

# RELIC WORLDS SHOWDOWN

# Space Pirates



# RELIC WORLDS SHOWDOWN

*Pirates!*

Relic Worlds by Jeff McArthur

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Relic Worlds Showdown is the Relic Worlds supplement to the skirmish rules system Showdown from Pinnacle Entertainment. This booklet provides basic information about the rules system of Showdown, the rules for the Relic Worlds supplement, and the army list for pirates.

Showdown is a generic combat system where players choose soldiers from any time period and battle one another on a table set up with miniature terrain. To play, you need miniature figures or tokens, terrain, measuring tape, and dice of every type from d4 to d12. (A d20 might be helpful, too.)

Relic Worlds is a series of stories about a galaxy where alien species once spread across the cosmos, but somehow disappeared. They left behind millions of relics and artifacts scattered across thousands of planets, some of which are valuable, and some of which are very powerful.

In this game, the player takes the role of one of the factions in this galaxy trying to accomplish their goals while attempting to keep their opponent from theirs. A faction's goals are based on their motivations. For instance, the pirates are trying to get items that will make them money. Dark Agents are trying to destroy all evidence of alien life, etc. Most of the time the goals of the factions will conflict and they will fight; though sometimes they will be so focused on their own goals that they will not even run into one another.

Unlike most miniature skirmish games, Relic Worlds Showdown is not based solely on destroying the enemy, but rather on collecting points, (though sometimes you gain points by killing units on the other side.) Various things can be found throughout the board which garner points, such as relics and artifacts, and even some valuable mundane items.

The most points, however, are gained from the factions doing what is valuable to them. So pirates will get points from valuable items, scientists will get points from discoveries, etc.

Showdown is a fast-paced miniatures rules set for skirmish games. It is the system used for army lists in Relic Worlds Showdown. You can download the rules for free at:

<https://www.peginc.com/freebies/Showdown/Showdown.pdf>

These rules are used for playing this game. However, Relic Worlds does alter the Showdown rules in some ways. They will be listed on the following pages, and in the army lists. When there is a discrepancy in the rules, follow those in the Relic Worlds book as they are intentional alterations. You will also notice that the character abilities are sometimes changed as well. This is done to match the Relic Worlds universe more closely, and for balancing purposes.

Relic Worlds is not associated with Pinnacle Entertainment or the Showdown game system. This supplement is intended to be used in conjunction with it as a game system, and Pinnacle is not responsible for any information contained herein.



In Relic Worlds, many different factions are scouring planets formerly occupied by alien races; each for their own reasons. Sometimes this leads to a fight; other times the factions are too wrapped up in their own adventures to even notice one another.

This supplement to Showdown provides army lists for one of these factions, and specialized rules for games involving Relic Worlds locations. Players can simply choose two armies and play a meeting engagement if they so desire. However, if they do, it is advised that they either both take the same faction, or two factions that seem very similar, as it can become very imbalanced without alternative goals.

All characters and units in this game are taken from the Relic Worlds series. To see more about Relic Worlds, including more games, short stories, and further information, go to our website:

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

# BUILDING AN ARMY LIST

All units are listed near the end of this book. They fall under two basic categories: Heroes and minions. The subcategories of them are major heroes, heroes, minor heroes, and major minions, minions, and minor minions. As one might expect, heroes are more powerful than minions, and major types are more powerful than standard or minor types.

Players agree on an amount of points they will be playing with. Below is a standard amount of points based on the size of one's table:

3' X 3' = 5 points      4' X 4' = 10 points      6' X 4' = 15 points

Once they have agreed on the number of points, they can purchase a major minion for 2 points, or any of the following for 1 point.

1 Hero	3 Major minions	10 Minor minions
2 Minor heroes	5 Minions	1 Extra

An "Extra" is not a character or a unit, but rather something that happens during the battle of which the player can choose the time and place.

All hero types move independently of everyone. All minion types must move as a unit, remaining within 2" of one another, (but not that close to other minion units.)

Major minions are placed within minion units. They typically provide bonuses to the units of which they are a part. This bonus only applies once. If there is more than one major minion in a minion unit, the excess ones simply serve as additional pieces with their higher stats. The unit loses this bonus only when all major minions in the unit that are providing the bonus are killed.

In some armies, major minions can form their own unit. These are listed with the specific army list.

Sometimes players want units that are not the exact size as the usual army lists. For instance, they want a minion unit with 3 stands instead of 5, or they 2 major minions and want to spend their points elsewhere. This is an especially good option for those who want to play smaller games, or if they have an odd number of figures, or fewer figures.

To do this, players determine an amount of points they wish to use in a game. The usual amounts are based on the table size:

3' X 3' = 50

4' X 4' = 100

6' X 4' = 150

Once they have agreed on the number of points, they purchase their figures individually based on these costs:

Major hero=20

Minor hero=5

Minion=2

Hero = 10

Major minion=3

Minor minion=1

Extra=10

Minions still form into units, except in this version, the player chooses which minions will be clumped together. A minion can only be alone if it is the only minion of its type. Major minions must be placed within a minion unit if there is one. The figures in these units have a little more leeway than in the other version, and must remain within 4" of one another.

Both players must choose to play a la carte if this option is to be used. You cannot have one player building their army the standard way, and the other using a la carte to build their army list.



# DISCOVERIES

After a unit has completed its entire movement for the turn, if any stand from the unit is within 2" of a discovery, the player must flip the discovery over. If it is a trap or a monster, it must be resolved immediately.

If the discovery is a relic or a mundane item, the player may try to figure out what it is and take it. Doing so is an action, and can only be done once per unit per turn. The player rolls the unit's smarts. On a 4 or better, the discovery is found. Place the marker on the unit's information and roll on the appropriate discovery chart or draw a card of the correct type.





When a unit takes a discovery, it should be placed on their unit information, whether it be a card or a sheet of paper; whatever the player uses for its information. If everyone in that unit is killed, place the marker where the last figure died.

The unit may hand the discovery off to someone else as an action. Choose 1 stand to take the action if this is done. If the discovery is stolen, hand it to the player who took it and that player must put it on the card or sheet of the unit that stole it.

In either case, stands taking the item must be within 1" of the stand they are taking it from.

Discoveries can be used as they are described. They can also be destroyed. One stand must be chosen to take the action.

## KILLING ENEMY STANDS

Each time a player's unit kills an enemy stand, the player whose unit killed the enemy takes the miniature and places it in an area for scoring later.



# POINTS

When the game ends based on turns, both players add up the following points:

- 1/2 point for each minor minion killed, (rounded down.)
- 1 point for each minion killed.
- 2 points for each major minion killed.
- 3 points for each minor hero killed.
- 4 points for each hero killed.
- 5 points for each major hero killed.
- 1 point for each E on mundane items.
- 3 points for each relic.
- 5 points for each artifact.
- \* Points from discoveries that have point values.
- \* Points from faction's motivation.



When the discovery is turned over and says trap, roll a d8 on the following table and take the results.

1 - Blast: Medium blast template. Figure that checked is automatically hit. All others in template must roll agility 6 to avoid being hit. All who are hit take 2d8 damage.

2 - Jewelry trap: Fake piece of jewelry jumps on the figure that discovered it and tries to choke it. The figure must roll agility 4 to avoid. If unsuccessful, the figure is shaken. On its next turn, the figure must roll strength 4 or be choked for 1 wound. This will continue until the figure is dead or the choker is removed. Any other figure can remove it with a strength 6.

3 - Parasite: A parasite jumps onto the figure's skin. It must roll vigor 6 or be infected. If infected, the figure can continue to act normally, but must roll vigor 4 at the beginning of each turn or gain 1 wound. This continues until the figure dies or receives care that removes a wound.

4 - Cursed rune: The figure sees a rune that will curse it unless it deciphers it. Roll smarts 6 or the figure and its entire unit gets -1 to all traits for the rest of the game.

5 - Fear spray: All stands within a medium template must immediately roll spirit 4 or be shaken and make a full movement directly away from the discovery, (even if that leads them into the open or towards the enemy.)

6 - Grapple trap: Something grapples the figure and it is trapped the rest of this turn. It may try to get free next turn by rolling strength 6. Any figure who helps gives this figure a +1 to escape, (but it cannot be released during the turn of the others who are helping.)

7 - Hole: All within small template must roll agility 4 or fall into a spiked pit taking 2d6 damage. To climb out they must roll strength 4.

8 - Poisoned darts: Unit must roll agility 6 or be hit with d6 damage + d4 damage at the beginning of all their turns.

# The Pirates!

Some folks prefer the freedom of “independent contracting” and open space to the restrictions of corporate governments. These wayward spirits are often on the search for untold treasures and riches.

**Motivation:** All mundane items that pirates have at the end of the game gain 1 extra electro marker on them for the purpose of scoring.

## Units

### Heroes:

Pirate captain  
 Infamous pirate  
 Shasa  
 Otto

### Extras:

Hideout  
 Bribery & blackmail  
 Booty  
 Treasure map  
 Buried treasure

### Major Minions:

Pirate officer

### Allies:

Criminals  
 Mercenaries  
 Corporate spies

### Minions:

Crew  
 Raiders

