

PATTENHOUSE'S HOUSE RULES FOR USING TAU CHARACTERS IN



Version 1.3

*It is easy enough to play TAU as a regular character in RELIC, as long as you accept them getting along with Imperial characters (that is, as well as **anyone** gets along in Relic). Just remember, if anyone asks, tell them it's "For the Greater Good".*

Using TAU Characters in RELIC

You can use Tau just like regular Characters. The only real difference is their Equipment.

- Start with the Tau Wargear deck shuffled and face down, and keep a separate Discard pile for Tau 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 Tau Wargear deck instead. For example, at the Battlefleet Antias space, a Tau character could draw 3 random Tau Wargear cards, purchase any of them, and discard the rest.
- Tau 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 Tau deck when purchasing Wargear.

Apostate Assets and the Tau

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

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

Following are printable Characters and Cards for playing Tau.

For best results, print these 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 then mount the back sheet (with the Tau icons on it) to the back of the card stock, and then cut them out using the card **fronts** as a cutting guide.*

START

Power Limit: 2 | Power Limit: 3

Crisis Battlesuit
Tau Fire Warrior



At the end of the setup phase, draw 3 Wargear cards from the Tau Deck and acquire 1. Discard the rest.

When purchasing Equipment, draw all Wargear cards from the Tau Deck.

You may use more than one Weapon Item in a Fight.

After completing a mission, gain 1 life (not exceeding Starting Life).

Asset Limit: 9 | Starting Space: River of Fire

Strength: 5 | Willpower: 2 | Cunning: 2 | Life: 6

START

Power Limit: 2 | Power Limit: 3

Steath Battlesuit
Tau Fire Warrior



You may evade ALL enemies of one color.

When purchasing Equipment, draw all Wargear cards from the Tau Deck.

During your Movement Phase, you may choose to land in your current Space instead of moving.

Asset Limit: 7 | Starting Space: Wasteland

Strength: 3 | Willpower: 1 | Cunning: 5 | Life: 5

START

Power Limit: 2 | Power Limit: 3

Broadside Battlesuit
Tau Fire Warrior



At the end of the setup phase, draw 3 Wargear cards from the Tau Deck and acquire 2. Discard the rest.

When purchasing Equipment, draw all Wargear cards from the Tau Deck.

You may use multiple weapons and multiple charges in a Battle.

Instead of taking a normal turn, you may fight all Enemy Threat cards on another space in your Tier. If you lose, lose no life.

Add 4 Charge Tokens to any of your Weapons that use Charges.

Asset Limit: 8 | Starting Space: The Burning Mountain

Strength: 4 | Willpower: 2 | Cunning: 3 | Life: 6

START

Power Limit: 2 | Power Limit: 3

Firesight Sniper
Tau Fire Warrior



When purchasing Equipment, draw Wargear cards from the top of either of the following:
-Tau Wargear Deck
-Tau Wargear Discard pile

For each Gun Drone you have, you may fight one enemy in a separate Battle.

After rolling for Movement:
If you have a Shield Drone, you may move one less space.
If you have a Marker Drone, you may move one more space.

Asset Limit: 7 | Starting Space: Outskirts

Strength: 2 | Willpower: 2 | Cunning: 6 | Life: 4

<p>3 Tau Burst Cannon Charges: //</p>  <p>Asset - Weapon</p> <p>You may spend one charge from this card to use this Battle Bonus:</p> <p>3</p>	<p>3 Tau Ion Cannon Charges: //</p>  <p>Asset - Weapon</p> <p>You may spend one charge from this card to use this Battle Bonus:</p> <p>3</p>	<p>3 Tau Rail Cannon Charges: //</p>  <p>Asset - Weapon</p> <p>You may spend one charge from this card to use this Battle Bonus:</p> <p>3</p>	<p>2 Tau Gun Drone</p>  <p>Asset - Equipment</p> <p>1</p> <p>If you lose a Battle, you must discard a Drone Card instead of losing 1 life.</p>
<p>3 Tau Burst Cannon Charges: //</p>  <p>Asset - Weapon</p> <p>You may spend one charge from this card to use this Battle Bonus:</p> <p>3</p>	<p>3 Tau Honor Blade</p>  <p>Asset - Weapon</p> <p>1</p>	<p>3 Tau Rail Cannon Charges: //</p>  <p>Asset - Weapon</p> <p>You may spend one charge from this card to use this Battle Bonus:</p> <p>3</p>	<p>2 Tau Gun Drone</p>  <p>Asset - Equipment</p> <p>1</p> <p>If you lose a Battle, you must discard a Drone Card instead of losing 1 life.</p>
<p>2 Kroot Carnivore</p>  <p>Asset - Ally</p> <p>You may discard one Trophy to add the following Battle Bonus:</p> <p>2</p>	<p>3 Tau Power Pack Charges: //</p>  <p>Asset - Equipment</p> <p>You may spend a charge from this card at any time during your turn to draw a Power Card.</p>	<p>4 Photon Grenade Charges: //</p>  <p>Asset - Equipment</p> <p>You may use one charge from this card to prevent your Enemy from rolling Battle Dice.</p>	<p>2 Tau Shield Drone</p>  <p>Asset - Equipment</p> <p>You may discard this card to reduce your opponent's battle roll by 1. This can prevent a die Explosion.</p> <p>If you lose a Battle, you must discard a Drone Card instead of losing 1 life.</p>
<p>3 Tau Jump Pack Charges: ///</p>  <p>Asset - Equipment</p> <p>During Movement, you may spend one Charge from this card to increase or decrease your movement roll by 1.</p>	<p>3 Tau Jump Pack Charges: ///</p>  <p>Asset - Equipment</p> <p>During Movement, you may spend one Charge from this card to increase or decrease your movement roll by 1.</p>	<p>4 Tau Missile Pod Charges: //</p>  <p>Asset - Weapon</p> <p>You may spend one charge from this card to roll an additional Die in any Combat.</p>	<p>2 Tau Marker Drone</p>  <p>Asset - Equipment</p> <p>If you roll a 1 for your Combat roll, you may reroll the die once.</p> <p>If you lose a Battle, you must discard a Drone Card instead of losing 1 life.</p>

