

NEW CHARACTERS FOR

RELIC

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Version 1.2

Version 1.2 update: Character Cards resized to 5" width

Included in this document are new characters you can use in your games of Relic. All characters work whether you have the Nemesis expansion or not (for example, the Renegade has a special rule about Apostate Assets, but it won't prevent you from using him in a regular game of Relic).

For best results, print these characters out onto 8 ½ x 11" paper, spray mount them to some card stock, and cut them out with a paper cutter. If you are careful to maintain their size of 5" wide, they should fit with the standard Relic Character Boards.

Because there are no busts for these characters, why not consider using Games Workshop's extensive range of Warhammer 40,000 miniatures for your Relic games? You can find examples of almost any Relic character in miniature form, especially if you include the Specialist Games and Forge World brands of miniatures. Or consider converting your own miniature for that special favorite character. A quick Google Image search will turn up loads of inspirational work for miniature conversions.

Without further ado, here we go!

START

Power Limit: 2 Power Limit: 3 Power Limit: 4

Arbitrator Marshal
Adeptus Arbitres



Before moving, you may look at the top Threat Card in any deck.

Once per turn, after drawing a Threat Card, you may draw an additional Threat Card from the same deck.

Your Corruption Card total counts as one LESS when checking for activation.

You may have TWO active missions at a time. You must acquire the second mission yourself, however.

Asset Limit: 7 Starting Space: **Vaulghast Spire**

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

START

Power Limit: 1 Power Limit: 2 Power Limit: 3

Chirurgion
Adeptus Mechanicus



Instead of normal movement, you may move to any other Character in your Tier with less than their Starting Life and restore them to their Starting Life. Then earn a completed Mission.

At any time during your turn, you may increase a Statistic of your choice by +1. If you do this, draw one Corruption Card.

During the Experience Phase, you may lose 2 Life to discard one Corruption card of your choice.

Asset Limit: 6 Starting Space: **Titan Manufactorum**

Strength: 2 Willpower: 1 Cunning: 3 Life: 4

START

Power Limit: 1 Power Limit: 2 Power Limit: 3

Deathwatch Captain
Adeptus Astartes



You have the following Battle Bonus:

2

Your Corruption Cards never activate.

Whenever you win a Battle that includes 3 or more points of Ork, Eldar, or Tyranid enemies, earn a Completed Mission card.

Whenever you draw a Wargear Card that isn't a Weapon, you may replace it with any Weapon from the Discard Pile.

Asset Limit: 8 Starting Space: Lair of the Vexigar

Strength: 4 Willpower: 2 Cunning: 2 Life: 5

START

Power Limit: 2 Power Limit: 3 Power Limit: 4

Planetary Governor
Adeptus Administratum



You may resolve Encounter and Asset Threat Cards before Battling Enemies.

Ally Assets do not count towards your Asset Limit.

During a Battle, you may spend 1 Influence to take a Heretic Enemy as a Trophy. You may discard a Heretic Trophy for a +1 Battle bonus.

At the end of your turn, if you do not have any Influence, Gain 1 Influence.

Asset Limit: 8 Starting Space: Vaulghast Spire

Strength: 1 Willpower: 4 Cunning: 4 Life: 4

START

Power Limit: 2 Power Limit: 3 Power Limit: 4

Grey Knight
Adeptus Astartes



You have the following Battle Bonus:

2

Your Corruption Cards never activate.

Instead of moving normally, you may move to any space in your Tier that has a Daemon Enemy Threat Card.

For each Daemon in a Battle, you may play one Power Card to add its value to your Combat Score.

Asset Limit: 7 Starting Space: Grey Knight Envoy

Strength: 4 Willpower: 3 Cunning: 2 Life: 5

START

Power Limit: 2 Power Limit: 3

Missionary
Adeptus Ministrorum



Your Corruption Cards never activate.

When you draw an Apostate Asset, you must discard it for 1 Influence. If it was a Relic, draw another Relic.

Your Heretic Trophies are worth 3 times their Trophy Value.

During the Acquire Assets Phase, you may discard 1 Corruption Card of your choice from any other Character in your space. Gain 1 completed Mission if you do so.

Asset Limit: 8 Starting Space: St. Antias' Sanctuary

Strength: 2 Willpower: 4 Cunning: 2 Life: 4

START

Power Limit: 2 Power Limit: 3 Power Limit: 4

Renegade



At the end of setup, draw 5 Item Cards and acquire one at no cost. It must be an Apostate Asset if any are available.

Your Corruption card limit is 8.

You may discard one power card to prevent a Corruption card from activating (place face down instead).

Asset Limit: 8 Starting Space: Soul Trap

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

START

Power Limit: 2 Power Limit: 3 Power Limit: 4

Rogue Psyker



Your Corruption Card limit is 8.

Once per turn, at any time, you may acquire 3 Power Cards but then must take a Corruption Card.

Whenever you play a Power Card, you may spend 1 Influence to play an additional Power Card.

Asset Limit: 5 Starting Space: Mutant Warlord

Strength: 2 Willpower: 5 Cunning: 3 Life: 4