

## PATTENHOUSE'S HOUSE RULES FOR USING ELDAR CHARACTERS IN



*Alliances between Eldar and the Imperium are not unknown when both are faced with a greater enemy... Now you can play Eldar as a Character in your Relic games with these house rules!*

Following are the rules, printable Characters and Cards for playing ELDAR.

You can use ELDAR just like regular Characters, except that they use a different WARGEAR deck, have special rules for Webway and Forgotten Portals, and do not have to fight other Eldar threat cards. Most of these rules are summarized on the Eldar Character Cards, but they appear in detail on the next page.

*For best results, print these rules and cards out onto 8 ½ x 11" paper.*

*For the Character Cards, use spray adhesive to mount them to some card stock, and cut them out with a paper cutter. If you are careful to keep the character boards at 5" wide, they should fit with the standard Relic Character Boards.*

*For the Wargear cards, spray- mount the card fronts to a piece of 8 ½ x 11" piece of card stock. Then flip the card stock over horizontally, and mount the back sheet (with Eldar Symbols) to the back of the card stock (as straight as possible) and then cut them out using the card **fronts** as a cutting guide.*

## ELDAR Equipment in RELIC

Start with the Eldar Wargear deck shuffled and face down, and keep a separate Discard pile for Eldar Wargear cards. If the deck ever runs out, shuffle the discards to make a new deck.

Whenever you would normally PURCHASE Wargear from the Wargear deck, just use the Eldar Wargear deck instead. For example, at the Battlefleet Antias space, an Eldar Character could draw 3 random Eldar Wargear cards, purchase any of them, and discard the rest.

Eldar Characters can use Items from other decks. For example, if they find a Weapon in the Threat Deck, they may acquire it the same way as any other character. They only have to draw from the Eldar Wargear deck when purchasing Wargear.

## ELDAR Threat Cards

Whenever an Eldar Character draws an Eldar Enemy Threat Card, they may choose to do ONE of the following:

- + Immediately discard the Threat Card and draw another.
- + Immediately take the Eldar Threat card as an Ally Asset.

During any Combat, an Eldar Character may discard an Eldar Threat Card they have taken as an Ally Asset, and add +2 to their combat score.

Note that while Eldar Threat Cards are held as ally assets, they can be taken by other Characters whenever they would be allowed to take an ally asset. If they do this, the Ally Asset immediately turns into a Trophy instead.

## Movement through Webway and Forgotten Portals

For all Eldar Characters, during movement, if you enter a space that contains a Webway Portal or a Forgotten Portal, **you may spend one move point to move to ANY other space with a Webway or Forgotten portal** on it, continuing your movement from there in either direction if you still have any move points left. This gives the Eldar Character a lot of choices when moving, and makes their Webway Portal wargear cards even more useful!

Note that the Webway Portal wargear cards CAN be “picked back up” by an Eldar Character during the Acquire Assets phase if they are in a space where one has been placed. This allows the Eldar player to add, and REMOVE, Webway portals in the game. Note that Forgotten Portals or the Webway Portal space on the board cannot be picked up in this way, as they are not assets. Note that the Webway Portal equipment cards do NOT count as threat cards either.

## Apostate Assets and the ELDAR

If you are using the Apostate Assets from Relic: Nemesis, or any house rules for Apostate Assets, follow these rules:

- + For Eldar Characters, all weapons, equipment, and armor count as Apostate Assets unless they came from the Eldar Wargear deck.
- + For Eldar Characters, Ally and Relic assets do NOT count as Apostate unless they are actually Apostate assets to begin with (yellow background).
- + For any Character OTHER than an Eldar Character, all Wargear from the Eldar deck counts as Apostate.

START

Power Limit: 2

Power Limit: 3

Power Limit: 4

Autarch  
Eldar Leader



- If you draw an Eldar Threat Card, take it as an Ally Asset, OR discard it and draw again.
- **During Combat**, you may discard an Eldar Ally Asset for a +2 Combat bonus.
- **During Movement**, spend 1 move point to move from any Webway or Forgotten Portal to any other Portal on the board.
- When **purchasing Wargear**, draw from the Eldar Wargear deck.

Your Corruption Cards never activate.

You have the following Battle Bonus:

2

Asset Limit: 9

Starting Space: Foothills of Liliath

Strength: 2

Willpower: 3

Cunning: 4

Life: 4

START

Power Limit: 2

Power Limit: 3

Power Limit: 4

Exarch  
Eldar Aspect Warrior



- If you draw an Eldar Threat Card, take it as an Ally Asset, OR discard it and draw again.
- **During Combat**, you may discard an Eldar Ally Asset for a +2 Combat bonus.
- **During Movement**, spend 1 move point to move from any Webway or Forgotten Portal to any other Portal on the board.
- When **purchasing Wargear**, draw from the Eldar Wargear deck.

Your Corruption Cards never activate.

Choose one Set of Eldar Wargear to start with:

Biting Sword, Mandiblaster, Shuriken Pistol  
 Banshee Mask, Shuriken Pistol  
 Hawk Wings, Longrifle  
 Fusion Gun, Phoenix Armor

Asset Limit: 7

Starting Space: Eldar Falcon Squadron

Strength: 3

Willpower: 4

Cunning: 4

Life: 4



START

Power Limit: 3

Power Limit: 4



**Farseer  
Eldar**

- If you draw an Eldar Threat Card, take it as an Ally Asset, OR discard it and draw again.
- **During Combat**, you may discard an Eldar Ally Asset for a +2 Combat bonus.
- **During Movement**, spend 1 move point to move from any Webway or Forgotten Portal to any other Portal on the board.
- When **purchasing Wargear**, draw from the Eldar Wargear deck.

At any time during your turn, you may discard a Trophy to draw 1 Power Card.

Move one Threat Deck in front of you. At any time you may look through (but not rearrange) that Threat Deck.

Asset Limit: 7

Starting Space: Webway Portal

Strength: 1

Willpower: 5

Cunning: 3

Life: 4

START

Power Limit: 2

Power Limit: 3

Power Limit: 4



**Ranger  
Eldar Pathfinder**

- If you draw an Eldar Threat Card, take it as an Ally Asset, OR discard it and draw again.
- **During Combat**, you may discard an Eldar Ally Asset for a +2 Combat bonus.
- **During Movement**, spend 1 move point to move from any Webway or Forgotten Portal to any other Portal on the board.
- When **purchasing Wargear**, draw from the Eldar Wargear deck.

Start the game with an Eldar Longrifle.

You may Evade one enemy per Battle.

After making a movement roll you may add 1 to your movement score.

Asset Limit: 7

Starting Space: Darkened Glade




Strength: 1

Willpower: 3

Cunning: 6

Life: 4



<b>3</b> <b>Fusion Gun</b> Charges: //  Asset - Weapon You may spend one charge to gain this Combat Bonus: <b>3</b>	<b>3</b> <b>Shuriken Pistol</b> Charges: //  Asset - Weapon You may spend one Charge to gain this Battle Bonus: <b>3</b>	<b>3</b> <b>Shuriken Pistol</b> Charges: //  Asset - Weapon You may spend one Charge to gain this Battle Bonus: <b>3</b>	<b>2</b> <b>Webway Portal</b>  Asset - Equipment Only Eldar Characters may acquire or use this card. You may place it on any space in the Outer or Middle tier during your turn. While placed, it functions just like a Forgotten Portal Encounter card.
<b>3</b> <b>Longrifle</b> Charges: //  Asset - Weapon Before a Combat, you may use a Charge from this Weapon to take one enemy of value 3 or less as a Trophy.	<b>4</b> <b>Witch Blade</b>  Asset - Weapon <b>2</b>	<b>3</b> <b>Biting Sword</b>  Asset - Weapon <b>1</b>	<b>2</b> <b>Webway Portal</b>  Asset - Equipment Only Eldar Characters may acquire or use this card. You may place it on any space in the Outer or Middle tier during your turn. While placed, it functions just like a Forgotten Portal Encounter card.
<b>4</b> <b>Swooping Hawk Wings</b>  Asset - Equipment You may Evade any enemies with a RED attribute value.	<b>3</b> <b>Banshee Mask</b> Charges: //  Asset - Armor You may spend a Charge to reroll one Enemy Die. You must keep the new result.	<b>2</b> <b>Mandiblasters</b> Charges: //  Asset - Armor If you tie in a Battle, you may spend a Charge to take one of the Enemies (of value 5 or less) as a Trophy.	<b>2</b> <b>Webway Portal</b>  Asset - Equipment Only Eldar Characters may acquire or use this card. You may place it on any space in the Outer or Middle tier during your turn. While placed, it functions just like a Forgotten Portal Encounter card.
<b>3</b> <b>Jetbike</b>  Asset - Equipment When rolling for movement, roll 2 dice and choose 1.	<b>3</b> <b>Phoenix Armor</b> Charges: //  Asset - Armor Spend one Charge to prevent the loss of 1 Life.	<b>3</b> <b>Waystone</b>  Asset - Equipment Instead of drawing a Corruption card, you may lose 1 Life instead.	<b>4</b> <b>Wraithguard</b>  Asset - Ally Discard a Power Card to use ONE of the following: <b>2</b> <b>3</b>

