

# Scenario 158 - Betrayal

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Sometimes warbands join together to deal with tasks that are more difficult than a single group can handle. These includes fighting Monsters, Crazy cultists, Undead or even the Church of Sigmar. And sometimes, not often, but sometimes, the warbands emerge victorious. And when this happen, one warband usually turn on the other. Sometimes even before the joined battle is met, but one thing is for certain. Betrayal is inevitable!

## **Terrain**

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4' x 4'.

## **Setup**

Both players take half their number of warriors, rounding up (players choose which), and keep them in reserve and then take turns to place the remaining warriors at the table, starting with the player who has the most warriors (in case of a tie, roll a die). Warriors must be placed within 10" of the center of the table, but no closer than 8" to an enemy model.

Both players roll a D6 and add the Initiative of their Leaders. Highest is the betrayer (attacker), and the other the unsuspecting fool (defender).

## **Special Rules**

Betrayer: The attacker may bring on reinforcements from any table edge he chooses, beginning with his own turn. All models must enter within 4" of each other. The attacker also chooses a table edge that the defender may not bring reinforcements to (choose each time the defender tries to bring on reinforcements).

Unsuspecting Fool: The defender may only bring on reinforcements on a roll of 3+ for the first four rounds of combat, after that a roll of 2+ is required to bring on reinforcements. Apart from the table edge chosen by the attacker, the may appear from any table edge.

Reinforcements: When bringing reinforcements to the table, count the number of warriors you have in reserve. Halve this number, rounding up. This is the number of warriors you may bring onto play this turn. Which warriors turn up is chosen randomly among your reserves. For example, if you have five warriors in reserve, on your first turn you can bring on three, then on turn two you can bring on one, and finally the last warrior would arrive on turn three.

## **Starting the Game**

The betrayer (attacker) always gets the first turn.

## **Ending the Game**

The game ends when one warband fails a Rout test. Rout tests will always be based on the total number of warriors, even those still kept in reserve. The routing warband loses.

**Experience**

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action: Any Hero earns +1 Experience for each enemy he puts Out Of Action.

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**Designers Notes**

Looking to "Ambush" or "Surprise Attack", one immediately notice that one side is in dire straits indeed. Normally these games become very dull and fast, as one side does nothing but run for the hills. But the thoughts behind the scenarios leave you thinking "what hard-pitched combats these scenarios will result in". But they don't. Players are too smart to wait for their forces to arrive while they are being pummeled.

Betrayal gives both sides a fighting chance, although favoring the betrayer. Still I have seen Unsuspecting Fools having the luck of e.g. crossbow armed Reiklanders turning up and doing a lot more damage than they would have in any other game. The 3+, and after four rounds of fighting 2+, roll required to bring on reinforcements, does not hinder the Unsuspecting Fool as much as to give the Betrayer a really great advantage.

The scenario was derived from a multi-player game, "Treachery", which could not be played by only two players.