Betrayal Rulecard

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| Rounds At the beginning of a Round, all units get 4AP. If a unit loses Action Points through an effect, like *Shocked*, before its turn, it simply starts with less AP. If it loses AP after its turn, the AP are lost for the next round. Actions  |  |  | | --- | --- | | Move (20cm) | 2AP | | Melee Attack | 2AP | | Ranged Attack | 2AP | | Spell Casting | 1AP |  Cover Cover gives *Dodge(10)*. | Melee Combat Melee range is 5cm. You can also *charge* 5cm for free to get into melee range and may fire your pistol.  If you have no melee weapons, your *Defense* is reduced by 5. Units with a \* in their *DF* already have this malus counted in.  **Melee Assault:**  Attacker rolls *To-Hit* for every attack: every roll <[10+(Attackers *Combat -* Defenders *Defense*)] is a hit.  Roll one *To-Wound* for every unblocked attack: <Weapon Damage is a wound.  A roll <*Critical* during *To-Hit* is a critical hit. Critical hits automatically succeed at *To-Wound* rolls.  **Close Combat**  When a unit moves out of melee combat or past you, you instantly perform a melee assault against them with half of the attacks (round down). Ranged Combat Ranged combat is only possible if there is no enemy within 5cm. If you shoot an enemy in the back (180°), you get a +2 bonus to *Critical*.  **Ranged Assault**  *Ranged To-Hit* roll: every roll <Marksmanship is a hit  *Ranged To-Wound* roll: every roll <*Weapon Damage* is a wound.  A roll <*Critical* during *To-Hit* is a critical hit. Critical hits automatically succeed at *To-Wound* rolls.  **Overwatch**  Units may go on Overwatch for the normal AP point cost, and attack the first enemy unit that comes in range and sight in the enemy’s turn. Psychic Spells Every psyker may learn PL spells. Every psyker gains *Power Charges* at the beginning of every 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:**  Pick a spell and a target. Roll a *Cast* roll, using as many dice as you want at once, each using up one *Power Charge*: if at least one rolls is <Psyker Mastery, you succeed. *Difficult* spells have a -5 malus on the *Cast* roll.  You can also *Quickcast,* which costs no AP, but gives a -5 malus to the *Cast* roll. (only for spells with a PL req. 1 below your PL). |

Special Rules

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| UnitsFast +10cm *running,* +5cm *charging* Force Shield(x) Blocks x hits Armored(x) Ignores wounds on <10 / <x. Armored X has <15. Heavy Armor Ignores the first two wounds, *Armored* is ignored while this is still active Dodge(x) When hit by a ranged attack, roll a dice: on a <x, the hit is evaded. Stacks additively (roll <[x1+x2]). Shocked Loses 2 AP Regardless *Defense* is ignored in melee combat Spectral Can’t be targeted by attacks or spells. Darkness Units can’t see enemies further than 10cm away. WeaponsPenetration Ignores *Armored* Light Weapon Can’t damage enemies that have *Armored* Rending Removes *Armored* on a wound, reduces *Armored X* or any *Armored(11+)* to *Armored*. Lethal Wounds On a wound, a <10 deals another wound. Lethal Weapon On a hit, a <5 deals a wound. Rend(x) On wound before Armor, target takes a (x)D hit at the beginning of the next two rounds. Slowing On wound before Armor, target moves only 50% of normal movement | Weak Spots Critical hits deal an additional wound. Rapid Fire Roll before *To-Hit*: 1-4: +3 attacks, 5-10: +2 attacks, 11-15: +1 attack. Scope If the unit didn’t move: +5 MM, else -3 MM. Heavy Weapon Can’t shoot after moving in this round. Cleave Attacks all enemies in a 180° arc (360° for Cleave X). Wide Range +5cm melee range. Heavy Strikes Enemy gets -5 *Defense*. Unblocking This weapon can’t be used for blocking. Area of Effect S/M/L Use 5cm/10cm/20cm Template, all targets are automatically hit, including allies. Cone Use Cone Template (big one for Cone X), all targets are automatically hit, including allies. Burst Automatically hits all units (including allies) within 10cm in a 120° arc. |