

Triumph and Treachery

Triumph and Treachery is a multiplayer expansion for 3-5 Players. You are assigned Player Turn Cards at the beginning of the game. Turn order is determined whenever your card is drawn.

Friends and Enemies

At the start of each phase, except the Battleshock 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**
- **Neutral units** can never be targeted or attacked in any way

Game Phases

1. **Hero Phase:** Only the **enemy player** can unbind spells. **Neutral units** cannot be the target of any spells or abilities
2. **Movement Phase:**
 - a. If you began the phase **within 3"** of a **neutral unit** it is treated as an **enemy unit** for the purposes of movement.
 - b. If you began the phase **more than 3"** away of a **neutral unit** treat it as a friendly unit for the purposes of movement. But, no model can *end* its movement within 3" of a neutral unit (ie. you can move past an neutral unit)
3. **Shooting Phase:** Only the **enemy player** can be the target of any missile weapons.
4. **Charge Phase:** You can only make a charge against units belonging to the **enemy player**.
5. **Combat Phase:**
 - a. If the player whose turn it is has models within 3" of models from only **one** other player then that player must be chosen as the **enemy player** for the phase.
 - b. If the player whose turn it is has models within 3" of models belonging to **two or more** players, then one of these players must be chosen as the **enemy player**. All other players' units become **neutral units**. Neutral units do not participate in the combat. Both the player whose turn it is and the **enemy player** may move away from **neutral models** when piling in.
6. **Battleshock Phase:** Do *not* choose an **enemy player** in the battleshock phase. All players take battleshock tests as normal.

Victory Tokens

There are four types of Victory Tokens each worth a number of victory points

- **Brass coin** = 50 vp
- **Silver coin** = 150 vp
- **Gold coins** = 250 vp

- **Gold ingots** = 1500 vp

Tokens can be exchanged for different denominations of the same total value at any time.

The player with the largest Paychest of tokens at the end of the game wins a **major victory**. If two or more players are tied each one wins a **minor victory**.

Gaining Tokens in your Paychest

1. Whoever **slays** or causes the last model in a unit to flee gets victory points equal to the full value of the points spent on that unit. These points are distributed immediately as Victory Tokens rounding to the nearest 50 points ignoring any 'spare' victory points beyond this total.
2. If one player **slew more units** worth of points in one phase than any other that phase, then that player is awarded one additional brass coin. If multiple players are tied in this respect all tied players receive one brass coin.
3. You may make a **Dirty Deal** with another player in exchange for cards and/or tokens at any time. The other player is paid immediately and not required to follow through on the deal if they don't want to.
4. Additional tokens are awarded in various scenarios. In addition, the victory conditions are ignored in place of the victory condition of largest paychest:
 - **Field of Blood:** Each Laurel of Victory mentioned is instead a brass coin awarded.
 - **Artefact of Ultimate Power:** Instead of being the victory condition having the person in control of the Artefact gains 2 gold coins. If no player has the most models within 6" of the Artefact then these coins are not awarded.
 - **Might is Right:** For each territory the player controls they receive two brass coins.
 - **Tower of Screaming Death:** The player in control of the tower at the end gains 2 gold coins.

Treachery Cards

Any player can play a treachery card from their hand in the phase or during the situation indicated on the card. The card is then discarded. If all cards are drawn reshuffle the discarded cards into a new draw deck.

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

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 value 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 a roll of a 6.
3. You may make a **Dirty Deal** with another player in exchange for cards and/or tokens at any time. The other player is paid immediately and not required to follow through on the deal if they don't want to.