



The Crossfire Crusade:

Fires of Treachery

Betrayal System

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

- a **Betrayal** Requisition (single use) to enact one Betrayal (cost 1RP).
- a **Shield** Requisition (single use) to protect against Betrayal (cost 1RP).
- a **Blood Challenge** Requisition (single use) to issue a Blood Challenge (cost 2RP).

To purchase one or more of these Requisitions, contact Track Ali.

Once purchased, a Betrayal can then be enacted. When enacted, that player making the Betrayal can target one other player within their Alliance or super-faction (Chaos / Imperium / Xenos).

If you wish to target Track Ali, just let another member of the Crusade Team know.

When a Betrayal is enacted, state of play is effectively frozen for both players at 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, the Betrayal is automatically successful and the player may steal one reward of choice from the target.

This reward could be RP, XP, territory, a Battle Trait, a Weapon Modification, or a Relic.

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

Contested Betrayals:

If the Betrayal targets a player that does have a Shield, that Betrayal becomes contested.

To resolve a contested Betrayal, a member of the Crusade Team will roll 1D6 for each player in the Crusade Discord and notify each player of the outcome. This highest result will win.

If the betrayal is successful, the player may steal one reward of choice from the target.

If the betrayal was not successful, there will be no further action.

Resolution:

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

If a Betrayal 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. That unit will be reset to the minimum value for the current Battle Rank. The player enacting the Betrayal will then gain 5XP.

If the successful player has chosen **RP** as their reward, the target player will lose 1 RP and the player enacting the Betrayal will gain 1 RP.

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

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.

***Designer's Note:** Remember to adjust the Crusade Points of your Battle Roster accordingly when upgrades are removed / awarded.*

Blood Challenges:

A Blood Challenge can be invoked against another member of your alliance. While this might appear a risky strategy, the potential for reward is high as the victor will be free to choose one Blood Relic and award it to their warlord. In return, the loser will automatically gain one Battle Scar.

Battles will take place in the Colosseum.

When a Blood Challenge is issued, it will remain in place for a period of 7 days (allowing players on Monday and one Thursday to complete the interaction). If challenged, it is the responsibility of your Warlord to honour the call of battle. Any warlord who ignores or withdraws from the challenge will be Disgraced and will automatically gain one Battle Scar (as if defeated in the Blood Challenge). Accordingly, the challenger will automatically gain one Blood Relic.