

Custom Rules – Character Balance

1) **Sanctioned Psyker** cannot gain a Power card using his special ability, if that would bring him over his limit, nor can he voluntarily discard Power cards unless they exceed his limit.

+ The relic Hectius Storm (treat any power card as a 6 in battle) cannot be used by the Sanctioned Psyker.



2) **Canoness** can only draw an extra Threat card when on a Threat icon and it must be of the same colour.



3) **Inquisitor** may add 1 to his battle score for each Heretic or Traitor enemy participating in battle against him.

4) **Rogue Trader** misses his first turn if the Tech-priest Engineer or Priest Ministorum have not had their first turn.

+ Rogue Trader cannot initiate a skill duel, he is only interested in acquiring assets through trade.



5) **Chaos Cultist, Enforcer and Unsanctioned Psyker**; their Apostate assets/wargear do not count towards their asset limit. (Not applicable to The Last Reliquary assets converted to Apostate assets)

+ No affiliation, gain +2 influence.



Custom Rules – Special (Mission / Fate / Inner Lead)



1) **Mission:** During setup, if your starting mission card cannot be completed in the outer tier, you may choose another.

2) **Fate:** Place St. Antias' Fate token on St. Antias' Sanctuary (corner in the Outer Tier).

If your Character lands there you may take the Fate token before encountering the space.

May use St. Antias' Fate token to reroll one die (any type of roll) (only your roll).

After you use the token it returns back to St. Antias' Sanctuary.

If you enter the middle or palace tier it is discarded and returns back to St. Antias' Sanctuary.



3) **Inner Lead:** If you are the only player or the leading player in the Inner Tier:

On a failed test in the Inner Tier, miss your next turn.

On the Maze of Tzeentch, still only miss one turn, but also draw a corruption card.

(Not applicable when playing the Chaos Spawn of the Rift scenario)



Custom Rules – Corner Movement

1) During movement phase, if you roll a **6** or use a power card 6, instead of moving 6 spaces, you may move to the nearest left or right corner space in your tier (outer or middle tiers only).

(You still move through spaces to reach the corner) (Imperial Fists Terminator can do this if his minimum dice roll is a 5 or 6)



Custom Rules – Wargear Balance



1) Coloured skill bonus assets allow you to initiate skill duels in that attribute against Devotees.

(includes mission cards turned into assets, or assets with both a coloured skill bonus and a battle bonus).



2) Armour assets that prevent the loss of life can also use a charge to prevent all negative consequences and stealing when losing a skill duel in the matching attribute (Scythian Bonemail any attribute, only applies this rule on a 5 or 6 and is discarded).

3) Armour assets that force enemy to reroll can also use a charge to force opponent to reroll in a skill duel in the matching attribute (can reroll power cards used to substitute a roll).

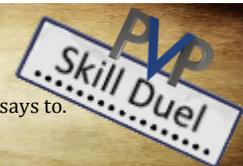
Custom Rules – Skill Duel

Strength: The loser loses 2 Life.

1) You cannot PvP (Skill Duel or Nemesis Battle) in the corner spaces unless a card specifically says to.

(outer and middle tiers).

2) Skill Duel step 5, if the loser is a Devotee you may steal a Trophy.



Custom Rules – Asset Discarding

- 1) Freely discarded or excess discarded assets are placed in your space on the board.
(Place cards sideways. They do not count towards threat card counts)
- 2) During a player's Acquire Assets step he may acquire all assets on his space.

Custom Rules – Apostate

- 1) If you own an Apostate asset and you are on the Ultramar Emissary space, you may choose to **Study** xeno-technology to gain 2 influence.
(Can only choose one: Study, Train or Draw 1 mission card)
(Not applicable to The Last Reliquary assets converted to Apostate assets)



Custom Rules – Leveling

- 1) Levels 1 and 2 only require 4 trophy points.
- 2) Levels 9, 10, 11 and 12 require 8 trophy points.
- 3) After level 12, as per normal, 6 trophy points to gain 1 completed mission.



Custom Rules – Force Psychic Power

- 1) When you roll a 4 for movement you may draw a power card. (Four sounds like Force)
- 2) When you use a power card 4 for movement or its special ability you may draw a power card.



Custom Rules – Sol

- 1) If you have more than one affiliation then the cost of entry into Sol is 2 influence plus a red/blue/yellow Trophy.
- 2) The Inquisition champion card only gains affiliation when defeating a Daemon/Heretic/Traitor outside of Sol.



Custom Rules – Corrupted

- 1) **Mutation:** Lose 2 attribute points in all 3 attributes (Strength, Willpower & Cunning).
- 2) Lose all your Influence, Affiliation and Champion cards. Can never gain Affiliation.
- 3) Relocate your character piece to the Mutant Warlord space. If your turn, end your turn.
- 4) Can skill duel Devotees/Apostates/Corrupted and anyone can skill duel you.
- 5) Skill Duel step 5, if the loser is Corrupted you may steal an attribute OR an Apostate asset.
- 6) Automatically evade battles verses enemies of trait Daemon/Heretic/Traitor.
- 7) Your corruption limit is 10. You can never lose/discard cards to go below your corruption threshold (6 or 8).
- 8) **Unstable:** Whenever you roll a 1 for movement you must discard an asset.
(Imperial Fists Terminator discards an asset when the minimum is a 1 and both dice total less than 6)



Custom Rules – Nemesis Spaces



Place a token on each space. You may use each space only once at the start of your exploration phase (remove token). Then continue your exploration phase as per normal.

-  **1) Surge:** [*Grey Knight Envoy*] When you draw a Nemesis card this turn, draw 3 and choose 1.
-  **2) Heal:** [*Your starting space*] Heal 1 life. You cannot exceed your starting life value.
-  **3) Curse of the Nemesis:** [*St. Antias' Sanctuary*] The nearest Character must draw 1 extra threat card on their next turn if they draw 1 or more threat cards.
-  **4) Escalate:** [*Opposite side of the board to your starting space*] While you are on this space all enemy threats (not agents) are +1 attribute stronger for all players' turns.
-  **5) Injection:** [*Middle Tier on the triple threat space matching your attribute*] Spend 2 infamy to gain 1 life not limited by your starting life.

Custom Rules – Nemesis Objectives



- 1) Objective:** Roll D6 to receive your objective.
- 1-2) Search:** The furthest Imperium character is your objective, place a character token of their colour on your character sheet. Objective complete when you are on their space at the start or end of your movement phase.
- 3-4) Battles:** Win two battles in the area on the opposite side of the board to where you are now.
- 5-6) Train:** Land on the furthest of these two spaces: Lair of the Vexigar or the Mutant Warlord.
-  **2) Reward:** Gain 1 infamy. When you complete 3 objectives you are rewarded with 2 life and 1 arsenal charge.

Custom Rules – Nemesis Penalty



- Once per game, the first time any Character enters the Middle Tier all Nemeses lose 3 infamy.
- Once per game, the first time any Character enters the Inner Tier all Nemeses lose 3 infamy.



Custom Rules – Nemesis Leveling



- Leveling up requires 2 to 10 trophy points based on target level + 1.
- After level 9, as per normal, 6 trophy points to gain 1 infamy.

Custom Rules – Nemesis Battle

- Nemeses defeating a character gain 1 trophy point. (Need a new token or upside down imperium card)
- Nemeses may take another turn after initiating a PvP battle (1 extra turn maximum).
(Does not matter if you win or lose) (Cannot battle same character twice in a row unless by a Nemesis event card)

The Golden Throne – Chaplain

- 1) Every time you roll a  in your movement phase, before moving your character you must move the Chaplain 1 space towards the nearest character. If multiple characters are equal distance then you decide which direction.
- 2) When you roll a  for a skill test the Chaplain moves next to the nearest character.
- 3) The Chaplain starts on a random outer tier space. Roll D4 then a D6 to decide. The Chaplain cannot start on or next to another character's starting space.
- 4) The Chaplain may move freely between tiers via the corner spaces.
- 5) When the Chaplain lands on your space or you land on the Chaplain's space you immediately consult and test on the Golden Throne chart.

Your life may be sacrificed for the Golden Throne.

The Astronomican requires the sacrifice of large numbers of psykers daily for it to function, and also for the Emperor to be kept alive on the Throne. The majority of the people who see the Golden Throne are either about to have their life force absorbed into the machine's mechanisms, or are the elite core of the Adeptus Custodes, the Emperor's Companions and bodyguards.

- 6) Same rules 1 – 5 apply to Nemeses.

- 7) When rolling a  on the Golden Throne chart an Imperium character can only send the Chaplain to an Imperium character. And vice versa for the Nemeses (if only one Nemesis playing then nothing happens).

