resolving an encounter, it remains on his space unless specified otherwise. If there are multiple encounters, he resolves them one at a time in any order he chooses. The active player must resolve each encounter on his space during this step and cannot resolve the same encounter more than once during the same Engagement phase.
4. **Acquire Assets:** The active player takes all assets on his space and places them faceup in his play area. A player can only use asset card abilities if the card is in his play area.

After resolving these steps, the active player's Engagement phase ends and he proceeds to the Experience phase.

Threat Card Timing

A player typically resolves Threat card abilities during his Engagement phase. The specific time he resolves Threat card abilities is determined by the card's type (see "Threat Card Anatomy" on page 9).

A player only resolves Threat card abilities if the card is on his space (except for assets).

Event abilities are resolved during the first step of the active player's Engagement phase. After he resolves these cards, he discards them.

Enemy abilities are resolved when the active player participates in a battle against the enemy. The cards specify the time during a battle at which he resolves the ability.

Encounter abilities are resolved during the third step of the active player's Engagement phase. These cards typically remain on the active player's space after he resolves them.

Asset abilities are only resolved when in a player's play area; they cannot be used while on the game board. The player that owns the card triggers the card's abilities at the time specified on the card.

Special Timing

Some Threat cards contain the heading "**Special Timing**"—this heading indicates an exception to the standard timing rules for Threat cards. These cards specifically state the time at which a player resolves the card's ability (such as "at the start of the Engagement phase").

If an enemy has a "**Special Timing**" ability, the active player must still battle the enemy normally during his Engagement phase; however, the ability has no effect during the battle.

B. Resolve Text Box

Many spaces on the game board contain one or more text boxes. Text boxes include printed instructions a player must resolve during his Engagement phase if his space contains no Threat cards. A player resolves a text box by following the instructions printed in it. After resolving the instructions, his Engagement phase ends immediately.

Some spaces contain two text boxes and instructions that read, "Choose One or End Engagement Phase." The text boxes on these spaces are optional. If a player chooses to resolve a text box in one of these optional spaces, he selects one text box and follows the instructions printed in it. If he chooses not to resolve a text box, his Engagement phase ends immediately.



Some text boxes instruct a player to "draw" and "resolve" a Threat card. To perform this action, he draws all required cards, places them on his space, and resolves them following the "Resolve Threat Cards" steps on page 10.

Experience Phase

During this phase, the active player gains levels, acquires relics, and discards cards that exceed his limits. A player resolves his Experience phase following these steps:

1. Spend Trophies
2. Manage Mission Cards
3. Discard Excess Cards

1. Spend Trophies

Each time a player wins a battle against an enemy, he takes the enemy Threat card as a **TROPHY** (see "Battles" on page 12). Each trophy has a **TROPHY POINT** value equal to the enemy's attribute value. For example, if an enemy has a Strength of 3, that enemy is worth three trophy points.

The active player may spend (discard) trophies during this step to gain levels. For every **six trophy points** he spends during this step, he gains one level (see "Gaining Levels" on page 14). He may spend any number of trophies; however, any excess trophy points above multiples of six are lost and do not count toward the cost of his next level.

2. Manage Mission Cards

The active player may spend three of his completed missions to reveal two Relic cards and takes one of them (see "Relic Cards" on page 10).

If the active player has no active mission, he draws 1 Mission card during this step (see "Mission Cards" on page 4).

3. Discard Excess Cards

The active player **must** discard any cards that cause him to exceed his power or asset limit. To discard a card, the player places it faceup on top of its corresponding discard pile. During this step, a player may also choose to discard Power cards and assets even if they do not exceed his limits.

Winning the Game

To win the game, a player must overcome the dangers of the Inner tier and travel to the scenario space in the centre of the game board. To do this, a player must first complete three missions (see "Mission Cards" on page 4) to acquire a relic, which is necessary to enter the Inner tier. When a player lands on the scenario space he must immediately resolve the confrontation section on the scenario sheet. The confrontation section of each scenario sheet describes how to win the game (see "Scenario Sheets" on page 20).

After a player enters the scenario space, he cannot move and must resolve the confrontation section of the scenario sheet during each of his future Engagement phases.



Battle Rules

During a player's Engagement phase, he participates in **BATTLES** against enemies on his space.

There are three **BATTLE FORMS**: Strength battle, Willpower battle, and Cunning battle. Each form dictates the attribute a player uses to resolve a battle.

Battles

Resolve battles using the following steps:

1. **Determine Battle Form:** When the active player participates in a battle with an enemy, the battle form he uses matches the enemy's attribute type. For example, if the active player participates in a battle with an enemy that has a Cunning (yellow) attribute, he must resolve a Cunning battle with that enemy.



Strength Attribute



Willpower Attribute



Cunning Attribute

2. **Prepare for Battle:** During this step, the active player may declare and apply any battle bonuses used to modify his battle score (see "Battle Bonuses" on page 19).

   A player may only use one weapon and one armour during a battle (see "Weapon, Armour, and Equipment" on page 18).

3. **Roll Battle Die (Enemy):** The player to the left of the active player makes a **BATTLE ROLL** for the enemy by rolling one die. Any battle roll that produces a ⚅ result explodes, allowing him to roll an additional die (see "Exploding Dice" on page 20).

   The player rolling a die for the enemy may not use any of his character or card abilities that affect his die rolls.

4. **Roll Battle Die (Active Player):** The active player makes a battle roll by rolling one die. If he has an ability that allows the use of additional dice, he rolls all dice simultaneously. Any battle roll that produces a ⚅ result explodes, allowing him to roll an additional die (see "Exploding Dice" on page 20).

   If a player wishes to use an ability to reroll or change the result of his battle roll, he does so during this step.

5. **Determine Battle Scores:** At the start of this step, any card abilities that add to the enemy's battle score are resolved. For example, if an enemy's ability reads, "add 1 to this enemy's battle score for each Power card you have," any Power cards discarded or played before this step do not count toward that penalty.

   The enemy calculates its **BATTLE SCORE** by adding its battle roll, its attribute value, and any modifiers that apply.

   The active player calculates his battle score by adding his battle roll, his attribute value, and any modifiers that apply.

6. **Determine Battle Result:** There are three possible battle results. If the active player's battle score is higher than the enemy's, the active player **WINS** the battle. If the enemy's battle score is higher than the active player's, the active player **LOSES** the battle. If the battle scores are equal, the battle result is a **TIE** (see below).

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

7. **Apply Consequence:** If the active player wins the battle, he takes the enemy Threat card as a **TROPHY** and places it faceup in his play area, unless instructed otherwise.

   If the active player loses the battle, he loses one Life (see "Gaining and Losing Life" on page 7), applies any penalties the enemy inflicts for losing, and ends his Engagement phase. If there are any Threat cards remaining on the active player's space, he cannot resolve them this turn.

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

Multiple Enemies

If there is more than one enemy with different attributes on the active player's space, he determines the order in which he battles those enemies, resolving each battle separately.

If there is more than one enemy with the same attribute on the active player's space, he resolves a battle with all enemies that share an attribute at the same time.

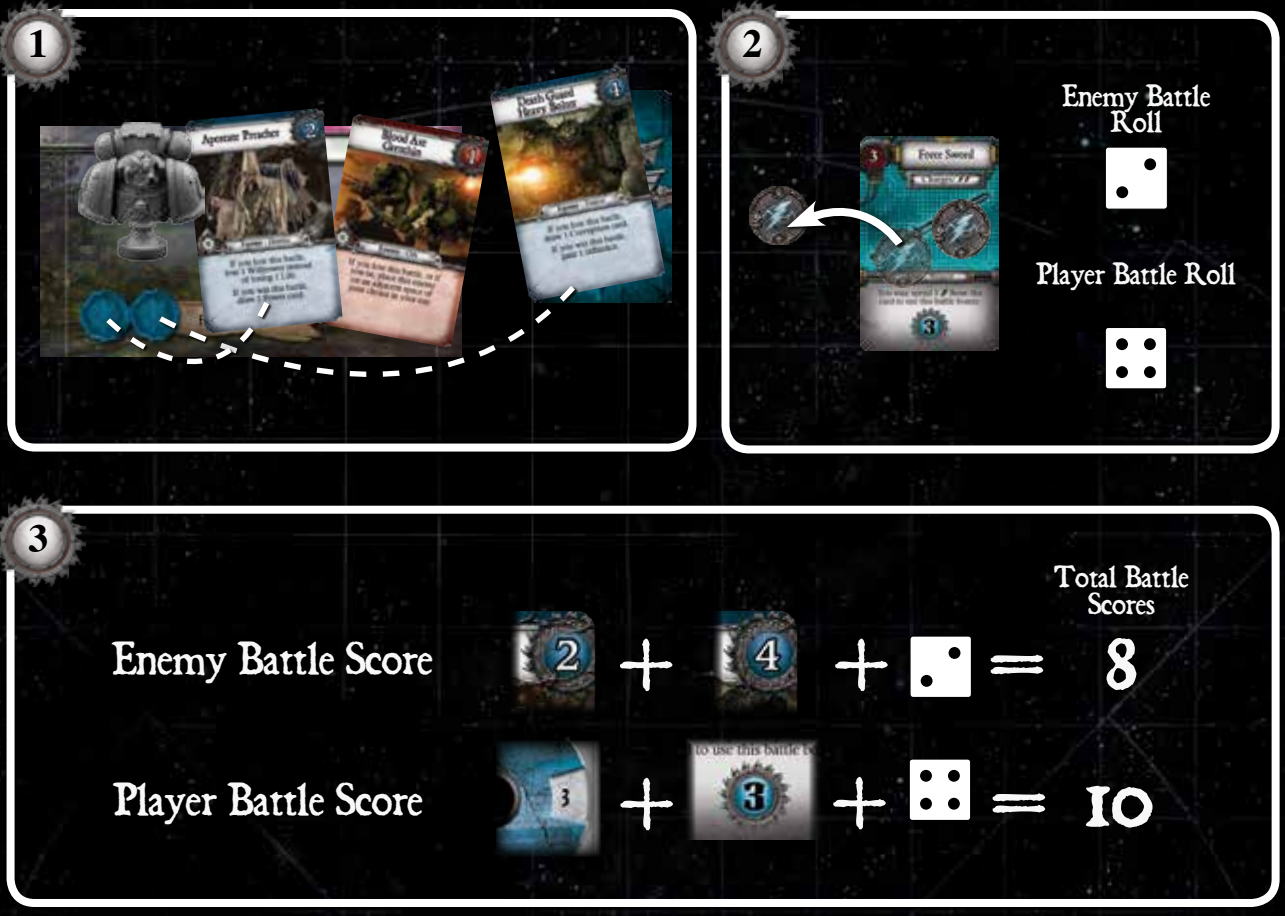
To resolve a battle against multiple enemies with the same attribute, the player to the left of the active player adds each enemy's attribute value to a single battle roll to create a single battle score for all enemies. That player follows all instructions on enemy cards normally. If the active player produces a higher battle score than the enemies' battle score, he wins the battle, and all enemies that participated in the battle are claimed as trophies. If the active player produces a lower battle score than the enemies' battle score, the active player loses one Life, applies all penalties from participating enemies, and ends his Engagement phase.

Battles with Scenario Sheets

Some scenario sheets instruct a player to initiate a battle. Players resolve scenario sheet battles using the normal steps for battles.

The scenario sheet is an enemy for the purposes of card abilities but has no traits and is not a Threat card. It cannot be taken as a trophy and does not leave play.

Battle Example



1. The active player ends his Movement phase on a threat space containing two blue threat icons, a blue Threat card ("Apostate Preacher"), and a red Threat card ("Blood Axe Gretchin"). He begins his Exploration phase and draws one blue Threat card ("Death Guard Heavy Bolter"). Since each threat icon in his space now has a matching Threat card, he ends his Exploration phase.

   During his Engagement phase, the active player must participate in a battle against all enemies in that space. He chooses to battle the Willpower enemies first. The two enemies with Willpower attributes battle together.

2. During his Prepare for Battle step, The active player spends one charge token from his Force Sword to add 3 to his battle score.

   The player to the left of the active player rolls one die for the enemy's battle roll, which produces a ⚀ result. The active player rolls one die for his own battle roll, which produces a ⚅ result.

3. Battle scores are now calculated. The enemy adds 2 from the Apostate Preacher's attribute, 4 from the Death Guard Heavy Bolter's attribute, and 2 from his battle roll to produce a battle score of 8.

   The active player adds 3 from his attribute dial, 3 from his Force Sword's battle bonus, and 4 from the results of his battle roll to produce a battle score of 10. The active player wins the battle as he has a higher battle score than the enemy. He draws one Power card as described on the Apostate Preacher card and receives one influence as described on the Death Guard Heavy Bolter card.

   The active player claims both blue Threat cards as trophies and moves them to his play area. Then, he continues his Engagement phase by starting a second battle against the Blood Axe Gretchin.

Additional Character Rules

This section contains more detailed character rules.

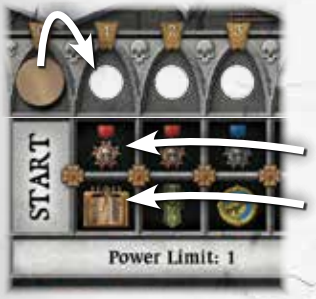
Evading

Some special abilities allow players to evade enemies. Players trigger such abilities during the Engagement phase before the start of a battle with the enemy. A player can only evade when a special ability allows him to do so.

When a player evades an enemy, that enemy is prevented from participating in a battle during the Engagement phase this turn. The enemy remains on its space and is ignored for this turn—the active player does not need to participate in a battle with the enemy to continue his turn. When evading multiple enemies that share an attribute, the evading player chooses to evade each enemy individually. The evading player is not required to evade all enemies in his space, and any enemies not evaded must participate in battles as normal. Evading an enemy does not end the player's Engagement phase.

Gaining Levels

Each time a player gains a level, he moves the level peg on his level track one slot to the right. Then, he receives all level rewards listed in the column on his character sheet below the new position of the level peg, starting with the reward on the top of the column and proceeding downward.



Receive this reward first.

Receive this reward second.

These rewards aid players by providing them with additional attributes, Life, influence, and cards (see "Level Reward Icons" on page 14).

A player may gain a maximum of 12 levels. If he gains a level, but has already reached level 12, he gains one completed mission instead (see "Completing Missions" on page 17).

Assets and Asset Limits

Some cards are labeled as **ASSETS**, while other cards can turn into assets. Each character sheet has an **ASSET LIMIT** that indicates how many assets the player can have at the end of his Experience phase. Each asset a player has counts as one card against his asset limit.

If a player has a number of assets that exceeds his asset limit, he must discard any excess cards at the end of his Experience phase (see "Experience Phase" on page 11).

Skill Tests

Occasionally, a player must use his attributes to overcome challenges, represented by **SKILL TESTS**. Each time a player is directed to perform a skill test, the instructions present an attribute followed by a target number. For example, a Threat card may read, "Test Strength 10."

To resolve a skill test, a player makes a **SKILL ROLL** by rolling one die. The results are added to his corresponding attribute value and any modifiers that apply to create a **SKILL SCORE**. If his skill score is equal to or greater than the target number, he passes the skill test. If the score is less than the target number, he fails the skill test. After passing or failing a skill test, a player receives the reward or penalty described by the skill test's source, such as a card or game board space. If a skill test has no printed pass or fail effect, there is no effect.

If a skill roll produces a ⚀ result, the player automatically fails the test regardless of his skill score. If a player rolls multiple dice during a skill roll, the player automatically fails the test if **each** die produces a ⚀ result.

If a skill roll produces a ⚅ result, it explodes, allowing the player to roll an additional die (see "Exploding Dice" on page 20).

Influence



Influence is a currency that allows a player to buy Wargear cards and trigger abilities on specific cards and text boxes. Each player begins the game with three influence. Players can gain additional influence by winning battles against enemies, completing missions, using cards and abilities, and resolving text boxes on the game board.

Each time a player gains influence, he takes influence tokens from the influence supply and places them in his play area. Each time he spends or loses influence, he takes influence tokens from his play area and places them in the influence supply.

Missing Turns

If instructed to miss a turn, the player tips his character piece over on its side, indicating he is not eligible to take a turn. When he is eligible to begin taking turns again, he stands his character piece back up. Game effects can still interact with a character piece that is on its side.

Each time a player misses a turn, his current turn ends immediately; he skips his Experience phase and does not implement any power or asset limits. Additionally, he skips the Movement, Exploration, Engagement, and Experience phases of his following turn. Any abilities implemented at the start or end of his turn cannot occur.

Vanquished Players

If a player's Life is reduced to zero, he is **VANQUISHED**. Each time a player is vanquished, he performs the following steps:

1. **Discard Power Cards and Trophies:** The player discards all of his Power cards and trophies.
2. **Lose Influence:** The player returns all of his influence tokens to the supply.
3. **Reset Life:** The player adjusts his Life dial to match the starting Life value printed on his character board.
4. **Relocate:** The player places his character piece on the St. Antias' Sanctuary space.

The player keeps all other cards and tokens. Any character tokens on the game board, assets, or Power cards remain.

If a player is vanquished during his turn, his turn ends after resolving these steps. He takes his next turn normally.



Corrupted Players

If a player has a number of Corruption cards equal to his corruption threshold (usually 6), he is **CORRUPTED** and must start a new character. When a player is instructed to start a new character, he must perform the following steps:

1. **Discard Power Cards, Trophies, and Corruption Cards:** The player discards all of his Power cards, trophies, and Corruption cards.
2. **Lose Influence:** The player returns all of his influence tokens to the supply.
3. **Receive New Character:** The player returns his character sheet and character piece to the game box. This character sheet cannot be used by any player for the remainder of the game.

   The player is dealt a random unused character sheet. If none are available (because all unused characters were corrupted), the player is eliminated instead (see "Elimination" below).
4. **Reset Life, Level and Attributes:** The player inserts his level peg into the slot on the level track above the word "Start" and adjusts all of his dials to match the starting Strength, Willpower, Cunning, and Life printed on his new character sheet.
5. **Place New Character:** The player attaches his new character piece to his character base and places it on the starting space printed on his character sheet.

The player keeps all other cards and tokens. Any character tokens on the game board, assets, or Power cards remain. All cards inherited from the player's old character now belong to the new character.

If a player is corrupted during his turn, his turn ends after resolving these steps. He takes his next turn normally.

The player may choose not to start a new character and lose the game instead (see "Eliminated Players" below).

Eliminated Players

A player can be **ELIMINATED** from the game, usually by the special rules of a scenario sheet. If this happens, he removes his character piece from the game board and discards all cards and tokens he accumulated during the game. An eliminated player loses the game, cannot start a new character, and cannot affect the game in any way.

Cards Rules

This section contains more detailed rules regarding cards.

Power Cards



Power cards provide a player with one-time special abilities. Power cards also allow a player to substitute random rolls for movement, battles, and skill checks.

Drawing Power Cards

A player can draw Power cards at the Grey Knight Envoy space in the Outer tier and the Blackstone Fortress space in the Middle tier. If he chooses to draw additional Power cards at these locations, he must declare how many cards he wishes to draw, spend all of the necessary influence, and then draw the required number of Power cards.

Each time a player draws a Power card, he takes it from the top of the Power deck and keeps it facedown so that the other players cannot see it. A player may look at his own Power cards at any time.

Power Card Anatomy



1. **Title:** The name of the card.
2. **Power Number:** The number used instead of making a movement, battle, or skill roll.
3. **Timing:** The text describing when the card may be played to use its special ability.
4. **Ability:** The special ability unique to the card.

Playing Power Cards

Playing Power cards is always optional. The text on a Power card indicates when the card can be played and describes the special ability it provides.

Additionally, all Power cards feature a **POWER NUMBER** at the top of the card. Immediately before a player is required to roll a die to make a movement, battle, or skill roll, he may declare that he is playing a Power card instead. Each time a player uses a Power card instead of rolling a die, the power number on the card is treated as a substitute for the die result. For the purposes of special abilities and effects, a Power card used in this way is equivalent to a die roll. A player cannot use more than one power number as a substitute for a single movement, battle, or skill roll.

Example: The Ultramarine Captain player has a Power card with a power number of "5." He may play the card instead of rolling a die for his movement to automatically produce a movement roll of ⚄, during battle to automatically produce a battle roll of ⚄, or during a skill test to automatically produce a skill roll of ⚄.

If a player substitutes a die roll with a Power card, it can explode following normal rules (see "Exploding Dice" on page 20). A player **can** substitute additional die rolls caused by an exploding die with a Power card.

When playing a Power card, the player may use the power number **or** the special ability; he may not use both. After a player uses a Power card, he must discard it. There is no limit to the number of Power cards a player may use during a turn.

Power Limits

Character sheets contain a series of **POWER LIMITS** presented below the level track. Each power limit is associated with a level range. As a player gains levels, his power limit may increase, allowing him to have more Power cards.

Each Power card a player has counts as one card against his power limit. He can draw Power cards beyond his power limit; however, during the Discard Excess Cards step of his Experience phase, he must discard any Power cards that exceed his power limit (see "Experience Phase" on page 11).

Corruption Cards



Corruption cards can mutate a player in helpful or detrimental ways. Each time a player is forced to draw a Corruption card, he draws it from the top of the Corruption deck and places it faceup or facedown in his play area (see "Activation" on page 17).

Corruption Card Anatomy



1. **Title:** The name of the card.
2. **Activation Number:** When a player draws a Corruption card, he compares this number to the number of Corruption cards he has (including the drawn card) to determine if the card activates.
3. **Flavor Text:** The thematic description of the effects from which the character is suffering.
4. **Ability:** The effect applied to a player when this card is faceup (activated) in his play area.

Activation

Each Corruption card has an **ACTIVATION NUMBER** in its upper right corner. After drawing a Corruption card, if the activation number is greater than the total number of Corruption cards a player has, including the Corruption card just drawn, the card is flipped facedown and the card's ability is ignored. A facedown Corruption card is in play and counts toward the player's 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 a player has, the card **ACTIVATES** and remains faceup in his play area. That player must resolve the activated Corruption card's ability immediately. The card remains activated, and any constant effects from its ability continue until it is discarded or flipped facedown.

The more Corruption cards a player accumulates, the more likely future Corruption cards activate. While some Corruption cards are harmful and inflict penalties, other Corruption cards grant positive abilities. The most powerful of these abilities are found on Corruption cards with high activation numbers.

Example: A player with no Corruption cards resolves the text box on the Crone World Yllen Satari space in the Inner tier, and must draw two Corruption cards. First, the player draws a Corruption card with an activation number of "2." The card does not activate because it is higher than the total number of Corruption cards he has (which is currently only one), so it is placed facedown in his play area. Then, the player draws his second Corruption card which also has an activation number of "2." The player currently has two Corruption cards (the Corruption card he previously accumulated and the Corruption card he just drew), so the card activates and the player must resolve the ability on the card. The first card remains facedown. Both Corruption cards are kept in the player's play area and increase his chances of activating future Corruption cards.

Corruption Threshold

Each player has a **CORRUPTION THRESHOLD** of six; some cards and abilities may alter this number. If a player accumulates six Corruption cards, he reaches his threshold, is corrupted, and must start a new character (see "Corrupted Players" on page 15).

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

Mission Cards



Mission cards are essential to winning a game of ***Relic***. Completing missions provides players with Relic cards and other useful rewards.

Each Mission card describes an **OBJECTIVE** a player can complete as well as a **REWARD** he receives for completing it. While a player is working toward completing an objective on a Mission card, he keeps it faceup near his character sheet. A faceup, incomplete Mission card is an **ACTIVE MISSION**.

Completing Missions

After a player completes the objective on a mission card, he immediately receives the rewards described on the card. Then, he flips the Mission card facedown. A facedown Mission card is a **COMPLETED MISSION**. A player may complete his active mission at any time, even if he is not the active player, as long as he meets the objective.

During his Experience phase, if a player has **three** or more completed missions, he may spend three to acquire one Relic card (see "Relic Cards" on page 18).

Some card abilities and rewards allow a player to gain a completed mission without having to fulfil a mission's objective. When this occurs, the player draws the top card of the mission deck and places it facedown near his character sheet. He does not receive any rewards on that Mission card.

Drawing Missions

Each player begins the game with one Mission card—his active mission. If the active player does not have an active mission, he automatically draws a new Mission card during his Experience phase. Each time a player draws a Mission card, he takes it from the top of the Mission deck and keeps it **faceup** near his character sheet so that other players can see it. A player can never have more than one active mission at a time. If a player with an active mission draws a Mission card, he immediately chooses one Mission card to keep as his active mission and discards all other Mission cards.

Relic Cards



Relic cards represent revered artefacts and potent weapons that are among the most powerful objects in the Imperium. A player must have at least one Relic card to enter the Inner tier (see "The Inner Tier" on page 21).

A player acquires a Relic card by spending three completed Mission cards during his Experience phase (see "Experience Phase" on page 11). When acquiring a Relic card, he reveals the top two cards from the Relic deck, chooses one to place in his play area, and shuffles the other back into the Relic deck. A player can have as many relics as his asset limit allows, and he can use any number of relics at a given time.

Wargear Cards



Wargear cards represent weapons, armour, and equipment players can acquire during the game. A player can buy Wargear cards at the Battlefleet Antias space in the Outer tier by resolving the appropriate text box.

To buy a Wargear card, the player must spend influence equal to the cost printed in the upper left corner of the card. Then, he acquires the card by placing it faceup in his play area. Additionally, some abilities allow players to acquire Wargear cards at no cost, without spending influence.

All Wargear cards are assets. They can only be used when in a player's play area, and they count toward his asset limit (see "Assets and Asset Limits" on page 14).

Weapon, Armour, and Equipment

Wargear in ***Relic*** have one of three different traits: **WEAPON**, **ARMOUR**, or **EQUIPMENT**.

Weapons, armour, and equipment provide players with useful abilities, modifications, and bonuses. Weapons and armour can only be used in a battle, and do not apply during skill tests. A player can use only one weapon and one armour card during each battle; there is no limit to the number of equipment cards he can use.

Wargear Card Anatomy



1. **Title:** The name of the card.
2. **Influence Cost:** The amount of influence required to buy the card.
3. **Type and Trait:** The bold word on the left is the card's type. The word on the right is the card's trait. The trait (weapon, armour, or equipment) indicates when it can be used.
4. **Ability:** The special ability unique to the card.
5. **Charge Token Icons:** The number of charge tokens placed on the card when it first enters play (see "Charges" on page 19).

Skill Bonuses

Some cards feature a coloured circle that indicates a bonus to a certain attribute while performing skill tests (see "Skill Tests" on page 14). A player may add skill bonuses to his skill score during skill tests (they do **not** affect battle scores). The colour of the circle indicates which attribute receives the bonus; red provides a Strength bonus, blue provides a Willpower bonus, and yellow provides a Cunning bonus. A player must declare that he is using a skill bonus before making his skill roll.

Some examples of skill bonuses are listed below:



Add 2 to a Strength skill score



Add 1 to a Cunning skill score



Add 2 to a Willpower skill score

Battle Bonuses

Battle bonuses feature a coloured circle encompassed by a spiked border. Battle bonuses function similarly to skill bonuses, but a player can only apply them to his battle score. The colour of the circle indicates which battle form receives the bonus; red provides a bonus during a Strength battle, blue during a Willpower battle, yellow during a Cunning battle, and gray provides a bonus during any battle. A player must declare that he is using a battle bonus during the Prepare for Battle step of a battle.

Some examples of battle bonuses are listed below:



Add 3 to a battle score during a Strength, Willpower, or Cunning battle



Add 2 to a battle score during any battle

Charges



Some cards display a number of charge icons (⚡) at the top of the card. The number of charge icons on a card is the card's **CHARGE VALUE**. When a player draws a card with charge icons, he places a number of charge tokens on the card equal to the card's charge value. Players can spend these tokens to trigger specific abilities on the card.

The card's ability specifies when a player can spend a charge token from the card. When spending a charge token, a player removes the spent token from the card, and places it in the charge token supply pile. When the last charge token is removed from a card, **the card is immediately discarded.**

Some effects allow a player to add additional charge tokens to cards. Added charge tokens can exceed the card's charge value.

Each player can spend a maximum of 1 charge token from each card each turn.

Example: A player has a Needle Rifle with two charge tokens on it. The player attacks an enemy and chooses to spend one of its charges during the Prepare for Battle step to use the card's ability. He cannot spend the second token during this turn.

Discarding Cards

Each time a player is forced to discard one of his cards, he chooses which card to discard unless instructed otherwise. If a player does not have any of the required cards, he discards nothing. If a player is forced to discard more cards than he has, he must discard all cards of the listed type.

Each time cards are discarded, they are placed faceup in a discard pile next to their corresponding deck. Any tokens previously placed on the cards are removed.

A player cannot discard cards outside of his Experience phase unless a special ability on a card, character sheet, or text box allows him to do so. If a player has any assets or Power cards that he no longer wishes to keep, he may discard them during his Experience phase (see "Experience Phase" on page 10).

Timing Language

Many card abilities use the following timing language: "start," "end," and "during." For example, "At the start of this battle," "At the end of your Exploration phase," and "During the Acquire Assets step." The timing windows for abilities that use this language are as follows:

Start: Players must resolve abilities that use the word "start" before all other rules in the turn, phase, or step to which "start" is referring.

End: Players must resolve abilities that use the word "end" after all other rules in the turn, phase, or step to which "end" is referring.

During: Players can resolve abilities that use the word "during" at any time (of the player's choice) in the turn, phase, or step to which "during" is referring. These effects are resolved after any "start" effects and before any "end" effects in the same turn, phase, or step.

When resolving multiple abilities that use the same timing language, the active player chooses the order in which each ability is resolved.

Example: The active player is about to resolve a battle against two enemies. Before resolving the first step of the battle, he notes that both enemies have an ability that is resolved at the start of battle. He immediately resolves these abilities, one at a time, in the order of his choosing.

Additional Rules

This section describes additional rules.

Scenario Sheets

Each scenario sheet features special game rules and instructions for resolving the game-ending confrontation. Additionally, a flavorful background story is provided on the back of each scenario sheet.

The special game rules on the scenario sheets impact all players and can change the rules of the game in significant ways. Players must read these rules at the start of the game and keep them in mind while playing.

When a player resolves his Engagement phase while on the scenario space in the centre of the game board, he must resolve the confrontation section on the scenario sheet. The instructions in the confrontation section only affect the active player unless stated otherwise. If more than one player reaches the scenario space, each player resolves the confrontation section of the scenario sheet during his Engagement phase. The first player to fulfil the game-winning condition described in the confrontation section wins the game.

Scenario Sheet Anatomy



1. **Scenario Title:** The name of the scenario.
2. **Special Game Rules:** The special game rules that affect all players throughout the duration of the game.
3. **Confrontation:** Instructions for a player explain how to win the game after he has reached the scenario space.
4. **Enemy Attributes:** Attributes are presented on scenario sheets that are also enemies.

Dice

This section contains rules clarifications for rolling and modifying dice.

Exploding Dice

If a player or enemy rolls a ⚅ result during a battle or skill test (see "Skill Tests" on page 14), even when rolling multiple dice, the die with a ⚅ result **EXPLODES**, and the player **immediately rolls another die** for each ⚅ result. The second die result is added to the previous result to create a new score. Exploding dice values are cumulative, and there is no limit to the number of times a player's or enemy's die can explode if a ⚅ result is continually produced.

Example: The active player makes his battle roll and the die produces a ⚅ result. Then, he immediately rolls another die that produces another ⚅ result. Then, he rolls yet another die that produces a ⚂ result. These three dice add a total of 14 to his battle score.

Additional Dice

If an ability allows a player to roll additional dice, he must roll all dice simultaneously. After the player has rolled his dice, he cannot trigger any abilities that allow him to roll additional dice, excluding exploding dice (see above).

If a player is rolling multiple dice in a battle, only a die with a ⚅ result can explode. That is, a ⚂ and a ⚂ cannot combine to explode. However, multiple dice can explode if more than one dice produces a ⚅ result.

Modifying Dice

Each time a player uses an ability to modify a die, he adds or subtracts his die result by the modifier. Only the die result, before modifiers are applied, is used for the purposes of exploding dice and triggering special abilities.

Rerolling a Die

Each time a player rerolls a die, the previous die result is ignored for all abilities and effects. Only the result produced from the final rerolled die is used, and only this result can explode. A die may be rerolled multiple times by multiple abilities.

Running Out of Cards or Tokens

If a deck of cards is exhausted, all of the discarded cards from that deck are shuffled and placed facedown to form a new deck. If a deck of cards is exhausted, and there are no discarded cards to form a new deck, cards of that type cannot be drawn.

The supply of charge, influence, and character tokens is unlimited. If a token's supply is ever exhausted, players can substitute any convenient markers, such as coins.

Moving Between Tiers

This section describes the ways players can cross from one tier of the game board to another.

Moving to the Middle Tier

There are three spaces (Grey Knight Envoy, Battlefleet Antias, and St. Antias' Sanctuary) located in the corners of the Outer tier which allow a player to cross to the Middle tier by resolving a text box on the space. These spaces allow a player to move his plastic character piece to a corresponding space in the Middle tier for a cost.

After moving to the Middle tier in this way, the active player's Engagement phase immediately ends. He does not resolve any cards or text on the new space to which he moved.

Movement Boxes

There are two spaces (Space Hulk and Guardian of the Rift) on the game board that contain special text boxes called **MOVEMENT BOXES**. Each time a player begins his Movement phase on a space with a movement box or enters a space with a movement box during his Movement phase, he immediately resolves the text in that box. After resolving a movement box, the player continues his Movement phase normally.



When a player moves from one tier to another, he may change the direction of his movement upon entering the new tier.

The Coming Conflict

Fans of *Talisman* may notice that in *Relic* players cannot directly attack each other. This is important because all players in the game serve and protect the Imperium of Man.

That said, *Relic* is not a cooperative game and players can interact with each other through Threat cards, Mission cards, scenario sheets, and character abilities. Those seeking more direct conflict can rest assured that we have big plans for the future. Through expansions, we aim to provide more robust and exciting player-versus-player experiences.

Example: A player begins his Movement phase on The Haunted Cluster. He rolls a ⚄ and decides to move anticlockwise. For his first movement point, he moves to the Space Hulk space. He resolves the movement box in that space, which allows him to spend his second movement point to move to the Webway Portal space. He decides to change his movement direction to clockwise, then spends his third movement point to move to the Foothills of Liliath space.

A player may also resolve a movement box in his space at the start of his Movement phase.

The Inner Tier

To enter the Inner tier of the game board, a player must have a relic and move from the "Guardian of the Rift" space.



Directional Arrow

After entering the Inner tier, a player does not roll a die for movement and cannot spend movement points. Instead, during his Movement phase, he moves one space forward following the directional arrow on his current space. A player cannot use effects and special abilities that modify his movement in the Inner tier.

After entering the Inner tier, a player may not return to previous tiers (unless he is vanquished or corrupted).

While in the Inner tier, a player must move forward one space during his Movement phase and must always resolve the text box in his space during his Engagement phase. A player cannot draw or resolve Threat cards while in the Inner tier. After a player reaches the scenario space in the centre of the game board, he cannot move and must resolve the scenario sheet's confrontation section during his engagement phase each turn for as long as he remains on the scenario space.

The Warp Rift

When a player enters the Warp Rift (the first space of the Inner tier), his Movement phase ends immediately.

During a player's Engagement phase, the text box on the Warp Rift space forces him to skip ahead one space, plus one additional space for each condition listed he fulfils. A player does not resolve any text boxes on skipped spaces, but he must immediately resolve the text box on the space where he lands.

Example: A player begins his Engagement phase on the Warp Rift space. He skips ahead one space, plus one additional space because he is level 9 and another additional space because he chooses to immediately spend 8 influence. Skipping three spaces, he lands on the Daemon World Braxas space. Then, the player resolves the Daemon World Braxas text box and ignores all other spaces he skipped over.

Clarifications

This section details rules for special circumstances, should they occur during the game.

Golden Rule

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

Cannot

Each time a special ability or text box states that a player "cannot" use a card, action, or ability, the player is unable to do so. In other words, any ability forbidding the use of cards, actions, or abilities overrides all other cards, abilities, and effects.

Example: The "Blood Rage" Corruption card states that the player cannot evade enemies. Therefore, the Callidus Assassin cannot evade any enemies, despite her special ability that normally allows her to do so.

Special Movement

If a player resolves a card that grants him special movement during his Movement phase, he may use the special movement even if that card is discarded during that turn. If a player misses his turn, he may use the special movement during his next Movement phase.

As a reminder that he has the option for special movement, a player may place one of his character tokens under his character piece. If a memory aid of this type and a game rule conflict, the game rule takes precedence.

If an ability (such as the Webway Portal's text box) moves a player directly to another space, he does not move through any spaces in between and is placed directly on the destination space.

Making Decisions

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

Lowest and Highest Attribute

If an effect refers to a player's highest or lowest attribute and he has two or more attributes of the same number, he chooses which attribute to use.

Optional Abilities

Abilities on cards that include the word "may" are optional—players choose whether to trigger these abilities. All other card and character abilities are mandatory and players must trigger them when able.

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FFG Credits

Game Design: John Goodenough

Based on Talisman, Designed by: Robert Harris

Game Development: Jason Walden with Adam Sadler and Corey Konieczka

Producers: Jason Walden with Christopher Hosch

Technical Writing: Adam Baker with Brendan Weiskotten

Editing & Proofreading: Matt Mehlhoff

Board Art: Ben Zweifel

Cover Art: Mathias Kollros and Ben Zweifel

Interior Art: Ryan Barger, Dimitri Bielak, John Blanche, Matt Bradbury, Christopher Burdett, Jon Cave, Victor Corbella, Kev Crossley, Wayne England, Zach Graves, David Griffith, Illich Henriquez, Nikolaus Ingeneri, Taylor Ingvarsson, Igor Kieryluk, Yap Kun Rong, Clint Langley, Ignacio Bazan Lazcano, Ameen Naksewee, Oleg Le$hiY Shekhovtsov, Mark W. Smith, Matias Tapia, and Liu Yang

Figure Design: Nikolaus Ingeneri

Flavor Text: Daniel Lovat Clark, Tim Huckelbery, and Christian T. Petersen

Graphic Design: WiL Springer with Taylor Ingvarsson, Dallas Mehlhoff, and Michael Silsby

Licensing and Development Coordinator: Deb Beck

Managing Art Director: Andrew Navaro

Art Administration: Mike Linnemann and Zoë Robinson

Production Manager: Eric Knight

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Dan Ahlm, Jaffer Batica, Chris Beck, Greta Berg, Pedar Brown, Thomas Brown, Ed Browne, Cliff Christiansen, Marcin "Nemomon" Chrostowski, Lachlan "Raith" Conley, Sean Connor, Frank Mark Darden, Ronald DeValk, Jordan Dixon, Dan Engskov, Andrew Fischer, Chris Gorton, David Hansen, James Hata, Tim Huckelbery, Keesjan Kleef, James Kniffen, Kalar Komarec, Rob Kouba, Chris Lancaster, Jay Little, Mack Martin, Antonio Martinez, Pim Mauve, Mark McLaughlin, Steve Miller, Rick Nauertz, Jon New, Jeff Phillips, Scott Philips, Stephen Pitson, Matt Ryan, David Richardson, Brady Sadler, John Sanderson, Micheal Schmeeckle, Lawrence Simmons, Joshua Sleeper, WiL Springer, Sam Steward, Bill Stivers II, Richard Tatge, Thorin Tatge, James Trainor, Brad Twaddell, Terry Unger, Jan-Cees Voogd, Joris Voogd, Ross Watson, Colin Webster, Aric Wieder, Barac Wiley, David Wilford, Benn Williams, Lynell Williams, Rebecca Williams, Kevin Wilson, Nik Wilson, Gerlof Woudstra, Katin Yang, and Jamie Zephyr

Games Workshop Credits

Licensing Managers: Graeme Nicoll and Owen Rees

Head of Licensing: Jon Gillard

Head of Legal, Licensing, and Strategic Projects: Andy Jones

Head of Intellectual Property: Alan Merrett

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Quick Reference

Turn Sequence

During each turn, the active player performs the following four phases in order (see "Playing the Game" on page 8 for more details):

1. **Movement Phase:** The player rolls one die and moves his character piece clockwise or counterclockwise around the game board an exact number of spaces equal to the die result.
2. **Exploration Phase:** The player draws Threat cards as specified by the threat icons on his space. Then, he places each drawn card on his space.
3. **Engagement Phase:** The player resolves Threat cards on his space. If there are no Threat cards on his space, he resolves the text box in his space.
4. **Experience Phase:** The player may spend trophies to gain levels, spend completed missions to acquire relics, and draw a Mission card if he does not have an active mission. Additionally, he must discard any cards that exceed his power and asset limits.

Threat Card Resolution

If there are Threat cards in the active player's space during his Engagement phase, he resolves them as follows:

1. Resolve Events
2. Battle Enemies
3. Resolve Encounters
4. Acquire Assets

Battles

Battles are resolved using the following steps (see "Battles" on page 12 for more details):

1. Declare Battle Form
2. Prepare for Battle
3. Roll Battle Die (Enemy)
4. Roll Battle Die (Active Player)
5. Determine Battle Scores
6. Determine Battle Result
7. Apply Consequence

Vanquished Players

If a player's Life is reduced to zero, he discards all of his Power cards, trophies, and influence. Then, he resets his Life to his starting Life value and moves to the St. Antias Sanctuary space (see page 15).

Corrupted Players

If a player has a number of Corruption cards equal to his corruption threshold (usually six), he discards all his Power cards, Corruption cards, trophies, and influence.

Then, he removes his character piece from the game board, and receives a new random character sheet. Finally, he resets his Life, level, and attributes to the starting values, and places his character piece on his starting space on the game board (see page 15).

Level Reward Icons


Gain 1 Cunning.


Gain 1 Willpower.


Gain 1 Strength.


Receive special reward described on character sheet.


Gain 1 attribute of your choice (Strength, Willpower, or Cunning).


Gain 1 Life.


Gain 2 influence.


Draw 1 Power card.


Gain 1 completed mission.