



RELIC



DARK ELДАР
PRAY THEY DON'T TAKE YOU
ALIVE...

Dark Eldar – Fleet of Foot EXPANSION

Component Overview

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12 Fleet of Foot Cards



36 Pain Tokens



Rules

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These rules apply to both Characters and Nemeses.

- You may draw a Fleet of Foot (FoF) card in any corner space in the outer or middle tier.
- Perform this in addition to the normal space choices.
- If you draw a FoF card you must gain one Pain token.
- You can have only one FoF card at any one time. You cannot draw a 2nd then discard one.
- You may keep the card face down like a Power/Might card.
- A FoF card can be used to substitute movement dice rolls or for its special ability.
- You cannot Torment level 0 players.

Pain Token

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Pain Limit - If you reach 6 Pain tokens, discard them and draw a corruption card.

Nemesis

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Pain Limit – Instead of drawing a corruption card you lose 6 Infamy.

Attribute – With the FoF 5 card, the user can choose Infamy as an attribute.

Infamy bonus – Nemeses with a starting attribute value of 4 begin the game with 1 Infamy.

Infamy bonus – Nemeses with a starting attribute value of 3 begin the game with 2 Infamy.

Clarifications

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FoF 4/5/6 – The Torment cards can be played when it is not your turn.

FoF 6 – Cannot cancel exploded dice of Enemy or Agent cards.

FoF 5 – Can also be used prior to movement in the Inner and Palace tiers.

FoF 4 – A player takes the tokens from the supply pile, not from another player.

FoF 3 – Play at any time after you roll a die and you must reroll a die.

FoF 1/2 – Nearest clockwise corner space OR nearest anti-clockwise corner space.