

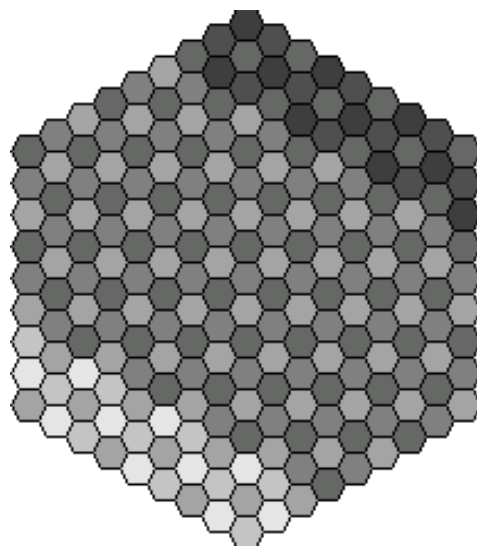
Treachery, a board game by Luke Mills.

TREACHERY

A Strategy Board Game of Questionable Loyalties

Required Equipment/Box Contents

- 1x hex grid board, matching the illustration to the right.
- Per side:
 - 1x General piece
 - 4x Armored pieces (color-coded or numbered)
 - 2x Cannon pieces (color-coded or numbered)
 - 2x Grenadier pieces (color-coded or numbered)
 - 3x Skirmisher pieces (color-coded or numbered)
 - 3x Sniper pieces (color-coded or numbered)
 - 2x Rocket pieces (color-coded or numbered)
- Index cards and a pen
- Optional: A deck of cards for each side with the identities and numbers/colors of each piece, except the general.



Objective

To win Treachery, you must attack your opponent's General before they can do the same to you.

Setup

0: Treachery is a game for two players. One playing white, the other playing black.

1: Each player picks three of their pieces that are Absolutely Loyal.

NOTE: The General is always Absolutely Loyal, and doesn't count against the number of pieces picked to be Absolutely Loyal.

2: Each player secretly writes down two of their opponent's pieces as traitors. Absolutely Loyal pieces cannot be picked as traitors. Do not reveal your traitors until after setup.

3: Each player places their pieces in their side's setup zone, in whatever arrangement they want. In the illustration of the game board, white's setup zone is the three lighter-colored ranks. Meanwhile, black's setup zone is the three darker-colored ranks.

4: Once setup is complete, Black gets the first move.

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Normal Play

During each player's turn, that player must move and/or attack with one of their pieces.

If a player thinks they have identified a traitor, they can attack their own pieces. The opponent is under no obligation to reveal whether or not the piece in question actually was a traitor or not. They can even lie about it, if they see fit.

If a player sees fit, they can move their General into danger. But this is almost always a bad idea.

Traitors

At any time, a player can reveal one of their traitors. The revealing player immediately gains control of the revealed traitor.

Yes, a player can reveal a traitor during their opponent's turn.

A player can nullify an attack by an opponent's piece by revealing the attacking piece as a traitor.

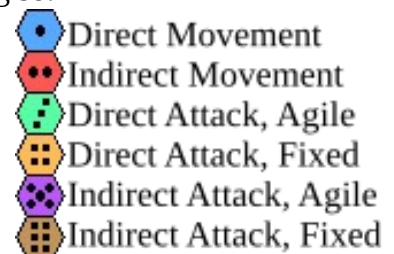
Nullifying an attack in this manner refunds the opponent's turn, letting them move and/or attack with a different piece.

Each player **MUST** record their traitors at the start of the game. Changing traitors during the course of the game is not permitted.

Pieces, And How They Move

In Treachery, attacking and movement are two different things. A piece moving does not kill other pieces by doing so. A piece attacking does not change its location by doing so.

Movement and attacks are further divided into Direct and Indirect. Direct movement and attacks cannot pass a piece that is in its way, regardless of alignment. Direct movement must stop short of an occupied hex, and direct attacks must hit the first piece in their firing line. Indirect movement and attacks bypass pieces in their way.



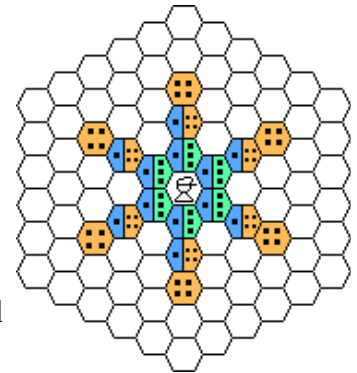
Direct and Indirect attacks are further divided into Agile and Fixed. Agile attacks can be used on the same turn as a piece moves, either before or after the piece's movement. Fixed attacks cannot be used on the same turn as a piece moves.

Each individual piece has a diagram describing how it moves and attacks, using a color-code and dot-number code for each hex in the diagram. If a hex on the diagram is split into two, with multiple colors and dot-numbers in each hex, then that piece has multiple options regarding that hex when moved/ordered to attack.

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The General

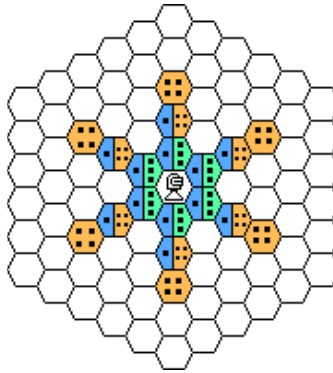
Each side has one General. A player wins if they attack their opponent's General. A player loses if their general is attacked.



Armored

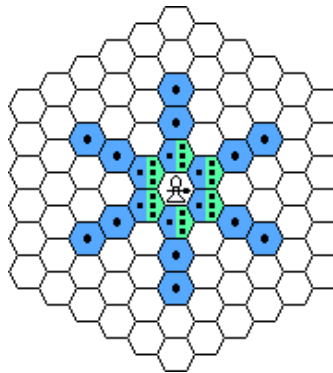
Each side has four Armored pieces. Under most circumstances, an Armored piece must be attacked twice to be killed. A damaged Armored piece should be tipped onto its side, so as to keep track of its damage.

Cannons, Grenadiers, and Rockets can kill an Armored piece in a single attack.



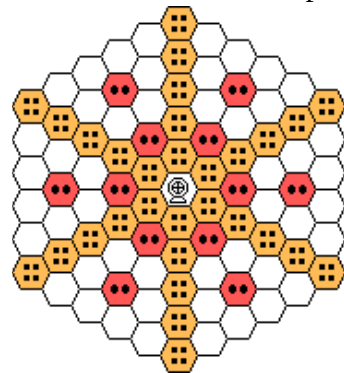
Skirmisher

Each side has three Skirmishers.



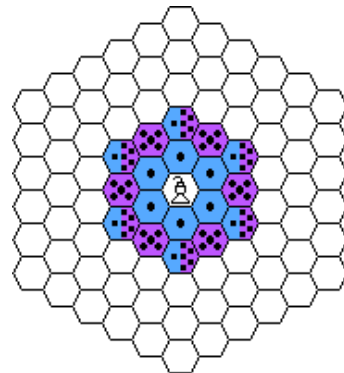
Sniper

Each side has three Snipers.



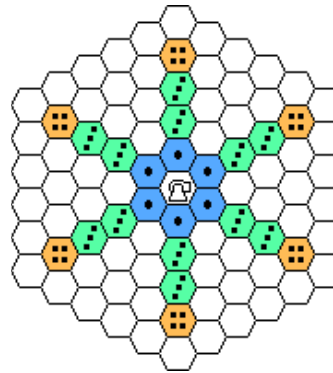
Grenadier

Each side has two Grenadiers.



Cannon

Each side has two Cannons.



Rocket

Each side has two Rockets.

