Betrayal Rulecard

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| Rounds & Turns A round is when every player and enemy spent all of their Action Points (you get 4 per round).  In every round, one player may take a turn and activate one character to spend AP, then it’s the enemy’s turn. Actions  |  |  | | --- | --- | | Move (20cm) | 2AP | | Melee Attack | 2AP | | Ranged Attack | 2AP | | Spell Casting | 1AP |  Cover Cover gives *Dodge(5)*. | 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, you cannot block or fight back.  **Procedure:**  Attacker performs Melee Assault, Defender performs Melee Assault, Resolve Wounds  **Melee Assault:**  Defender rolls one *Block* roll for every attack: every roll <CS blocks one hit. Attacker rolls one *Overpower* roll for every blocked hit: every roll <CS ignores the block.  Roll one *To-Wound* for every unblocked attack: <Weapon Damage is a wound.  <Critical during *To-Wound* deals one extra wound. Ranged Combat Ranged combat is only possible if there is no enemy within 5cm. If you shoot an enemy in the back (120°), you get a +3 bonus to damage.  **Procedure:**  *Ranged To-Hit* roll: every roll <Marksmanship is a hit  *Ranged To-Wound* roll: every roll <*Weapon Damage* is a wound.  <Critical during *To-Hit* is an automatic wound Psychic Spells Every psyker may learn PL spells. Every psyker gains PL\*2 *Power Charges* at the beginning of every round.  **Spell Casting:**  Every attempt costs 1AP and 1 *Power Charge.* Pick a spell and a target. Roll a *Cast* roll, one dice: on a <Psyker Mastery, you succeed. *Difficult* spells have a -5 malus on the *Cast* roll.  You can also *Quickcast* with a -3 malus to the *Cast* roll, but it doesn’t cost an Action Point (only for spells with a PL req. 1 below your PL). |

Special Rules

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| UnitsFast +10cm *running* Force Shield(x) Blocks x hits, removed when hit by >12D. Armored(x) Ignores wounds on <10 / <x. Dodge(x) When hit by a ranged attack, roll a dice: on a <x, the hit is evaded. Stacks additively (roll <[x1+x2]). Stunned Loses 2 AP, can’t block, +5MM for ranged attackers. Doesn’t stack. Regardless Can’t block attacks in melee Spectral Can’t be targeted by attacks or spells. Darkness Units can’t see enemies further than 10cm away. WeaponsPenetration Ignores *Armored* Rending Reduces *Armored* on a wound. Explosive Ammunition On a wound, a <10 deals another wound. Poisoned On a hit, a <5 deals a wound. 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. Can’t block melee attacks or fight back. Cleave Attacks all enemies in a 180° arc (360° for Cleave X). Only the primary target attacks back, all may block. Wide Range +5cm melee range. Heavy Strikes Enemy gets -5 CS on *Block* rolls. Unblocking This weapon can’t be used for blocking. Use *Fists* instead. 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. |