



The Crossfire Crusade:

Fires of Treachery

Betrayal System

Introduction:

In this supplement you will find additional rules for betraying your alliance members.

The Betrayal System

As galactic turmoil continues to unfold, the tides of ambition and loyalty will rise and fall. Pacts will be made and allegiances will be broken. Armouries will be raided. Vaults will be desecrated. Trophies will be plundered.

From the start, players will have the option to purchase three separate Betrayal themed Requisitions.

The first is a **Strike** Requisition (single use) to enact a Betrayal (cost 1RP).

The second is a **Shield** Requisition (single use) to protect against Betrayal (cost 1RP).

The third is a **Counterstrike** Requisition (single use) to reverse the act of Betrayal (cost 1RP).

If you purchase one or more of these Requisitions, you must inform [@Track Ali](#) immediately for the purchase(s) to be immediately logged.

When a Betrayal is enacted, the player using the Strike Requisition becomes the hostile player and may now target another player within their alliance or super-faction (Chaos / Imperium / Xenos).

When a Betrayal is enacted, the hostile player must communicate their intention via DM to [@Track Ali](#) for the Betrayal to be logged and moderated. If [@Track Ali](#) is the target of your Betrayal, communicate your intention to another member of the [Crusade Team](#).

When a Betrayal is enacted, state of play is effectively frozen for both players in that moment.

Note: This means that targeted players will not be able to purchase the shield Requisition in response to a Betrayal—they must have acquired it before a Betrayal is enacted.

Uncontested Betrayals:

If the Betrayal targets a player that does not have a Shield, that Betrayal is uncontested and the hostile player will successfully steal one reward of their choice from the target player.

This reward could be XP (taken from a single unit in the target player's Battle Roster), Victory Points (useful if the hostile player wishes to leave that alliance and join another), a Battle Trait / Battle Scar as desired, or a Relic.

If the Betrayal is uncontested, the hostile player may choose to remain anonymous (however a close inspection of your Battle Roster may reveal the truth about your dark acts of secrecy) or publicly disclose their victory.

Contested Betrayals:

If the Betrayal targets a player protected by a Shield, that Betrayal becomes contested.

To resolve a contested Betrayal, each player will be informed and must respond with a roll of 2D6 to **@Track Ali** (or another member of the **Crusade Team** if required). The highest total will win.

If the hostile player wins, the Betrayal is successful and can be resolved as above.

If the defending player wins, the Betrayal fails and the target player can choose how to proceed.

Failed Betrayals:

If a Betrayal fails, the defending player can respond in one of two ways.

If the defending player has purchased the Counterstrike Requisition, the defending player may not choose one reward of their choice from the target player.

As above, this reward could be XP (taken from a single unit in the target player's Battle Roster), Victory Points (useful if the hostile player wishes to leave that alliance and join another), a Battle Trait / Battle Scar as desired, or a Relic.

If, however, the defending player has not purchased the Counterstrike Requisition, the defending player may simply choose whether or not to unmask their hidden assailant.

Resolution:

Once a Betrayal has been resolved, players must update their Battle Roster accordingly.

If a Betrayal (or Counterstrike) has been successful, the chosen reward will immediately transfer from one player to another.

If the successful player has chosen **XP** as their reward, they must select one unit in the target player's Battle Roster and reset the XP of that unit to 0. That unit will retain any Battle Honours it has already gained but it will not gain any more until it reaches the surpasses the original XP level. The successful player may not grant that XP to one or more units of their choosing.

For example: James betrays Ali and steals 10XP from Ali's unit. Ali's unit remains Blooded but cannot gain any further Battle Traits until it surpasses that original 10XP. James can now grant a total of 10XP to one or more units in his army.

If the successful player has chosen **Victory Points** as their reward, they may choose the Battlefield score of one player in their Alliance and take that score with them when they leave that Alliance.

For example: Ali betrays James and steals VP from James. During a recent mission, James was victorious and contributed 96 VP to the Alliance score. Ali steals those VP and contributes them to the score of his new Alliance.

Alternatively, Ali betrays James and steals VP from James. As James has been a rather poor team mate, Ali has in fact made higher contributions to the Alliance score. Therefore, Ali steals one of his own contributions and take those VP with him to his new Alliance.

If the successful player has chosen a **Battle Trait / Battle Scar** as their reward, they must select one Battle Trait or Battle Scar already applied to one unit in the target player's Battle Roster. If they select a Battle Trait, that Trait is removed from the target unit and automatically applied to a unit of choice in the successful player's Battle Roster. If they select a Battle Scar, that Scar is duplicated and can be applied to a unit of choice in the successful player's Battle Roster while remaining in effect for the target unit. Traits and Scars applied in this way are not restricted by the normal criteria for eligibility.

For example: Neil betrays James and steals a Battle Trait from James. Even though the Battle Trait applied by James was intended for Drukhari use, da great kunnin' ov da Orks mean that Trait can now be applied to one unit from Neil's army. As a result, that Trait is removed from James' unit.

Finally, if the successful player has chosen a **Relic** as their reward, they must select one Relic already equipped by one unit in the target player's Battle Roster. That Relic is now removed from the target unit and can be given to a "eligible" unit of choice in the successful player's Battle Roster.

For example: James betrays Neil and steals a Relic from Neil. Within Neil's Crusade rules, that relic was intended for a Psyker unit. James can therefore apply the Relic to any Psyker unit in his Battle Roster. If James cannot apply the Relic to a Psyker unit, the Relic is wasted and must be discarded. In either situation, the Relic is removed from Neil's unit.

Designer's Note: Remember to adjust the Crusade Points of your Battle Roster accordingly when upgrades are removed / awarded. The addition of a Battle Trait or Relic acquired through a Betrayal will affect your Crusade Points total in the same as if that Trait or Relic were acquired through conventional means.