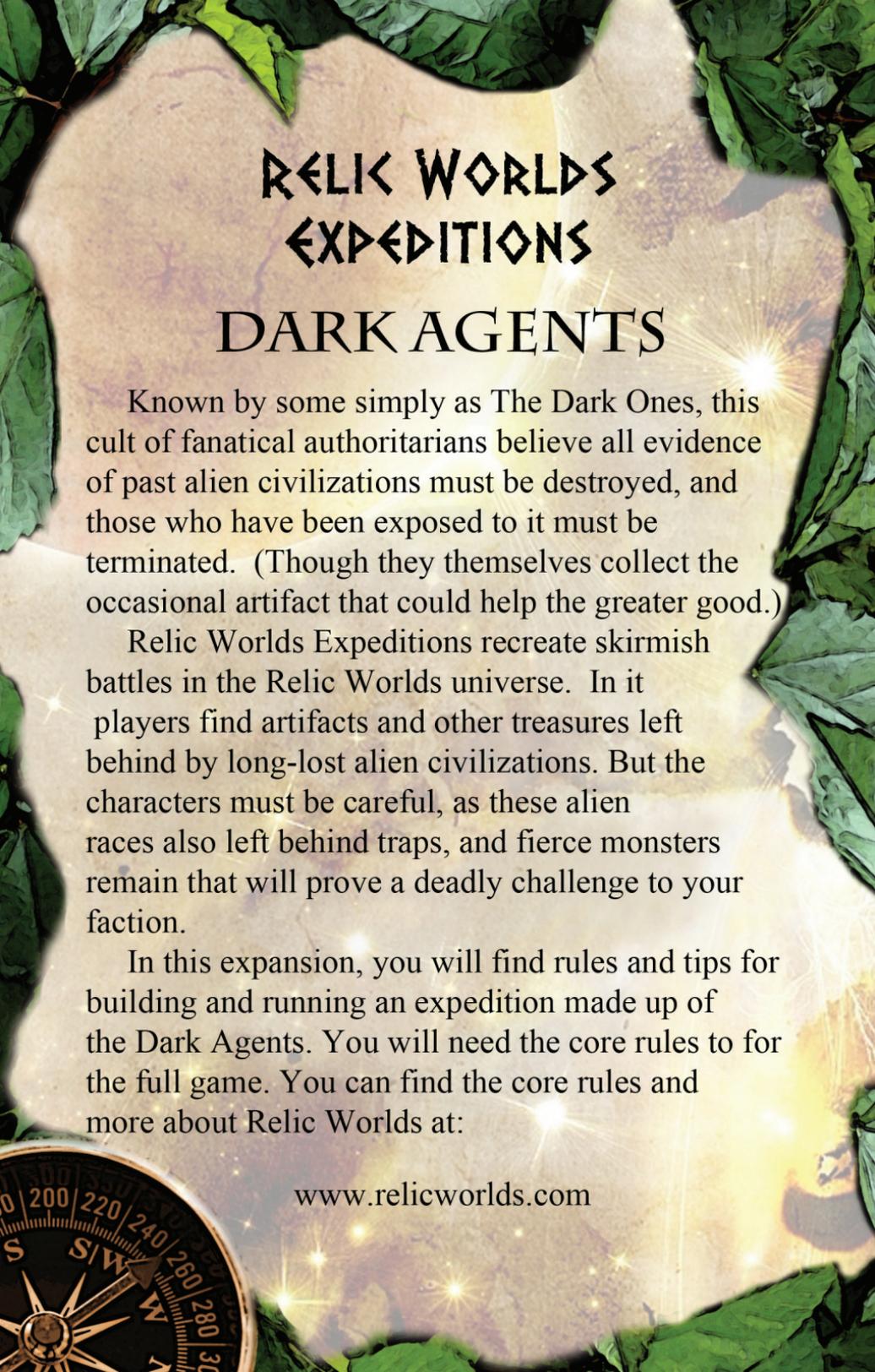


RELIC WORLDS  
EXPEDITIONS

DARK  
AGENTS



# RELIC WORLDS EXPEDITIONS

## DARK AGENTS

Known by some simply as The Dark Ones, this cult of fanatical authoritarians believe all evidence of past alien civilizations must be destroyed, and those who have been exposed to it must be terminated. (Though they themselves collect the occasional artifact that could help the greater good.)

Relic Worlds Expeditions recreate skirmish battles in the Relic Worlds universe. In it players find artifacts and other treasures left behind by long-lost alien civilizations. But the characters must be careful, as these alien races also left behind traps, and fierce monsters remain that will prove a deadly challenge to your faction.

In this expansion, you will find rules and tips for building and running an expedition made up of the Dark Agents. You will need the core rules to for the full game. You can find the core rules and more about Relic Worlds at:

[www.relicworlds.com](http://www.relicworlds.com)

# RELIC WORLDS EXPEDITIONS

## THE DARK AGENTS

Relic Worlds  
by Jeff McArthur



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# INTRODUCTION

Welcome to the universe of Relic Worlds. Humanity has thrust itself into the cosmos and settled on distant worlds, but they have not encountered any alien civilizations. Instead they have only found the ruined remains of their once glorious cities, and the shattered pieces of their ancient relics.

Various kinds of people seek these ancient treasures for very different reasons. Some seek them for understanding, others for riches, and others wish to use them as weapons against their enemies. These factions collide within the boundaries of those ruins; all of them trying to claim as many treasures as they can while they accomplish their own goals.

In Relic Worlds Expeditions, players choose one of these factions, then compete with each other, or work cooperatively to locate treasures and accomplish their faction's goals. They start by getting the rulebook, then they get the faction book of the group they wish to play. The players then choose units from their faction books to be part of their team.

To play Relic Worlds Expeditions, you will need a copy of the core rulebook, which can be found at Drivethru and Amazon, but can also be found at the series website:

[www.relicworlds.com](http://www.relicworlds.com)

This booklet introduces you to the DARK AGENTS, a faction that is covering up the existence of former alien civilizations. Fanatical and subversive, their cult seeks out relics to destroy them, and to kill all witnesses.

Their greatest strength is their morale, and they are best at spreading fear. Their cultists aren't great fighters, but they're good at scaring their opponents into staying away without having to fight it out.

Their goals are also the easiest. They get a lot of points by just destroying relics so they don't have to hold onto them until the end of the game.

# THE DARK AGENTS

Known by some simply as The Dark Ones, this cult of fanatical authoritarians believe all evidence of past alien civilizations must be destroyed, and those who have been exposed to it must be terminated. (Though they themselves collect the occasional artifact that could help the greater good.)

**Motivation:** Whenever a Dark Agent uncovers a discovery that is a relic, they can immediately determine whether they want to destroy it. If they do, they place the marker on their side of the table and get 4 points at the end of the game for it. If they keep it, the standard rules apply, including the points at the end.

## UNITS

### Heroes:

Alpha  
Alpha 25  
Beta 7  
Alpha  
Zebnid

### Minor heroes:

Betas  
Religious leaders

### Major Minions:

Deltas

### Minions:

Gammas

### Minor Minions:

Zetas

### Extras:

Mind control  
Intimidate  
Cover-up  
Beginning relic

### Allies:

Mercenaries  
Criminals



# ALPHA (HERO)

Strength: 5

Agility: 4

Knowledge: 6

Initiative: 2

Shooting: 4

Melee: 4

Endurance: 4

Morale: 9

Luck: 2

## Special:

**Fanatical:** All Dark Agents within range 2 (12") of an Alpha add +1 to their morale rolls.

**Destroy their relics (Action):** When within range 1 (6") of an enemy with a relic, the Alpha can make that enemy roll its morale. If it fails, the relic is destroyed and the Dark Agents get 1 point.

**Kept a relic:** Begin the game with one random relic.

**Kill all aliens:** All Dark Agents within range 1 (6") of the Alpha that are fighting monsters get +1 to their shooting and melee.

Weapon	Range	RoF	Damage
Laser pistol	Short	2	2d6

## Wounds



# ALPHA 25 (HERO)

Strength: 7

Shooting: 4

Luck: 1

Agility: 6

Melee: 7

Knowledge: 5

Endurance: 5 (Armor 3) = 8

Initiative: 3

Morale: 9

## Special:

**Targeting monacle:** All Dark Agents that are Beta level and below that are within range 1 (6") of Alpha 25 get +1 to shooting.

**Fanatical:** All Dark Agents within range 2 (12") of Alpha 25 add +1 to their morale.

**Scapegoat:** Alpha 25 can automatically remove any amount of fear tokens on himself by placing them on any Dark Agent minion unit within range 2 (12")

**Relic ID:** When Alpha 25, or any unit within range 1 (6") uncovers a relic, he can see what it is before deciding whether or not the relic will be destroyed.

## Weapon

Mono-whip

## Range

2"

## Damage

2d8+1d4

## Special

Defender gets

no armor

## Wounds

-1

-1 to  
all traits

-2

-2 to  
all traits

Dead



# BETA 7 (HERO)

Strength: 4

Agility: 4

Knowledge: 7

Initiative: 4

Shooting: 4

Melee: 4

Endurance: 5

Morale: 7

Luck: 2

## Special:

**Coordinate (Action):** May sacrifice his own action to have 1 minion unit that has not yet activated and is within range 1 (6") this turn take its turn now.

**Share the fear (Action):** May send one of his own rattled markers, or one rattled marker of all minions within range 1 (6") to enemy units within range 2 (12").

**Cover-up:** When within range 2 (12") of an enemy unit that is destroyed, Beta 7 can sacrifice his next turn to automatically remove any discovery that has not yet been turned over.

**Punishment:** Whenever any type of minion unit that Beta 7 is within range 1 (6") of fails any kind of roll, you can remove 1 figure from that unit to have it roll again. (Once per turn.)

## Weapon

Laser pistol

## Range

Short

## Damage

2d6

## Wounds



-1  
-1 to  
all traits

-2  
-2 to  
all traits

-3  
-3 to  
all traits

Dead

# ZEBNID (HERO)

Strength: 7

Shooting: 6

Luck: 1

Agility: 8

Melee: 8

Knowledge: -

Endurance: 7 (Armor: 3)

Initiative: 5

Morale: 5

## Special:

**Spider legs:** Can move over impassable terrain at half movement.

**Mount:** Any objects can be placed into the Zebnid as an action to be used by it.

**Robot:** There must be at least 1 hero on the table for the Zebnid to operate. If all other heroes are removed from the board, the Zebnid stops where it is and is only an obstacle from then on. Enemies can take anything the Zebnid is carrying with a knowledge roll.

**Weapon**

**Range**

**Damage**

**RoF**

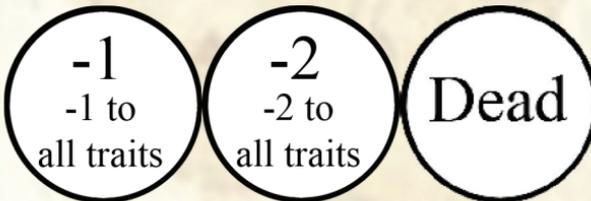
Legs

-

d6

4

## Wounds



# BETAS (MINOR HERO)

Strength: 4

Agility: 4

Knowledge: 6

Initiative: 3

Shooting: 4

Melee: 4

Endurance: 5

Morale: 8

Luck: 1

## Special:

**Nothing to see here (Action):** When within range 1 (6") of a discovery that has not yet been turned over, a Beta may remove the discovery from the game by rolling knowledge.

**Propogandist (Action):** When within range 2 (12") of an enemy with a relic, may cause the unit to make a morale roll. If the unit fails the roll, the target unit drops the relic and makes a full move away from it and all enemies.

**Destroy items:** When making an attack, can say that the Beta is trying to destroy a discovery the target is carrying. Roll to hit at -2 if ranged / -1 if melee. If the Beta hits, roll damage against an endurance of 4. If successful, the discovery is destroyed.

## Weapon

Laser pistol

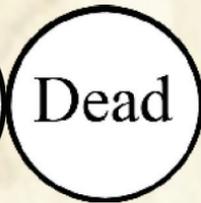
## Range

Short

## Damage

2d6

## Wounds



# RELIGIOUS LEADERS (MINOR HERO)

Strength: 4

Agility: 4

Knowledge: 6

Initiative: 5

Shooting: 2

Melee: 4

Endurance: 5

Morale: 10

Luck: 1

## Special:

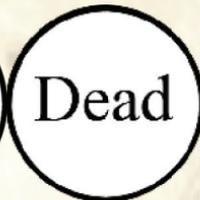
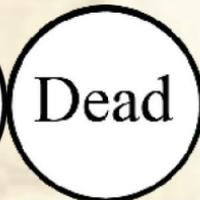
**Dark aura:** At the end of this figure's turn, all enemy units within range 1 (6") gain a fear token.

**Unwavering devotion:** All friendly stands within range 1 (6") may still move toward the enemy when rattled, but their only action can be to fight in melee.

**Religious fervor (Action):** Cause all stands within range 2 (12") to have -1 on their knowledge, and +1 on their morale and endurance, and for the rest of this turn.

**Rousing sermon (Action):** All units within range 2 (12") raise their morale by 2.

## Wounds



# DELTAS (MAJOR MINIONS)

Strength: 4

Agility: 4

Knowledge: 4

Initiative: 2

Shooting: 4

Melee: 4

Endurance: 5

Morale: 5

## Special:

**Transfer fear (Action):** When an enemy is within range 2 (12") then each Delta can roll its morale for every fear marker that is on its own unit. Each fear marker then goes to a single enemy unit that is within range 2. That enemy rolls morale for each fear marker being placed on it. For every success, the fear marker is removed. For every failure, the target unit gains the fear marker.

**Secret Society:** If the unit this figure is in does not run, fight, or melee during its turn, it gets -2 to being hit until its next turn.

Weapon	Range	Damage
Laser pistol	Short	2d6



# GAMMAS (MINIONS)

Strength: 4

Agility: 4

Knowledge: 2

Initiative: 2

Shooting: 4

Melee: 4

Endurance: 4

Morale: 7

## Special:

**Scare tactics:** When an enemy unit within range 1 (6") of this unit gets a rattled token, that unit immediately rolls morale. If it fails, it makes a full movement directly away from this unit. If this moves the unit into its enemy, that unit is removed.

Weapon	Range	Damage
Laser pistol	Short	2d6



# ZETAS (MINOR MINIONS)

Strength: 2

Agility: 2

Knowledge: 2

Initiative: 1

Shooting: 2

Melee: 2

Endurance: 3

Morale: 3

**Weapon**

Laser pistol

**Range**

Short

**Damage**

2d6



# EXTRAS

Each item listed below costs 1 point to purchase. They are not represented by figures, but are used as described.

## ***Mind control:***

Once during the game, when one of your units has the same initiative roll as an enemy unit within range 3 (18") you may take control of that enemy unit for taht turn. The unit cannot attack any other unit on its side or do anything to directly harm itself, but it can do anything else.

***Intimidate:*** Once durign the game, after one of your units hit an opponent, after it takes damage, you can declare the target unit intimidated. The unit is rattled and immediately makes a full movement away from the unit that hit it.

***Cover-up:*** Once during the game when a discovery is determined, you may say that it's covered up. The discovery is removed and no one gets anything from it. (This can be done even after you have learned exactly what it is.)

***Beginning relic:*** Roll or draw 3 times from the relics. Choose 1 of these relics to begin the game with. Place the relic with 1 of your units before setup. This relic cannot be destroyed for points, but can be used during the battle. If one of your units still has the relic at the end of the game, it counts for normal points.

