

WARHAMMER

TRIUMPH & TREACHERY



WARHAMMER EXPANSION

TRIUMPH & TREACHERY



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Keeping Things Friendly
Triumph & Treachery includes numerous opportunities to back-stab and betray your opponents. However, while it's great fun to take full advantage of such underhanded rules as Dirty Deals and bribery, it's always best to keep in mind that you're playing a game with friends and that everyone is still supposed to be having fun.

Keep your gaming honest and fair, keep the nastiness confined to the tabletop, and you shouldn't go far wrong!

RULES

On the following pages, you will find all of the rules needed to fight a battle between three or more armies, where each army fights all of the other armies taking part in the battle.

In a Triumph & Treachery battle, alliances are temporary at best, as there can be only one winner. We've included rules for Victory Tokens that keep track of who is winning and can be used as bribes, for Treachery Cards that allow players to carry out all kinds of dirty tricks, and for mercenaries that can be hired by players to fight alongside their main army.

These new rules mean that a game using these rules will be very different to any other battle you have fought before. For a start, you will have to contend with two or more opponents, rather than just one. When your turn comes around, picking the right opponent in each phase is vital.

The art is to attack someone who will find it hard to attack you back when their own turn arrives. This said, be wary of picking on one player too much, as doing this may simply encourage them to make alliances to take you down even if they can't win the battle themselves.

You will also need to learn to keep an eye on who is doing the best in the battle, and concentrate your efforts on bringing them down a peg or two and not letting them get too far ahead. It's easy to get drawn into a conflict with the nearest opponent, but this can leave players on the other side of the table with a free hand. Even if you can't attack someone directly, there's nothing



Witch Elf



stopping you from pointing out who's in the lead to players that are in a position to attack them, and you can also bribe opponents with Victory Tokens or use Treachery Cards to get what you want, without having to dirty your own hands. With luck, your enemies will weaken themselves so much that they'll be easy pickings for your troops later on.

Mercenaries also have a profound effect on play in games of Triumph & Treachery. The rules for using mercenaries allow you to include units from other army books in your army. This is a fantastic way to start collecting a new army, and is extremely useful for filling gaps or weaknesses in your main force. Don't have any artillery? Just hire some Empire gunners! No flying creatures? How about some mercenary Warhawk Riders?

These changes make for a very different style of Warhammer battle, where cunning and guile must be part of your battle plan. The possibilities are endless – just remember: trust no one...

RULES OVERVIEW

The Triumph & Treachery rules section is split into the following sections:

Trust No One

Rules for battles fought between more than two sides.

Victory Tokens

New rules for keeping track of who is winning the battle.

Treachery Cards

Rules for using dirty tricks and cunning ploys against your opponents.

Mercenaries

Rules for including mercenary contingents from other armies.

Triumph & Treachery Scenarios

Three new scenarios specifically designed for use with the Triumph & Treachery rules.

New Horizons

Triumph & Treachery presents a genuinely fresh challenge for even the most experienced hobbyists. With enemies on all sides, an ever-changing sequence of play, and all manner of dirty tricks flying about the table, we found it paid dividends to discard our normal tactics and assumptions in favour of an open mind.

After all, once your sure-fire super-unit has been wiped off the table by a handful of rabble and a few well placed Treachery Cards, your normal game plan tends to go straight out the window!



Playing At Your Own Pace

For some hobbyists, diving straight in at the deep end with the full spread of Triumph & Treachery rules will be just the ticket.

However, we found during playtesting that sometimes, introducing all the additional rules to a gaming group in one go could lead to some bewildered-looking players. With this in mind, don't be afraid to work the rules in at your own pace, starting with the Trust No One and Victory Tokens mechanics and working your way up to include the others from there.

TRUST NO ONE

The Trust No One rules explain everything you need to know in order to fight an exciting battle between three or more combatants. In summary, they boil down to this: when a player takes a turn, they pick one opposing player at the start of each phase, and that player is the 'enemy player' for the phase. Only units belonging to an enemy player can be attacked or targeted.

Keep this in mind and you can't really go wrong – though it's worth reading the rules explanations below see how to deal with some unusual situations that can occur during play. Note that all of the normal Warhammer rules apply except where modified below.

PLAYER TURN CARDS

A set of Player Turn Cards are included with *Triumph & Treachery*. At the start of the game, each player is randomly dealt one Player Turn Card. All Player Turn Cards have the same coloured back, but have a different icon on the front, so you can't tell who the card belongs to from the back, but can from the front.

Players should make a note of which icon is on their Player Turn Card by writing it on their army roster – axe, hammer, shield, staff or sword. Each player retains their card and uses the same icon throughout the game.

PLAYER TURN CARDS



DETERMINE TURN ORDER

At the start of each game turn in a multi-sided battle, the players' Player Turn Cards are shuffled together and placed in a draw pile. The cards must be placed with the icon side face down, so that the players have no idea what order the cards are in.

The top card on the draw pile is then flipped face up. The player whose icon is revealed then takes their turn (see below). Once the first player has finished their turn, the next card is flipped and the player whose icon is revealed takes their turn, and so on, until all the cards in the draw pile have been revealed.

Once all of the players have had a turn, the game turn is over; reshuffle the cards to make a new draw pile for the next game turn.

FRIENDS AND ENEMIES

Player turns in multi-sided battles follow all of the normal Warhammer rules, with one exception: at the start of each phase, the player whose turn it is must pick one opponent to be the **enemy player** for that phase. While in the Warhammer rules, it's important to know which units are friendly and enemy, in multi-sided battles, units can also be neutral.

Once the player whose turn is taking place has nominated an **enemy player** for a given phase, all other players are **neutral players** for that phase. A different **enemy player** may be selected at the beginning of each phase if desired; the **neutral players** will change accordingly in response.

Once the **enemy player** has been chosen for a phase, the following rules apply:

- All units belonging to the player whose turn is taking place are friendly units.
- All units belonging to the **enemy player** are enemy units for that phase.
- All units belonging to **neutral players** are neutral units for that phase.

Neutral Units

Neutral units cannot be targeted or attacked in any way. This means that:

- Neutral units may not attack, dispel or carry out any other actions.
- Neutral units cannot be hit by attacks that use templates or markers, attacks that scatter or attacks that randomly determine who is hit, or by spells or game effects that affect 'any unit (friend or foe)' within a certain distance.
- Neutral units do not count for combat results and cannot cause disruption or affect a combat in any other way. They can't flee or pursue, and are fled through in the same manner as an enemy unit.

In other words, neutral units do not take part in the phase and are not affected by what happens during the phase.

GAME PHASES

The following additional rules apply in battles with more than two sides, depending on which phase is being played:

Movement Phase: Charges may only be declared against units belonging to the **enemy player**. Units belonging to **neutral players** are treated as impassable terrain.

Magic Phase: Only the **enemy player** receives dispel dice, and only enemy units may be chosen as the target for any spells (apart from augment spells, which can only target units belonging to the casting player as normal). Note that spells that use templates or that normally affect 'any unit (friend or foe)' within a certain range will not affect neutral units. Similarly, Remains in Play spells that trigger an effect 'in every Magic phase' do not affect neutral units in that Magic phase, and Remains in Play spells cast on neutral units may not be dispelled that phase.

Shooting Phase: Only units of the **enemy player** may be selected as the target of a shooting attack. Enemy units that are in combat with a neutral unit may not be selected. Note that weapons that use a marker or template do not affect neutral units.

Close Combat Phase: If friendly units are in combat with units from only one opposing army, then that army's player must be chosen as the **enemy player** for the Close Combat phase. If friendly units are in combat with units belonging to two or more opposing players, then one of these players must be chosen as the **enemy player**, and a Truce is called with all the other **neutral players** (see Truces, next). Attacks are only ever made between friendly units and enemy units.

Truces

When a Truce is called in the Close Combat phase, any neutral unit that is in base contact with a friendly unit must be moved 1" away from the friendly unit(s). Move the neutral unit by the shortest route, maintaining the same facing, until it is at least 1" away from all friendly units. If such a move is impossible, either because there is not enough space, or because the neutral unit is engaged in combat with an enemy unit or a unit belonging to another **neutral player**, then the unit remains in place, but takes no part in the Close Combat phase.

ROLL-OFFS

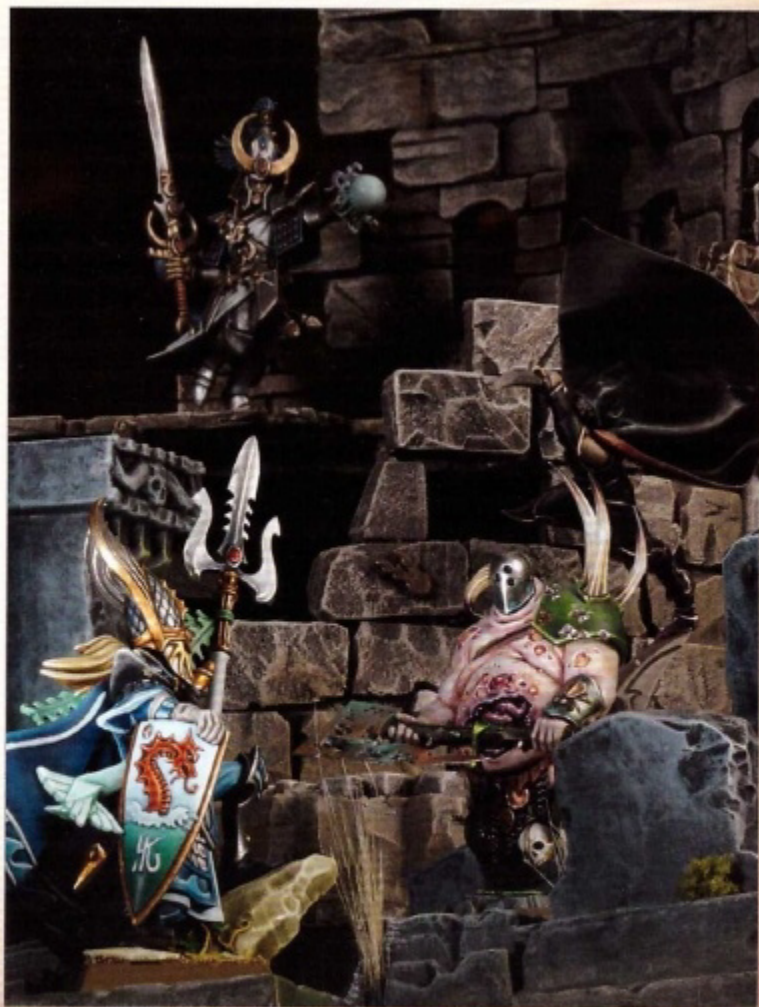
The rules for roll-offs presented in the *Warhammer* rulebook won't work in battles with more than two sides. In battles with more sides, all of the players roll a dice, and the single player that rolls highest wins the roll-off. The winner of the roll-off determines the order in which actions are carried out for all of the players that took part. For example, if the players were rolling-off to see who picks a deployment zone, the winner of the roll-off would decide in what order all of the players choose their deployment zones.

Note that if several players are tied for the highest roll, only the tied players roll-off again – all the other players with lower rolls are out!



Immune To Damage

It may seem odd that neutral models cannot be affected by things like a cannonball bouncing through them. Indeed, at first we allowed such things to affect neutral models should they scatter on to them. This resulted in some of our players finagling things so that a spell or attack would 'accidentally' affect a neutral unit. Rather than allow such shenanigans to continue, we decided that neutral units simply couldn't be attacked in any way.



VICTORY TOKENS



- 1) Brass coin = 50 victory points
- 2) Silver coin = 150 victory points
- 3) Gold coin = 250 victory points
- 4) Gold ingot = 1500 victory points

VICTORY TOKENS

In a battle between two sides, it is usually sufficient to just total up the victory points that each side has scored at the end of the battle; after all, each player only has to focus their efforts during the game on defeating one opponent! In a battle with more than two sides, where you must divide your attention between several players, it is much more important to keep track of how well each of the other players is doing on a phase-by-phase basis. This way, you can plan your attacks accordingly and keep an eye on anyone who seems to be acquiring too much of a lead, or is catching up to you and looks ready to get ahead of you.

Victory Tokens are a handy method of keeping track of each player's running victory points total. They are especially useful for multi-sided battles (the tokens can be used for other things too, like bribing an opponent or hiring mercenaries), but can be used in two-sided battles, if the players agree.



Keeping Score

*During our first few games of **Triumph & Treachery**, we quickly found that it helped to have scrap paper and a few pens or pencils handy. Keeping track of the victory points scored in each phase avoided confusion and added to the excitement as we watched our scores climb. It's important to note that all victory points should be added immediately in **Triumph & Treachery**, even for things like **The King is Dead**. You might want to appoint one player as your group's book-keeper (or perhaps **Paymaster** fits better); just make sure they're trustworthy first!*

PREPARING THE TOKENS

A set of Victory Tokens is included with each copy of **Triumph & Treachery**. At the start of the battle, place the Victory Tokens in a pile beside the gaming table, where they are easily accessible to all of the players. Unless the rules for Mercenaries (see page 21) are being used, each player starts the game with two brass coins.

Victory Token Values

There are four types of Victory Token included with **Triumph & Treachery**: gold, silver and brass coins, and gold ingots. A brass coin is worth 50 victory points. A silver coin is worth three brass coins, or 150 victory points; a gold coin is worth five brass coins, or 250 victory points; and a gold ingot is worth thirty brass coins, or 1500 victory points! Victory Tokens may be freely exchanged for different denominations of the same total value at any time.

GAINING VICTORY TOKENS

At the end of each phase, each player receives Victory Tokens equal to every full 50 victory points they scored in that phase, ignoring any 'spare' victory points beyond this total. Each player's collection of Victory Tokens makes up their **paychest**. The player's victory point total is then reset to 0, ready for the next phase. Carry on doing this for all of the players that scored victory points in that phase.

If one player scored a higher total of victory points than any other in that phase, then that player is awarded one additional brass coin. If multiple players are tied for highest victory points earned, then each of those players receives a bonus brass coin.

*For example, in a **Close Combat** phase, a player wins 230 victory points; he takes 1 silver coin and 1 brass coin, ignoring the 30 points left over. The player is then found to have won the most victory points that phase and so gains an additional brass coin, swapping the silver coin and 2 brass coins for a single gold coin. Later, he wants to bribe another player by giving him a brass coin; to do so he breaks his gold coin down into a silver and 2 brass, and gives one of the brass coins to the other player.*

USING VICTORY TOKENS

At the end of the battle, the player with the most valuable **paychest**, as represented by their collection of Victory Tokens, is the winner.

Each player must keep the Victory Tokens they have collected in plain sight near the gaming table, so that the other players can see and count them. They are not secret, and players are free to ask an opponent to show how many Victory Tokens they have.

At any time during the game, players may give away Victory Tokens to other players if they wish. For example, you could pay or bribe another player not to attack you. Note that deals and arrangements that are struck before the coins are handed over are not binding, so be careful that you don't give away coins to a player you cannot trust to honour their end of a deal – you'll find that players are not all equally honest in their dealings!

TREACHERY CARDS

A game called *Triumph & Treachery* would hardly live up to its name if the players couldn't pull off a dirty trick or two during play! To this end, the following rules allow you to add a deck of Treachery Cards to your games, enabling all kinds of nefarious tricks and plays.

PREPARING THE TREACHERY CARDS

A set of Treachery Cards are included with *Triumph & Treachery*. After deployment, shuffle the Treachery Cards together, and place them in a face-down deck in easy reach of all the players.

GAINING TREACHERY CARDS

Players can gain Treachery Cards in three ways:

- Automatically at the start of each game turn.
- By rolling successfully in any phase in which they are a **neutral player**.
- By making a dirty deal to get cards from another player.

Start of Turn Cards

At the start of each game turn, before drawing any Player Turn Cards, each player gets a number of Treachery Cards from the deck depending on their **psychest**:

- If they have a more valuable **psychest** than all other players, they get 1 card.
- If they have a less valuable **psychest** than all other players, they get 3 cards.
- Otherwise, they get 2 cards.

Neutral Player Cards

Immediately after a player chooses the **enemy player** for a phase, all of the **neutral players** get a chance to gain a bonus Treachery Card. This represents them hatching devious plots while their opponents are embroiled in combat. Each **neutral player** rolls a D6. If playing a game with three players, a roll of 5 or 6 gains the **neutral player** an extra Treachery Card. If playing a game with more than three players, the extra card is only gained on the roll of a 6.

Dirty Deals

Players are allowed to give cards from their hand to another player. This is known as making a dirty deal. What you receive in return for making a dirty deal is up to you to negotiate. Any cards you receive from a dirty deal are added to your hand, subject to the rules for hand size below. Note that once you have made a dirty deal and given a card to another player, you may not demand they give it back, even if they break their part of an agreement (you can ask, but it is up to the other player to decide if they wish to return it to you).

Hand Size

If a player finds that they have more than five Treachery Cards in their hand, they must immediately discard cards of their choice until there are five cards left in their hand. Note that, if a player has more than five cards in his hand, that player may not play cards until they have discarded down to having only five cards.

Discarded Cards

If there are no more Treachery Cards to draw, the cards that have been discarded (including those that have been played) must be reshuffled into a new draw deck.

PLAYING TREACHERY CARDS

During the turn, the cards in a player's hand can be played to carry out the action on the card. Once it has been played, a card is discarded. Any cards not used during a turn are kept in the player's hand, and can be used in future turns (hand size permitting, of course). Note that, unless a card specifically says otherwise, it can be used even if the situation it affects does not involve any units belonging to the player using the card. Any cards that affect a unit will also affect any characters that have joined the unit.

Several Treachery Cards require the player to discard 1 or more brass coins. If the player is unable or unwilling to do so, then the card has no effect. In addition, some cards are triggered by the actions of a unit. For example, if a Wizard casts a spell, or a war machine makes a shooting attack. In such cases, the player that declared the action may not decide to change their mind and cancel the action.

Evening the Odds

During playtesting, it quickly became apparent to us that Treachery Cards added a lot more than just colour to the game. Indeed, a well played card at a crucial moment can change the course of a whole battle!

This is why the rules for gaining Treachery Cards are weighted as they are. Essentially, the player who is currently in the lead will receive only a single card at the start of the turn, while the player bringing up the rear gets their hands on a whopping three. This avoids runaway leader syndrome, and gives the underdog a welcome chance to strike back.



Goblin Shaman

Get Stuck In!

It's fair to say that *Triumph & Treachery* rewards players who go in all guns blazing. After all, no one wants the sneaky git sloping around at the back, who lets everyone else do all the fighting, to leap in and grab victory at the eleventh hour.

With this in mind, it's heartily recommended that you play in a decisive manner, going after the objectives and racking up as many combat wins as you can. After all, if you're unlucky enough to take a battering early on, being the underdog has its own advantages...



Necromancer



TREACHERY CARDS

- 1) Title
- 2) Description
- 3) Card Effect



CARD COMMENTARIES

Treachery Cards are usually self-explanatory, but the following commentaries explain how to deal with certain rare situations that may occur during a game, and which can raise questions about how a specific card should be used.

Alliance: This card must be played immediately after you are picked as the **enemy player**, before Treachery Cards are given to **neutral players**. It may not be played if you were picked as the **enemy player** because of the play of an Ancient Enmity or Paranoia card, or because you were the only player with models in close combat with the player taking their turn.

Ambush Fire: The target must belong to the player chosen as the **enemy player** in that Shooting phase. If the target is destroyed, the player making the attack receives the victory points for it.

Ancient Enmity: This card must be played immediately after you are picked as the **enemy player**, before Treachery Cards are given to **neutral players**. It may not be played if you were picked as the **enemy player** because of the play of an Alliance or Paranoia card.

Look Behind You!: This card affects all successful armour saves made by the target unit in either the Shooting phase or Close Combat phase; it has no effect on successful ward saves or the Regeneration special rule.

Misdirection: The normal restrictions for range and line of sight still apply. The player of this card cannot pick their own unit as the target of a

hex, direct damage or magic missile spell. If the target is destroyed by the misdirected spell, the player of this card receives the victory points for it.

Null Stone: Note that dice are removed from the pool; dice that have been taken from the pool to cast a spell, or which have been rolled, cannot be affected by the subsequent play of a Null Stone card. If there are not enough dice in one or both pools to satisfy the dice roll, then remove as many as possible to a minimum of 0.

Paranoia: This card must be played immediately after you are picked as the **enemy player**, before Treachery Cards are given to **neutral players**. It may not be played if you were picked as the **enemy player** because of the play of an Ancient Enmity or Alliance card, or because you were the only player with models in close combat with the player taking their turn (and thus the only viable target).

Riches: This card must be played before the Pursuit roll is made.

Scratching Powder: Note that this card can stop a unit from shooting if the unit is not allowed to move and shoot.

Sorcerous Aid: This card is used after any modifiers are applied to the spell, and any re-rolls to the casting roll have been taken. This card cannot affect bound spells.

Trickster's Ring: If the spell is cast with irresistible force, then the spell is cast and a single roll is made on the Miscast table.

MERCENARIES

Mercenary companies are a common sight on the battlefields of the Warhammer world. Although famously untrustworthy, there is no doubting the battle prowess of these hard-bitten warriors. The following rules allow you to include bands of mercenaries in your games, along with rules that will allow you to bribe enemy mercenary units so that they won't fight at vital points in the battle!

HIRING MERCENARIES

If the rules for mercenaries are being used in your game, each player receives extra points that can be spent to hire mercenary units for their army. The number of points each player receives is equal to 100 points for every 500 points they have in the army.

For example, if you were fighting a Triumph & Treachery battle where each side used a 1,500 point army, and wanted to use the mercenary rules, then each player would receive an additional 300 points to spend on their mercenary units.

A mercenary unit is selected from a different army book to the player's main army (a player can't hire mercenaries from their own army, but otherwise there are no restrictions). Mercenaries may even be taken from armies not noted for their civil relations – in dire circumstances, a general will call upon any willing to fight at his side for gold, even if the two forces would never strike up an alliance. All of the mercenaries selected from a single army book are known as a **mercenary company**. A player may have several **mercenary companies**, each from a different army book, if desired.



Ogre Maneater



Hired Swords

The Hired Swords scenario in the Warhammer rulebook has rules for mercenaries. When playing the scenario, players can decide to use the rules for mercenaries in Triumph & Treachery instead of those in the rulebook, if they prefer to do so.

Each **mercenary company** must include at least one character model to be the contingent's **mercenary captain**. If there are several character models, the one with the highest Leadership is the captain. In a tie, the owning player may choose which character tied for the highest Leadership is the captain. Note which character is the **mercenary captain** on the army roster. All units from a **mercenary company** within 6" of their **mercenary captain** may use his Leadership value in place of their own.

Mercenary units may take any options normally available to them and are subject to all of their normal army special rules. The player who purchased them always treats mercenary units, no matter their Alignment, as Suspicious Allies.

Unspent Mercenary Points

If a player has any of the allotted points for mercenaries left over, then they become victory points which must be converted into Victory Tokens, following all the rules on page 18. The player receives these bonus Victory Tokens before deployment at the start of the battle.

LOYALTY

All mercenary models suffer -1 to their normal Leadership characteristic. During the battle, mercenary units are controlled as normal by the player that included them in his army; however, there are times when the loyalty of the warriors-for-hire will be tested.

If a fleeing mercenary unit passes a Rally test, roll on the Mercenary Loyalty table, below, and apply the results immediately after the unit has rallied. Mercenary units can also be bribed by other players, as described next.

MERCENARY LOYALTY TABLE

D6	RESULT
1-4	All players roll-off: whichever player wins the roll-off now controls this mercenary unit. If the mercenaries have changed sides, they immediately count as a newly deployed unit in the controlling player's army for all rules purposes.
5-6	The mercenaries remain loyal for the time being.

Bribing Mercenaries

At the start of any phase, a player may attempt to bribe another player's mercenary units by spending Victory Tokens. If more than one player wishes to attempt a bribe, roll off to determine the order attempts are made. If the bribe is successful, then the mercenaries will stand back and do nothing in that phase. Attempts to bribe mercenary units take place after the **enemy player** has been selected for the phase and any rolls have been made by **neutral players** to see if they get additional Treachery Cards. Mercenary units that are fleeing may not be bribed.

It costs at least 1 brass coin to bribe a mercenary unit. A player may elect to spend as many Victory Tokens as they wish, up to the maximum they currently possess. The player attempting to bribe the mercenaries places the tokens that make up the bribe next to the mercenary unit. The player whose unit is being bribed now has the option to 'outbid' the bribe. To do this, they must place a higher bribe next to the unit.

If the attempted bribe was not outbid, then the unit becomes neutral for the duration of the phase. If the attempted bribe was successfully outbid, then the mercenaries remain active and may be used as normal by the owning player. In either instance, once the mercenary unit's status has been determined for the phase, all Victory Tokens used in the attempt to bribe the unit are spent – they are swept off the board and back into the stockpile of Victory Tokens.



Keeping Good Company

There are numerous ways to approach hiring mercenary companies. Hobbyists may want to hire mercenaries that plug a perceived gap in their own army list, or conversely emphasise an already existing strength. Alternatively, hiring mercenaries may simply be an excuse to finally get your hands on that regiment, monster or war machine you've always wanted to own. However you approach your mercenary companies, they are a great way to add a splash of colour to your existing collection, or even begin a whole new one.

Treacherous Pitched Battles

The Triumph & Treachery rules for mercenaries and Victory Tokens can be used in any Pitched Battle scenario fought between two players. In addition, players should feel free to use any of the Triumph & Treachery scenarios for a two player game if they wish to do so. However, when fought as a two player battle, only use the rules for Mercenaries and Victory Tokens; the Trust No One and Treachery Cards rules should only be used in Triumph & Treachery scenarios that include three or more armies.

TRIUMPH & TREACHERY SCENARIOS

Battles between many forces are complex, anarchic affairs. Armies pour forth from every direction, clashing furiously for possession of strange and unique objectives.

Almost all of the scenarios in the Warhammer rulebook are designed to be fought between two sides. The following three Triumph & Treachery scenarios are rather different, all being designed to be fought with from three to five armies, and using all the Triumph & Treachery rules you have read on the preceding pages.



SCENARIO FORMAT

All of the Triumph & Treachery scenarios follow the same format as the Pitched Battle scenarios from the Warhammer rulebook. Unless otherwise stated, any rules that apply to a Pitched Battle scenario also apply to these Triumph & Treachery scenarios.

CHOOSING THE SCENARIO

If you wish to fight a Triumph & Treachery battle with more than two players, you must use a Triumph & Treachery scenario for the game, or (of course!) use one of your own devising.

The players taking part in the battle should agree amongst themselves which scenario they wish to use. Alternatively, you can roll a dice and refer to the following table to randomly select the scenario you're going to use from those on the following pages:

SCENARIO TABLE

D6	SCENARIO
1-2	Battle 1: The Centre Ground
3-4	Battle 2: Battle for the Artefact
5-6	Battle 3: Right of Conquest

VICTORY POINTS

In Triumph & Treachery scenarios, victory points are scored for achieving any of the following objectives:

- Victory points are scored for the King is Dead, Seized Standards, and Underdog Challenge achievements (see the Warhammer rulebook for details) in the phase in which the event occurred.
- A player whose army destroys an enemy unit, in combat, with shooting or magic, or because the enemy fled and was caught, receives a number of victory points equal to the points value of the unit. These points are awarded in the phase in which the event occurred.
- A player scores 50 victory points for each combat that their army wins.
- Additional victory points may be scored for achieving certain objectives specific to the scenario being played.

Note that the rules for Victory Tokens are always used for Triumph & Treachery scenarios, which means that victory points must be converted into Victory Tokens at the end of each phase (see page 18) and at the end of the game.



Chaos Lord



THE CENTRE GROUND

Several armies converge on the same battlefield, each one determined to control the field by holding the centre ground. Negotiations quickly break down into brutal conflict as each army surges forwards to control the heart of the battlefield.

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up the terrain as described in the *Warhammer* rulebook. The battlefield must be at least 6' by 4'.

DEPLOYMENT

Use the alternating method of deployment described in the *Warhammer* rulebook with the deployment instructions beside the map below.



FIRST TURN

This scenario uses the Trust No One rules to determine the turn order each game turn, including the first (see page 16).

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

The player with the most valuable **paychest** at the end of the battle is the winner.

SCENARIO SPECIAL RULES

Trust No One, Mercenaries, Treachery Cards, Victory Tokens.

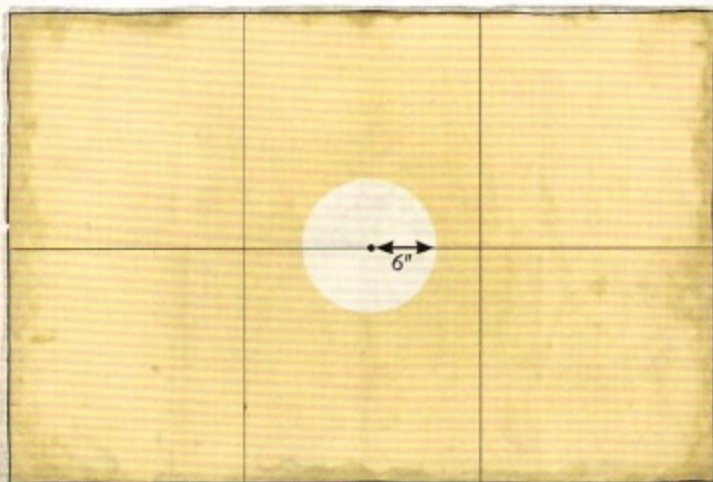
The Centre Ground: At the end of each game turn, the player with a unit closest to the centre of the battlefield gains 100 victory points. If more than one player is equally close, divide the points between them as evenly as possible, rounding any fractions down.



Captain of the Empire

Deployment

Divide the table into six equal sized segments. All the units that a player deploys must be placed in the same segment of the battlefield, and must be placed more than 12" away from any other players' models, and more than 6" away from the centre of the table.



Players may choose to place units in reserve instead of deploying them on the battlefield. All reserve units enter play as reinforcements on the second turn from the player's table segment.

BATTLE

2

BATTLE FOR THE ARTEFACT

The hour is nigh, and the generals must drive their forces to seize a invaluable artefact before it is captured by their enemies.

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

the turn number and the number of players to the dice roll. If the total is 12 or more, the battle ends immediately. If the total is less than 12 the battle continues for at least one more game turn.

THE BATTLEFIELD

Set up the terrain as described in the Warhammer rulebook. The battlefield must be at least 6' by 4'.

The Artefact is represented by a small counter no larger than 1" by 1"; a coin will do, but a suitable model is even better! Place the Artefact at the very centre of the battlefield.

VICTORY CONDITIONS

The player with the most valuable **paychest** at the end of the battle is the winner.

SCENARIO SPECIAL RULES

Trust No One, Mercenaries, Treachery Cards, Victory Tokens.

The Artefact Is Mine! If a player's General moves into contact with the Artefact in their Movement phase, they must pick it up. Put the Artefact marker next to that General to show that he is carrying it. If the General flees or is slain, they will immediately drop the Artefact in the exact position they occupied prior to being removed as a casualty or beginning their Flee move. At the end of the battle, the player whose General is carrying the Artefact marker (or is closest to it if no one is carrying it) receives a bonus of 500 victory points. If Generals belonging to more than one player are equally close, divide the points equally between those players, rounding fractions down.

DEPLOYMENT

Use the alternating method of deployment described in the Warhammer rulebook, with the deployment instructions beside the map below.

FIRST TURN

This scenario uses the Trust No One rules to determine the turn order each game turn, including the first (see page 16).

GAME LENGTH

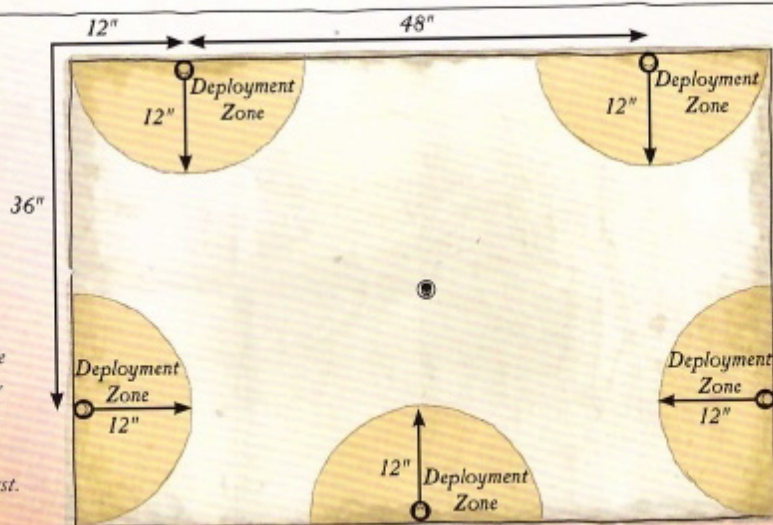
Roll a D3 at the end of each game turn. Add



Skink Priest

Deployment

Set up five markers on the table edge so that they are an equal distance apart from each other. Markers may not be placed in the table corners. Each player now chooses one of the markers to denote the centre point of their deployment zone. Roll off to see which player chooses their marker first.



Units must be deployed so that the whole unit is within 12" of their deployment marker. Players may choose to place units in reserve instead of deploying them on the battlefield. All reserve units enter play as reinforcements on the second turn from each player's deployment zone.

RIGHT OF CONQUEST

The battlefield is a vital piece of land that lies between several kingdoms. Each kingdom insists that the field of battle is theirs, and theirs alone. Tensions and disputes have escalated over time, and now the rulers of the kingdoms are determined to impose their ownership by right of conquest.

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up the terrain as described in the Warhammer rulebook. The battlefield must be at least 6' by 4'.

Divide the table into six equal sized segments. Each player then takes it in turn to place one objective anywhere in each segment. Roll off to see in what order the players place the objectives. Once complete, there should be six objectives on the table, one in each segment.

DEPLOYMENT

Use the alternating method of deployment described in the Warhammer rulebook, with the deployment instructions beside the map below.

FIRST TURN

This scenario uses the Trust No One rules to determine the turn order each game turn, including the first (see page 16).

GAME LENGTH

Roll a D3 at the end of each game turn. Add the turn number and the number of players to the dice roll. If the total is 12 or more, the battle ends immediately. If the total is less than 12 the battle continues for at least one more game turn.

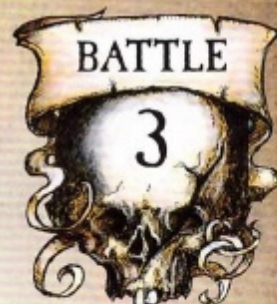
VICTORY CONDITIONS

The player with the most valuable **paychest** at the end of the battle is the winner.

SCENARIO SPECIAL RULES

Trust No One, Mercenaries, Treachery Cards, Victory Tokens.

Right of Conquest: At the end of the battle, the player with a unit closest to each objective gains 100 victory points. If more than one player is equally close, divide the points between them as evenly as possible, rounding any fractions down.



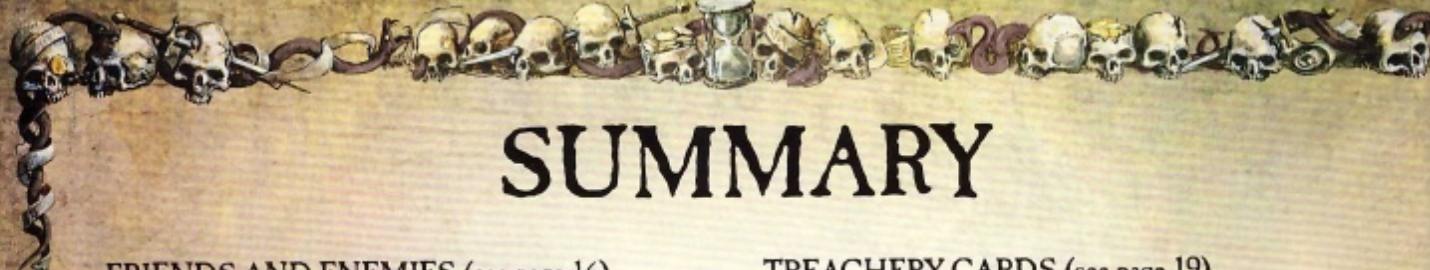
Savage Orc Big Boss

Deployment

All the units that a player deploys must be placed in the same segment of the battlefield and must be placed more than 12" away from an enemy model.



Players may choose to place units in reserve instead of deploying them on the battlefield. All reserve units enter play as reinforcements on the second turn from the player's table segment.



SUMMARY

FRIENDS AND ENEMIES (see page 16)

At the start of each phase, the player whose turn it is must pick one opponent to be the **enemy player** for that phase. Once the **enemy player** has been chosen for a phase, certain rules apply:

- Units belonging to the player whose turn is taking place are friendly units.
- Units belonging to the enemy player are enemy units.
- All other units are neutral units for that phase.
- Neutral units cannot be targeted or attacked in any way.

GAME PHASES (see page 17)

The following additional rules apply in battles with more than two sides, depending on which phase is being played:

- 1) **Movement Phase:** Charges may only be declared against units belonging to the **enemy player**. Units belonging to **neutral players** are treated as impassable terrain.
- 2) **Magic Phase:** Only the **enemy player** receives dispel dice, and neutral units may not be the target of any spells.
- 3) **Shooting Phase:** Only units of the **enemy player** may be selected as the target of a shooting attack.
- 4) **Close Combat Phase:** If friendly units are in combat with units from only one opposing army, then that army's player must be chosen as the **enemy player** for the phase. If friendly units are in combat with units belonging to two or more opposing players, then one of these players must be chosen as the **enemy player**, and a Truce is called with all the other players.

VICTORY TOKENS (see page 18)

There are four types of Victory Tokens: brass coins, worth 50 victory points; silver coins, worth 150 victory points; gold coins, worth 250 victory points; and gold ingots, worth 1500 victory points. Victory Tokens can be exchanged for different denominations of the same total value at any time.

- Unless using rules for Mercenaries, each player starts the game with two brass coins.
- At the end of each phase, each player receives one brass coin for every full 50 victory points they scored in that phase, ignoring any 'spare' victory points beyond this total.
- If one player scored more victory points than any other in that phase, then that player is awarded one additional brass coin. If multiple players are tied for most victory points earned, each of those players receives a bonus brass coin.
- The value of coins a player has is known as their **paychest**.
- At the end of the battle, the player with the greatest value of coins in their **paychest** is the winner.

TREACHERY CARDS (see page 19)

Players can gain Treachery Cards in three ways:

- 1) Automatically at the start of each game turn.
 - If they have a more valuable **paychest** than all other players, they get 1 card.
 - If they have a less valuable **paychest** than all other players, they get 3 cards.
 - Otherwise, they get 2 cards.
- 2) Immediately after a player chooses the **enemy player** for a phase, each **neutral player** rolls a D6. If playing a game with three players, a roll of 5 or 6 gains the **neutral player** an extra Treachery Card. If playing a game with more than three players, the extra card is only gained on the roll of 6.
- 3) By making a dirty deal to get cards from another player.

If a player finds that they have more than five Treachery Cards in their hand, they must immediately discard cards until there are five cards left in their hand.

MERCENARIES (see page 21)

Each player receives an extra 100 points for every 500 points in their army that can be spent to hire mercenary units. If a player has any points from this mercenaries allowance left over, they receive one brass coin for every 50 points they do not spend.

- All of the mercenaries selected from a single army book are known as a **mercenary company**.
- Each **mercenary company** must include at least one character model to be the contingent's **mercenary captain**.
- All units from a **mercenary company** within 6" of their **mercenary captain** may use his Leadership value in place of their own.
- All mercenary models suffer -1 to their normal Leadership characteristic.
- All mercenaries are treated as Suspicious Allies.
- At the start of each phase, a player may spend at least one brass coin to bribe a mercenary unit. If the owning player does not spend more Victory Tokens to outbid the bribe, the mercenary unit becomes neutral for the rest of the phase. Any coins spent in this way are discarded.





TRIUMPH & TREACHERY

As war rages across the Warhammer world, deadly alliances form and fracture. Three, four or even five armies take to the field in a fight to the death. Mercenaries answer the call to battle, accepting a king's ransom in coin to raise their blades in anger. Yet never are these untrustworthy allies more than one good bribe from defection. As generals become ever more desperate, even the most honourable will stoop to any underhanded trick or back-stabbing ploy if it will secure victory, and as vast armies clash in manifold conflict, only the most cunning heroes will triumph over their foes.

Inside you will find:

- Full rules for playing 3, 4, or even 5 sided games of Warhammer.
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Warhammer: Triumph & Treachery is an expansion for Warhammer, the Game of Fantasy Battles.





ENGLISH LANGUAGE
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An expansion for
WARHAMMER
The Game of Fantasy Battles™

You will need a copy of Warhammer to use the contents of this book.




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UNDERDOG

The gains of a weaker foe strengthen your own force's position.

Play if the player with the least valuable paychest wins a combat. You receive 1 brass Victory Token.

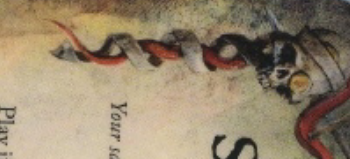
If no single player has the least valuable paychest, this card cannot be used.



BRIBE

The foe feigns terrible aim.


Play this card in the Shooting phase when a unit is nominated to shoot. Discard 1 brass Victory Token to stop the unit from shooting in that phase.



SORCEROUS AID

Your sages supercharge the foe's spells with pyrotechnic consequences.

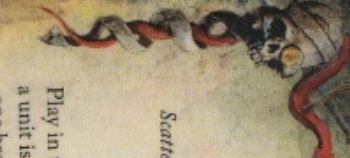
Play if you are a **neutral player** when a Wizard fails a casting attempt. The spell is cast with irresistible force; the Wizard suffers the effects of broken concentration and a miscast.



CUNNING RUSE

Your warriors use an underbanded trick to force the enemy to hesitate.

Play at the start of the Close Combat phase. Pick one of your units. All models in that unit have +1 Initiative for that phase.



RICHERS

Scattering coin dissuades pursuit in favour of greed.

Play in the Close Combat phase when a unit is nominated to pursue. Discard one brass Victory Token to halve the Pursuit roll for that unit.



Play in the Magic phase to remove
D3 dice from both the power and
dispel pools (roll once and apply the
result to both pools).

*This obsidian rock becalms the
Winds of Magic.*

NULL STONE



TRAITOR IN THE RANKS

Turricarts in the enemy ranks cause havoc.

Play at the start of a round of combat.
Discard 1 brass Victory Token to stop
one unit of your choice from using the
Steadfast or Horde rules for that phase.



ALLIANCE

*An old alliance makes a foe change
their plans.*

Play if a player with an
army of the same alignment
(see the *Warkammer* rulebook) picks
you as the **enemy player**. That player
must pick a different **enemy player**.



SURPRISE ATTACK

*Troops edge ahead so they can launch
an attack.*

Play at the start of your
Movement phase. Pick one of your
units. That unit has +D3 Movement for
that phase.



"BAD LÜCK SIR!"

*It is far easier to be paid for
doing nothing...*

Discard two brass Victory Tokens to
change a successful "Look Out Sir!" roll
into an unsuccessful roll.



BETTER PART OF VALOUR

*A well-placed bribe convinces the enemy
that quitting the field has its rewards.*

Play when a player declares that they
will attempt to rally a unit. Discard two
brass Victory Tokens to cause the unit to
automatically fail the Rally test.



GAS BOMB

*Veiled in vile fumes, the enemy reel
in confusion.*

Play at the start of the Close Combat
phase. Pick one unit within 12" of one
of your units. That unit is Disrupted for
that phase.



MISDIRECTION

*A carefully placed bribe allows a spell to be
cast at the wrong target.*

Play when a Wizard is nominated to
cast a spell. Discard one brass Victory
Token to pick the target for the spell.



SABOTAGE

*An unfortunate 'accident' has befallen an
enemy war machine.*

Play in the Shooting phase when a war
machine is picked to make a shooting
attack. It may not shoot that phase.

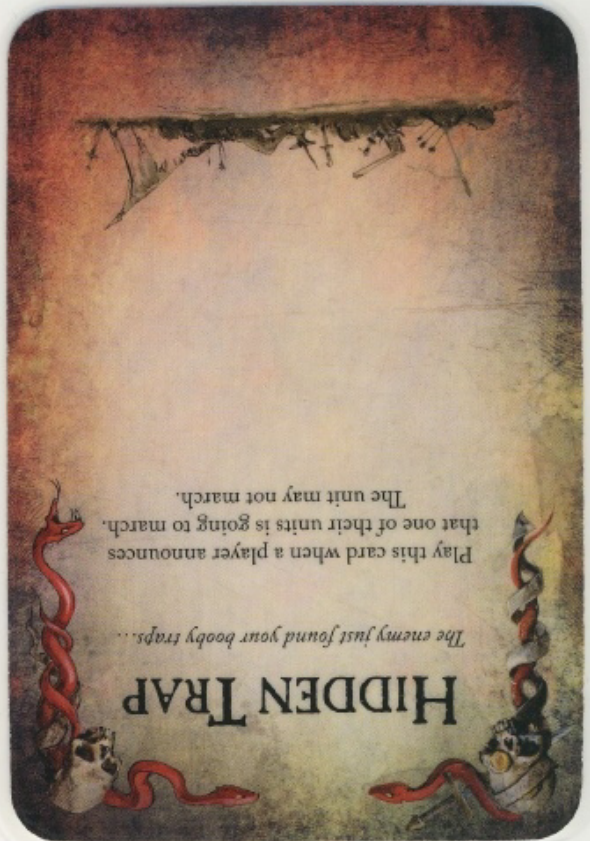




Play when a unit declares a charge reaction. The unit must make a Hold charge reaction.

Your cunningly forged orders cause confusion at a vital moment.

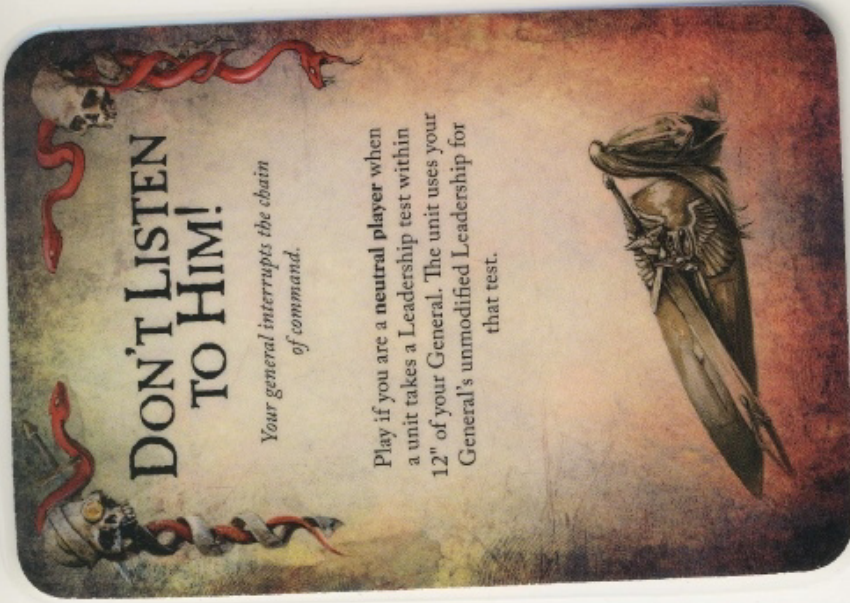
FORGERY



Play this card when a player announces that one of their units is going to march. The unit may not march.

The enemy just found your booby traps...

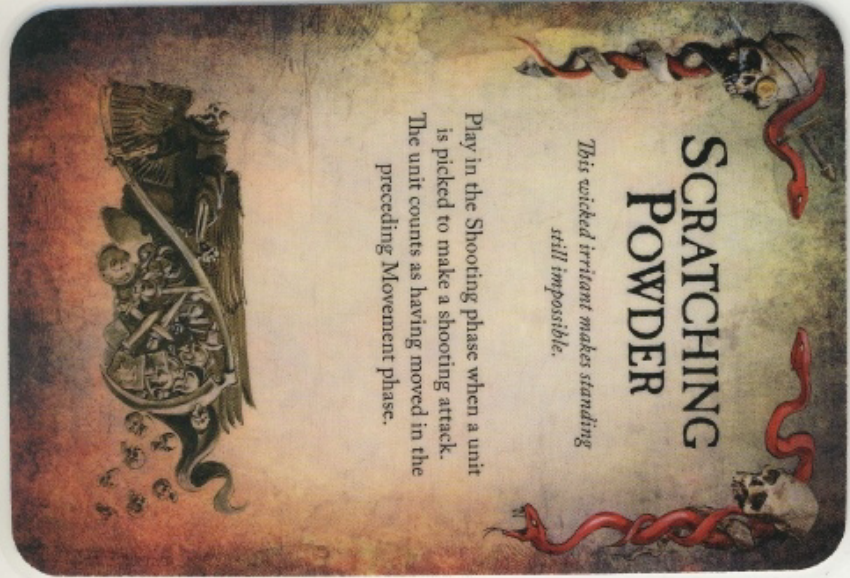
HIDDEN TRAP



DON'T LISTEN TO HIM!

Your general interrupts the chain of command.

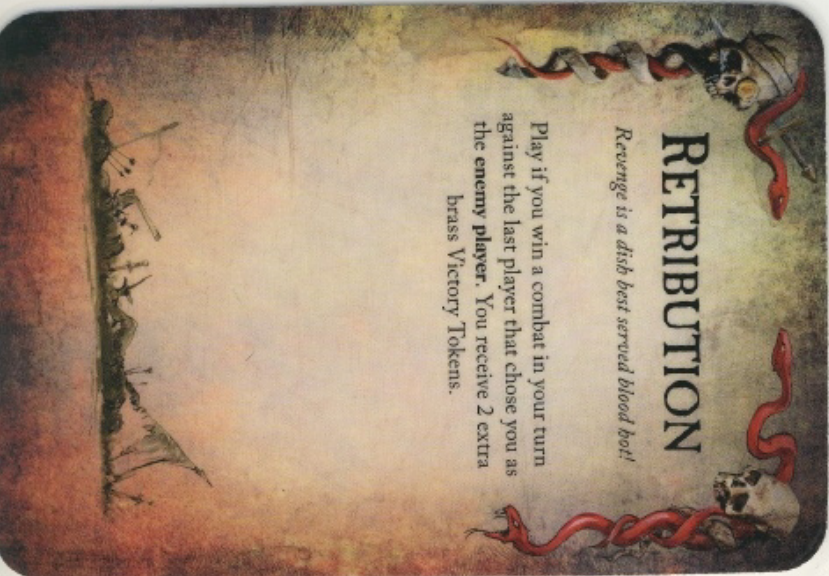
Play if you are a **neutral player** when a unit takes a Leadership test within 12" of your General. The unit uses your General's unmodified Leadership for that test.



SCRATCHING POWDER

This wicked irritant makes standing still impossible.

Play in the Shooting phase when a unit is picked to make a shooting attack. The unit counts as having moved in the preceding Movement phase.



RETRIBUTION

Revenge is a dish best served blood hot!

Play if you win a combat in your turn against the last player that chose you as the **enemy player**. You receive 2 extra brass Victory Tokens.

Play if a player with an army of the same alignment or a non-aligned army (see the *Warhammer* rulebook) picks you as the **enemy player**. The player must pick a different **enemy player**.

A foe is reminded of an ancient grudge.

ANCIENT ENMITY

AMBUSH FIRE

Your warriors fire in support of a nearby ally.

Play if you are a **neutral player** in a Shooting phase. One of your units may immediately shoot at a unit belonging to the player chosen as the **enemy player** this phase.

SECRET AGENDA

Your devious schemes have finally borne fruit.

Play if the player that deployed on your right wins a combat. You receive one brass Victory Token.

Play at the start of the Close Combat phase. Pick one of your units. All models in that unit have +1 Strength for that phase.


INSPIRE FURY

Propaganda and outright lies rouse the fury of your warriors.

SECRET AGENDA

Your devious schemes have finally borne fruit.


Play if the player that deployed on your left wins a combat. You receive one brass Victory Token.



Play if you win a combat against the player that deployed on your right. You receive two extra brass Victory Tokens.

A cunning plan finally reaches fruition.


MASTERSTROKE



Play when a Wizard nominates a spell to cast. That spell will be miscast on any double.

Your spies have arranged the inexplicable 'gift' of a cursed magic ring to an enemy wizard on the eve of battle.


TRICKSTER'S RING



Play when a player nominates one of your units as the target of a charge. Halve the charge range of all units charging your unit.

Your troops scatter handfuls of sharp caltrops underfoot to take the edge off the foe's charge.


CALTROPS



Agents in your employ have studied your enemies' fighting techniques at length.

SECRET INFORMATION

Play at the start of the Close Combat phase. Pick one of your units. All models in that unit have +1 Weapon Skill for that phase.



A secret message makes a foe set enemies all around.

PARANOIA

Play if a player picks you as the enemy player. The player must pick a different enemy player.



Play in the Shooting phase when a unit is picked to make a shooting attack. The unit must re-roll successful To Hit rolls. Shooting attacks that do not roll To Hit are not affected by this card.

Saboteurs have raided the enemy's stockpiles.

SECRET RAID



Play at the start of a round of combat that takes place within 12" of one of your units. All models involved in that combat must re-roll successful To Hit rolls.

Your troops tip oil beneath the foe's feet.

OIL SLICK

LOOK BEHIND YOU!

Through a dastardly ploy, the foe are put off their guard.

Play at the start of the Shooting or Close Combat phase. Nominate one non-friendly unit. All models in that unit must re-roll successful armour saves that phase.



MASTERSTROKE

A cunning plan finally reaches fruition.

Play if you win a combat against the player that deployed on your left. You receive two extra brass Victory Tokens.



DIRTY TRICK

Underhand tactics compound the foe.

Play when the combat result score is being calculated for a combat. Add +1 to the combat result score of the side of your choice.



DUPlicitous MAGE

*Some wizards, it seems, are
easily bought...*

Play in the Magic phase when a Wizard
is nominated to cast a spell. Discard
two brass Victory Tokens to stop the
Wizard from casting any spells for the
remainder of that phase.



CLANDESTINE AID

Your warriors secretly help a nearby ally.

Play if you are a neutral player when
a combat is drawn within 12" of one
of your units, before the effects of any
musicians are applied. You may select one
side to win the combat by 1.



