

PATTENHOUSE'S HOUSE RULES AND BOARD MODS FOR



HOUSE RULES

1. "CLOSE ENOUGH" RULE

While in the Outer or Middle tier, if you end your move ONE SPACE AWAY from a corner space, you may move to the Corner space.

This reduces the frustration of wasting 4 turns trying to land on that one stupid space so you can heal up, or buy some equipment, or (heaven forbid) get a new Mission card.

2. "SKILL IN COMBAT" RULE

You may discard an asset with a Skill Bonus to gain that bonus in a Combat.

Now you have a reason to take all those items that only increase your skill bonus!

3. "APOSTATE ASSET" RULE

When you acquire an Apostate Asset, roll 1 die. If the result is equal to or less than the number of Apostate Assets you have (including the one just acquired), you must draw 1 Corruption Card.

We're not big on PvP in our house, so we wanted to have more of a consequence for taking these heretical, overpowered, but wonderful assets.

BOARD MODIFICATIONS

We've modified the inner tier to work more like the other tiers, for more exploration, combat, and fun! Read on to see how the revised inner tier works and find new Text Boxes and Threat Icons on page 3 that you can use to modify your own board.

MOVEMENT IN THE INNER TIER:

- **You may move normally in the new Inner Tier.**
- **You are not restricted to only moving one space each turn, you may move in either direction, and you may move past the Maze of Tzeentch space to the Warp Rift Space and vice versa.**
- **To get to the Scenario Space, you must win 3 battles in the Inner Tier, then land on the Warp Rift space.**

FORTRESS WORLD KOMAREK: You may only target spaces in the Middle or Outer tier.

CRONE WORLD YLLEN SATARI, CHAOS TITAN MALS FURIA, DAEMON WORLD BRAXAS:
These spaces now have 4 threat icons, and function just like any space with threat icons would.

PALACE OF SLAANESH, GARDEN OF NURGLE, FORTRESS OF KHORNE, MAZE OF TZEENTCH:

- During normal game play, whenever an enemy Threat Card associated with one of the four Chaos Powers (see below for details) is discarded for *any* reason, place it on the corresponding Chaos Power space instead, face down.
- When you land on one of these spaces, you must resolve ALL the threat cards that are there, as normal.
- If there are no threat cards on the space when you land there, nothing happens during the encounter phase.



SLAANESH: Includes any enemy card whose name includes Slaanesh, Lucius the Eternal, Keeper of Secrets, or Emperor's Children.



NURGLE: Includes any enemy card whose name includes Nurgle, Plague, Typhus, Epidemius, Nurgling, Great Unclean One, or Death Guard.



KHORNE: Includes any enemy card whose name includes Khorne, Blood (but not Blood Axe), or Karanak.



TZEENTCH: Includes any enemy card whose name includes Tzeentch, Lord of Change, or Thousand Sons.

WARP STORMS: Note that warp storms will affect spaces with threat icons in the Inner Tier as normal, but will NOT affect the four Chaos Power spaces, as the cards would be replaced as soon as they are discarded anyway.

BLACKSTONE FORTRESS: Purchase Wargear ability REPLACES the Scry ability. Anything that requires you to scry (such as a mission) can be resolved by buying Wargear instead.

Print this page and cut out and paste these text boxes and threat icons in place of the indicated text box (in purple).



The following page is a printable overview of the revised RELIC board. This is a handy guide to what the spaces do so you don't have to walk all the way around the board to see what each space does.

RELIC

GREY KNIGHT ENVOY Draw 1 Power Card, +1 / 1 -OR- Discard 1 Power Card to move to Blackstone F.	DOCKING STATION 	WARHOUND TITAN BAY 	CORE COGITATOR 	TITAN MANUFACTORY 	OMNISSIAN SHRINE 	ULTRAMAR EMISSARY Exchange trophies for Influence -OR- Draw 1 Mission Card
DEVOURING WILDS 	BLACKSTONE FORTRESS Draw 1 Power Card, +1 / 1 -OR- Draw 3 wargear and buy	ORK WAAAGH! 	DEFFSNAGGA'S KILL KROOZA 	BLASTED NEBULA 	FORTRESS WORLD KOMAREK Bomb any space, earn 1 I / card. -OR- Draw 1 Mission Card	WASTELAND
RIVER OF FIRE 	HIVE FLEET KARKINOS 	CHAOS TITAN MALS FURIA 	DEVASTATED REACHES CRONE WORLD YLLEN SATARI 	WARP RIPT Add 1 character token / Fight won in inner tier. Spend 3 tokens to move To ANY space, inc. center.	GUARDIAN OF THE RIPT If you have a relic, may Move to Warp Rift	VAUGHAST SPACEPORT
THE BURNING MOUNTAIN 	TYRANID HIVE SHIP 	DAEMONWORLD BRAXAS 	GARDEN OF NURGLE 	MAZE OF TZEENTCH Place all discarded Tzeentch cards here	ELDAR CRAFTWORLD 	THE VAUGHAST SPIRE
LAIR OF THE VEXIGAR 	TYRANID INVASION 	PALACE OF SLANESH Place all discarded Slanesh cards here	FORTRESS OF KHORNE 	SHADOWED WORLD 	OUTSKIRTS 	MUTANT WARLORD
SOUL TRAP 	ANTIAN SHRINE WORLD Discard Asset for 2 I -OR- Roll 1d6+1: 3-4 move to any outer / mid 5-6 discard a corruption	THE HAUNTED CLUSTER -2 I if no Relic. Draw 1 threat of choice, Discard at end of turn.	SPACE HULK 	TEBIAN II ASTEROID BELT -1 Life if no Relic. Draw 1 threat of choice, Discard at end of turn.	APOTHECARIUM SEPHA Gain 1 Life +1 / 1 -OR- Roll 1d6+1: 3-4 Gain 1 Life 5-6 Discard a Corruption	ST. ANTIAS SANCTUARY Gain 1 Life +1 / 1 -OR- Spend 2 I to move to Apothecarium Sepha
BATTLEFLEET ANTIAS Draw 3 wargear and buy -OR- Discard 1 asset to move to Antian Shrine World	DARKENED GLADE 	FOOTHILLS OF LILATH 	WEBWAY PORTAL 1-2 Yellow Card 3-4 Blue Card 5-6 Red Card	ELDAR FALCON SQUADRON 	ABANDONED RUINS 	