Betrayal – Players Guide

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# About the game

x is a game of 2+ players fighting for victory on the eternal battlegrounds. Each player controls one squad, consisting of individual units. Before a match, decide on how many points to use, and build your squad with as many points as you chose.

The dice used are D20s, whenever results are calculated, one to x is a success. This is written as “smaller-or-equal x” or in short “< x”. (Yes, “<” means smaller-or-equal here. Deal with it.)

Rerolling: When rerolling a *roll*, roll all dice used again. When rerolling a dice, roll only a dice you select.

# Squads

Every player uses one squad, consisting of individual units. Each squad must choose one faction and may choose one, but only one, subfaction. If a subfaction is chosen, it applies to the whole squad.

# Characters

Every character has 9 stats, a Rank, weapons, armor equipment and various traits.

Every character is also part of a Faction, optionally a Subfaction, and has a Class.

Every Class has a default set of weapons, armor and equipment. Every class also has access to different parts of a Faction’s armory. No character may ever carry and/or use a weapon, armor or equipment that they have no access to.

Weapons, Armor and Equipment that a Character carries by default are included in the point cost.

## Stats

There are 8 different stats:

* Hitpoints The number of lives a unit has
* Marksmanship Skill with ranged weapons, used for the *Ranged To-Hit* Roll
* Combat Skill in melee combat, used for the *Melee To-Hit* Roll
* Defense Skill in defending in melee combat
* Critical Increases the chance to critically hit an opponent in ranged or melee   
   combat
* Psyker Level Requirement for many Psychic Spells, also determines the number of   
   warp charges available per round
* Psyker Mastery Skill with Psychic Spells, used for casting
* Gear Points Amount of equipment the unit can carry

## Weapons

Units can carry only one set of weapons. This means, possible combinations are: two one-handed (1H) weapons, a two-handed weapon (2H), or a set of one-handed weapons (2x1H).

Ranged weapons also have a type. There is *Projectile, Energy, Heat* and *Poison*. Some melee weapons have a type, too.

Every weapon has four stats:

**Range** How far the weapon can fire, “Melee” for melee weapons  
**Weapon Damage** Increases chance to inflict a wound  
**Attacks** Dice rolled per attack  
**Special Rules** Some weapons have additional special rules, stats or types

## Equipment

Equipment is split in two groups: Permanent and Limited.

Permanent equipment gives a unit a boost in stats, additional special rules or other bonuses.

Limited equipment is useable one-time only, like grenades or med kits.

Carrying equipment costs *Gearpoints*.

## Factions & Subfactions

Every squad must be from one Faction. Additionally, Players may choose a Subfaction. Every unit in their squad now belongs to this Subfaction. Any special rules for this Subfaction applies to every unit.

## Heroes

Every squad may have one Hero from their codex. Heroes are usually more expensive, but are either stronger than most normal units or provide additional bonuses to the squad. Many Heroes have a special Trait, Skill, and/or a Synergy that only unlocks when certain requirements are met. Usually, Heroes can’t change their wargear but may buy equipment.

# Missions

Every mission has set objectives and victory conditions.

# Rounds

In most missions, there is no round limit, but some objectives have to be taken within a set amount of turns to win a mission.

The beginning of a new Round should be marked distinctively. After that, any events that happen at the beginning of a Round are handled.

Decide which players starts by rolling a dice. After that, the Player 1 may activate all their units and move, attack, use equipment or cast spells. When the Player finishes their turn, it’s the other player’s turn.

Per Round, all units receive 4 Action Points each. These can be spent for all the various actions:

* Run 2AP
* Ranged Assault 2AP
* Melee Assault 2AP
* Spell Casting 1AP

When an effect lasts for “one round”, it lasts until your next turn, “two rounds” lasts until the one after the next and so on. “This round” refers to the end of your current round.

# Wounds

Taking a wound causes a unit to lose one HP. If a character reaches zero HP, they are dead. Lay them on the side to indicate their state. Respawning, unless otherwise stated, happens in the round after the round following the unit’s death. (dying in round 3 means respawning at the start of round 5) Only remove a unit from the game once they respawn.

Some units, equipment or armor provide additional protection in form of a *Save* Roll. Roll this when you take a wound – if the Roll succeeds, you take no wound. These are written as *Save-10,* which means you need to roll a 1-10 to ignore a wound.

When counting inflicted wounds, only count wounds actually dealt – wound that reduce a unit below zero HP don’t count as inflicted.

# Movement

Units may *Run* up to 20cm for 2AP.

The range is always the effective walking distance – if the unit has to walk around a corner or another miniature, measure the distance it actually traveled.

Units usually can’t walk through other units, but have to walk around. If one units blocks a corridor, other units can walk or run past it.

# Melee Combat

Melee combat is only possible if an enemy is within melee range of 5cm. However, units may *charge* up to 5cm to get into melee combat (with no AP cost). While *charging*, units may fire a regular ranged attack with their pistol.

If a unit has no melee weapon, their Defense is reduced by 5. If Defense is marked with an \*, this is already included (a unit with DF 5\* already has this malus included in the stat).

Melee Assault works as follows:

1. *Melee To-Hit:* Roll a D20 for every attack on your melee weapon, every roll <[10 + (Attacker’s CB - Defnders DF)] is a hit.
2. *Melee To-Wound* for every hit: a result smaller-or-equal *Weapon Damage* results in a wound.

Rolling smaller-or-equal *Critical* during a *To-Hit r*esults in a critical hit. A critical hitautomatically succeeds in *To-Wound* rolls.

If the attacker of a melee assault uses two different weapons, handle one after the other. The rolls of all weapons combined still count as one roll.

### Close Combat

When moving out of melee combat or move past a unit (which has a melee weapon) within melee range, the enemy unit gets a free, instant melee assault in which you cannot block.

# Ranged Combat

The attacker declares the target within line of sight and weapon range. Enemy units block line of sight, and allied units farther away than 5cm do too.

Roll one dice for every attack the weapon(s) being used has/have. Only identical weapons may be rolled simultaneously. All weapons together still count as one roll.

If you manage to shoot an enemy in the back (120°), you get a +3 bonus to Damage.

Ranged combat is not possible if there are enemies within 5cm.

Ranged Assaults are done as follows:

1. *Ranged To-Hit:* Roll a D20 for every attack.Every result smaller-or-equal your *Marksmanship* is one hit.
2. *Ranged To-Wound:* Roll a D20. If the result is smaller-or-equal to *Weapon Damage*, you inflict a wound.

Rolling smaller-or-equal *Critical* during a *Ranged To-Hit r*esults in a critical hit. A critical hitautomatically succeeds in *To-Wound* rolls.

### Overwatch

Instead of a normal Ranged Attack, units can also go on Overwatch. While on Overwatch, any enemy that moves or enters line of sight can immediately be attacked with one ranged attack.

Going on Overwatch costs the normal Action Point cost and lasts until your next turn. Does not stack.

# Psychic Spells

Some units have a *Psychic* skill. These units are Psykers and can use special abilities. Each unit knows a limited number of spells, limited by their Psyker Level, chosen from the available spell list.

All spells have a target, spells with target “Ally” can also be cast on yourself.

### Psykers

When recruiting a Psyker, choose up to *Psyker Level* Spells from the Faction’s codex. When the Psyker’s Level is increased, you can learn additional Spells up to the maximum equal to your *Psyker Level*.

Each psyker has a Psyker Level and a Psyker Mastery. The Psyker Level determines the number of power charges and is a requirement for learning spells.

### Power Charges

Depending on their Psyker Level, Psykers get a random amount of power charges per round. Unspent charges don’t carry into the next round.

Psyker Level 1: 1 Power Charge  
Psyker Level 2: D3 + 1 Power Charges  
Psyker Level 3: D6 + 1 Power Charges   
Psyker Level 4: D8 + 2 Power Charges

### Spell Casting

To cast a spell, declare which spell you are attempting to cast and on what target.

Then, roll a *Cast* roll: Roll one dice for each power charge you want to spend (at least one). If at least one dice is <*Psyker Mastery,* the attempt was successful and you cast the spell. Every cast, even unsuccessful ones, cost one Action Point.

Some spells are *Difficult*, these give a -5 malus on the *Cast* roll.

You can also cast spells as *Quickcast,* which gives a -5 malus on the *Cast* roll, but doesn’t cost an action point to cast. This is only possible for spells with a PL requirement of at least one below your PL.

# Terrain

There are three basic terrain types:

* Cover
* Dangerous Terrain
* Impassable Terrain

Cover provides *Dodge(10)* to units that stand behind it within 5cm.

Dangerous Terrain can injure or even kill you when trying to pass it. When moving through it and when you start a round (not turn) in it, roll a dice: On a 10-18, you take two wounds, on a 19 or 20, you instantly die.

Impassable Terrain are obstacles, that you can see over or through, but can’t pass it, like a canyon.

Obstacles that you can neither see over or through, like walls, are not treated as Terrain.

# Special Rules

Some units, weapons, armor, equipment, traits, enemies or anything else really, have special rules. These rules add special properties, gameplay elements or simple stat boosts. If they conflict with a rule, they are overwriting it.

## Units

### Weapon Platform

This unit can fire any number of ranged weapons during one ranged attack. All weapons must target the same enemy though. Roll only identical weapons together.

### Many-Armed

This unit can use any number of melee weapons during one melee attack. Roll only identical weapons together.

### Fast

This unit moves +10cm when *running* and +5 cm when *charging*.

### Dodge(x)

This unit is especially skilled or equipped to evade ranged hits. Roll one *Dodge* roll when attacked in ranged combat for every hit, on a <x, you dodged this hit. Dodge stacks additively, *Dodge(4)* + *Dodge(3)* becomes *Dodge(7).*

### Armored(x)

This unit is wearing heavy armor. When attacked, roll a dice for every wound – on a <10, the wound is ignored. *Armored(x)* gives a <x armor roll instead.

### Force Shield(x)

This unit is shielded by an immaterial armor with *X* charges. This unit ignores hits with a Damage of 7 or less while it is active, and can deflect hits with up to 12 Damage. Each deflected hit removes one charge. If there are no charges left, the Force Shield fades. A hit with 13 Damage or more instantly destroys the Shield.

### Stunned

A unit that is stunned loses 2 Action Points. Stunned units are also easier to hit, giving a +5 bonus to any *To-Hit* Roll for ranged attackers and get a -5 malus to DF. If the unit had no action points remaining before being hit, the bonus and malus is increased to +8/-8. These bonuses do not stack from multiple *Stunned* effects and only last for this round.

### Regardless

This unit fights with no regard for their own life, and won’t attempt to block enemy attacks in melee. Ignore its DF during melee combat.

### Daemon

This unit is a daemon, possessed by a daemon or counts as one.

### Spectral

This unit moves in a different plane of reality, and is not targetable by any attacks or spells, including template-based attacks/spells.

### Darkness

Units affected by *Darkness* don’t see further than 10cm. When using template weapons at a unit that can’t be seen, roll a dice for each attack: only rolls with a <10 hit.

### Invisibility

When this unit spawns or *fades*, remove the miniature from the board and put three markers in its place, one of them must be marked on the bottom, representing the invisible unit. You may move these markers as if they were the unit, but only the one marker is. When a marker is hit with any attack, remove it from the board if it is a shadow, or put the unit back in its place and remove all markers if it was the real one. The first hit against the marker doesn’t hit the unit.

When attacking, remove all markers and become visible again. Whenever this unit is not seen directly by any enemy unit, it *fades* into the shadows again.

## Weapons

### Penetration

Weapons with Penetration ignore the *Armored* special rule.

### Light Weapon

This weapon is not suited to penetrate Armor, and can’t damage enemies who have the *Armored* special rule.

### Rending

This weapon shreds armor, removing the *Armored* special rule on the target on a successful wound. If the target has *Armored(x)* with x>10, it is reduced to *Armored*, but can’t be reduced further.

### Lethal Wounds

Roll a dice for each wound inflicted: On a 1-10, an additional wound is inflicted. Do not roll dice for these wounds.

### Lethal Weapon

Roll one additional dice for each hit: on a <5, inflict a wound.

### Weak Spots

Critical hits with this weapon cause the target to take one additional wound.

### Rapid Fire

Weapons with Rapid Fire roll a dice before rolling the *To-Hit* Roll. On a 1-5, they get 3 extra attacks, on a 6-11 they get 2 extra attacks, on a 11-15 they get 1 extra attack.

### Scope

When the unit carrying this weapons hasn’t moved in this round, it gets a +5 bonus on Marksmanship when shooting. If it did move, it gets a -3 malus.

### Heavy Weapon

This weapon cannot be fired after moving in the same round.

### Cleave

This melee weapon targets all enemies in front of the unit that carries them in a 180° arc. When the unit carrying this weapon is the attacker in a melee attack, make melee assaults against every enemy unit in range. Only the unit with which this unit is in melee combat may attack back, though. Units with *Cleave X* can attack in a 360° arc.

### Wide Range

This melee weapon grants +5cm range on melee attacks, including *Cleave*. If the attacked unit is not in their melee range, they can’t fight back, but still block hits with a -2 malus on Combat Skill. If the attacked unit is in their melee range, they fight back as usual and the unit carrying this weapon gets a -2 malus on Combat Skill.

### Heavy Strikes

When attacking with this weapon, the enemy gets a malus of -5 to their DF.

### Unblocking

This weapon cannot be used to block attacks. If another weapon is currently equipped, use it for blocking.

### Area of Effect S/M/L

This weapon or equipment has an effect on an area with a diameter of 5 / 10 / 20 centimeter. All units in this area are automatically hit, including allies.

### Cone

This weapon has an area of effect in the form of a cone, starting at the weapon. These weapons have “Cone” as a Range. The cone is 15cm long and has a diameter of 6 cm. All units in this area are automatically hit, including allies. “Cone X” is 25cm long and has a 10cm diameter.

### Burst

This weapon has an area of effect, hitting all enemies within 10cm in a 120° arc in front of the character. All units in this area are automatically hit, including allies. “Burst X” has a 20cm range.

### Quickdraw

This weapon may be swapped for 0AP. If it is a melee weapon, the carrier may swap to it when attacked in melee, even if it’s not their turn.