# BETRAYAL!

# RULES of PLAY

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## 1.0 INTRODUCTION

*Betrayal!* is a strategic level game of the German invasion of France, Belgium, and the Netherlands in May 1940. After finishing campaigns in Poland, Denmark, and Norway, Hitler turned to France. The goal was to knock France down and then prepare for the subjugation of Britain and the invasion of the Soviet Union.

Pre-war planning, coupled with valuable experience gained in Poland, would lead the Wehrmacht to excel in lightning warfare never before seen on such a massive scale. While the French had re-visited World War One with a static Maginot Line defending their border, the Germans went beyond this and brought in blitzkrieg. There were a few bumps along the way. The smaller British army and those from tiny Belgium and Netherlands tried to help France.

The game has two Allied players, one French and one British. They will alternate, depending on initiative, in handling the automata German side. Internal differences between the allies can arise according to their separate and unique victory conditions.

The game contains one 17″x22″ map, one sheet of 108 ⁹/₁₆″ counters, this rules set, and one Players Aid Chart (PAC). Also required for play are 2 six-sided dice.

### 1.1 Game Scale

The 17″ x 22″ map shows the region in Western Europe where the battle took place. The three invaded nations are subdivided into named areas representing significant locations. The areas range in size from thirty miles to fifty miles across. Britain's territory in the west is merely informational. Germany has numbered border set-up areas that are off-limits to Allied air and ground units. A game turn represents three days of time.

### 1.2 Game Units

Infantry units are mainly corps with some divisions. Armored units are divisions and a brigade. Air units are fighter groups or bomber groups, and abstracted to show relative size and abilities. Full-strength ground units carry silhouettes and darker shades. Step-reductions on the back show and a red bar:
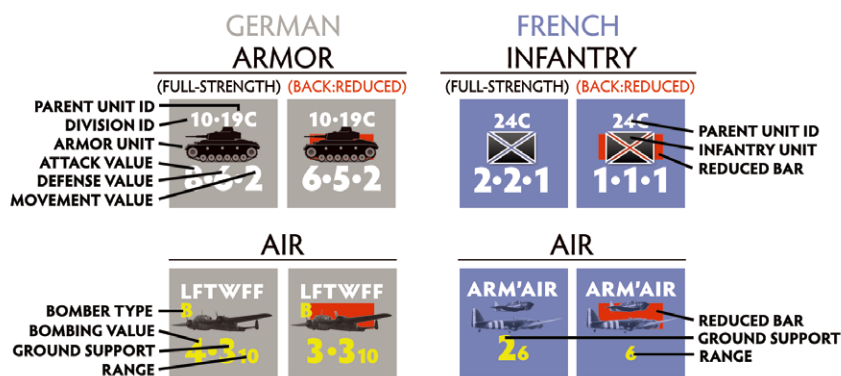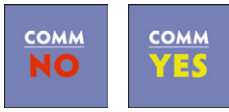


LFTWFF German Air *(Luftwaffe)*   ARM'AIR French Air *(Armée de l'Air)*   AASF British Air *(Advanced Air Striking Force)*

## 1.3 Game Markers

A few counters are markers that indicate the status of certain events, the game turn, or the location of the French Republic marker.



Allied Communication (No and Yes)



Game Turn        French Republic



French 1st, 2nd, and 3rd Penalties



British 1st, 2nd, and 3rd Penalties

## 1.4 Game Map

The map is divided into Areas which regulate movement. German Areas are numbered, while Belgian, French, and Dutch Areas are named. The Game Turn Track on the map records the current game turn, appearance points for Allied units, and the status of Allied communications penalties. The Regroup Boxes for each side also appear on-map. Game charts and tables are located on the map or on the PAC. These govern automata German movement, combat, regroups, and victory conditions.

## 1.5 Stacking

Stacking refers to multiple units occupying the same Area. While moving, units may freely pass through Areas with other friendly units without penalty. All Allied units are considered friendly to one another. At the end of movement, **up to 3** friendly ground units of any size and type may stack in an Area. The German stacking limit is also 3 ground units maximum of any type/size in an Area. There is no limit to the number of German units that may stack in a Border Area. Air units stack for free in an Area.

## 1.6 Zones of Control

There are no zones of control in this game.

## 1.7 Control of Minor Allies

Belgium and The Netherlands are Minor Allies to France and Britain. Throughout play, the British player moves and controls the Belgian and Dutch units. Minor Ally units may not voluntarily leave their homelands, unless they are forced to retreat and have no way out except to depart their country. Once outside their respective borders, the forced-out Minor Ally units may move without geographical restriction.

## 2.0 SEQUENCE OF PLAY

The game proceeds in game turns, which are divided into player-turns. During a game turn, the automata German goes first, followed in order by the French and then the British.

### 2.1 Automata German Turn
- Initiative Determination (3.4.1)
- OKW Strategic Orders (3.4.2)
- Determine Ground Tactics (3.4.3)

**Movement Phase (3.0)**
- Regrouped Units Return (3.2.2)
- Movement

**Combat Phase (4.0)**

### 2.2 Allied Player Turns A player
(French first, then British) completes all the actions below before the next begins his turn.

**Movement Phase (3.0)**
- Reinforcements and Regrouped Units Return (3.2.1, 3.2.2)
- Movement

**Combat Phase (4.0)**

**Regroup Phase (5.0)**

## 3.0 MOVEMENT

**General Rule** Units have printed movement allowances according to their type. As they move across the map, they can expend up to their Movement Allowance (MA) and then must stop. Each player may move some, none, or all of their Allied ground units voluntarily. German ground units undergo guided movement. Possible returns from the Regroup Box and Allied reinforcements enter during the Movement Phase. All air units may fly and return later to their base areas, depending on interception results.

### 3.1 Terrain Costs

All Areas moved into cost one for ground units having a 1 MA. Forest and mountain Areas cost two for units having a 2 MA, since they are motorized forces moving through more difficult terrain. Air units pay one for each Area entered.

### 3.2 Movement Phase

**3.2.1 Allied Reinforcements** Two French units and two British units enter as scheduled reinforcements at the start of this phase in their player turn. The historical setup (Module 8.0) identifies them. A French and English flag are noted on the Game Turn Track as reminders that they are arriving. These units must enter on the designated game turn or they are eliminated from the game.

Reinforcements enter in their named Areas as detailed in the historical setup (Module 8.0). If these are German occupied, they enter at a western (British or French) or southern (French only) friendly board edge Area of France.

**3.2.2 Returns from Regroup Box** Whenever one or more units occupy the Regroup Section of a Regroup Box, they may possibly return to the map. During the Reinforcement and Regrouped Units Return Segment at the start of the Movement Phase, the phasing player rolls a D6 and its result is the number of the active nation's units that may be chosen to return to the map. Any available returns from the roll in excess of the number of units in the box are ignored and may not be accumulated to a future game turn. Returning units must be taken immediately when rolled. If a 6 is rolled, the Allied player must permanently eliminate 1 of his reduced Air units in either of the Regroup boxes (if one is in there).

**a)** Returning Allies appear in friendly-occupied Areas in or next to Paris within stacking limits. When all those Areas are German-occupied, returnees appear in the nearest friendly-occupied Area (player's choice if there is more than 1) to Paris.

**b)** Returning Germans units appear in any German Border Area or in any German-held Area adjacent to a German Border Area.

**c)** There is no movement cost to appear on-map. Returning units thereafter pay normal costs to move.

**Example:** *The British player incurs losses and has salvaged three British ground units and one inverted British fighter unit for the Regroup Box. On a die roll of 6, the British return all three reduced ground units, but permanently lose their fighter unit.*

**Designer's Note** *Allied air forces were operationally inferior to the Luftwaffe and vulnerable to annihilation in the campaign.*

**3.2.3 Map Movement Limits** Except for British units that can evacuate at ports for victory purposes, units may not voluntarily exit the map. British units may both enter and evacuate at a port in the same Movement Phase. Evacuated British units cannot return to the game. Allied units may not enter German Border Areas.



**3.2.4 Automata German Air Drops** There are 2 specialized German units: Luftwaffe and paratroopers (yellow colored text like aerial units). They *must* perform an air drop of up to **8** Areas distance in a continuous connected line from their Border Area on turn 1. Their drop allowance distance is the small number on the right of the counter. Their flight movement through Areas with Allied ground units is allowed. Allied fighters may not intercept.

**a)** An air unit is not needed to carry the air units (they have their own).

**b)** They may land in any Area that is in range (including enemy-occupied or friendly-occupied Areas) and once landed, they stop and can move no farther on that automata player-turn.

**c)** On automata player-turns after they have landed, air drop units move like ordinary ground infantry with a 1 MA.

## 3.3 Air Unit Movement

**General Rule** As friendly ground movement proceeds, attacking aircraft fly to support friendly ground units in combat or to do air bombardment. The German bomber unit can do *both* missions in the same Area in the automata player-turn. All air units may only fly to Areas within their range. Intercepting fighter aircraft that are within range of the target Area and try to intercept and abort the mission return to the Area they started from. The German bomber unit may not intercept.

**3.3.1 Basing** All aircraft have to base in an Area solely occupied by friendly ground units. They may never base in vacant or enemy-occupied Area. They do not retreat like ground units; whenever air units remain alone in an Area following ground combat, they cannot rebase and they are permanently eliminated from the game.

**3.3.2 Mission Target Areas** An attacking air unit may only fly to an Area currently occupied by enemy forces.

**a)** When the target Area contains enemy units only, the mission is an Air Bombardment.

**b)** When the target area contains both enemy and friendly units, the mission is Air Support.

**c)** The German bomber unit can do both an air support and an air bombardment mission in an Area with friendly and enemy units.

**d)** British and French air units may not fly a bombing mission to the same Area.

**3.3.3 Interception** Whoever is flying missions, the other player always handles the interceptions. Interceptions are not allowed against aircraft that stay home or rebase, or against German Air Drops (Case 3.2.4).

Once the phasing player has allocated his air units to bombard or support, the intercepting player moves his fighter aircraft to the target Area to attempt an interception. If this is against a German automata mission, the Allied air unit may only intercept an Area where units of its nationality are within (French fighter to French-occupied Area and British fighter to British-occupied Area). Against an Allied mission, the German automata player must always send both German fighter units if available and in range against the mission.

Lastly, the intercepting player rolls a D6 on the Air Intercept Table and carries out the result.

**3.3.4 Successful Intercept > Failed Mission** When an interception succeeds, the attack mission has failed. The attacking units' fate will vary.

**a)** Make a D6 die roll for each attacking German air unit. If the roll is a 1 or 2, flip a full-strength unit to its reduced side and place in the Regroup box. If the roll is 3-6, place a unit at full strength into the Regroup box. If the unit is already reduced, place the unit into the Set Aside box to be possibly salvaged in a later Regroup Phase.

**b)** Allied full-strength attacking units are flipped over to their reduced side. Then all attacking air units are immediately placed in the "Set Aside" box for possible recovery during their friendly Regroup Phase.

**c)** Interceptors immediately return to their starting Area or to any other uncontested friendly occupied Area within range which is solely occupied by friendly units.

*Example A French fighter unit in Lille flies to Ardennes in support of French infantry attacking there. The British player acts as the automata German player and moves in the only available interceptor, a German fighter unit from Luxembourg. Rolling a D6 on the Air Intercept Table, the automata German player succeeds with a 1 result. The French player flips over the French fighter unit to its striped side and puts it in the Allied Set Aside Box. The interceptor returns back to Luxembourg. (In this case, the second German fighter unit did not fly either because it had been in the Regroup Box, or it was out of range.)*

**3.3.5 Failed Intercept > Successful Support Mission** The attacking air units that survive interception will give a favorable column shift to the ensuing ground combat in the Area (1 column to the right for the attack). Before the shift is made, a surviving German bomber unit also adds its (**3 or 2**) Ground Support value to the automata ground attack total. Once the interception is resolved, interceptors immediately return to base. At the end of the Area's combat, all supporting air units must return to their launch Areas or to any other uncontested friendly-occupied Area within range.

*Example The British player acts as the automata German player. Two German infantry and an armor division advance and attack two British divisions and one French corps in the Cambrai area. Throwing in all available air support, the Germans gamble and fly in both fighter units and the bomber unit from Brussels. The French player can chose either Allied fighter unit (but only one) if in range to intercept, since both French and British ground units occupy the target Area. The British fighter unit in Calais is chosen and tries to intercept. The German air support mission succeeds when the French player rolls a D6 and gets only a **3** on the Air Intercept Table. The British fighter unit returns to Calais. Ground combat follows in upcoming automata combat phase. Initial odds are **15 attack to 6 defense** or **2:1**, which becomes **18:6** or **3:1** with the bomber's strength of **3** added, and finally odds settle at **4:1** with the air support column shift of **1** to right and a **+1** modifier for tanks attacking infantry).*

## 3.4 Automata German Movement Restrictions

**General Rule** German air units move freely but ground units have guided ground movement. The automata player initially determines what German orders will be obtainable and then ascertains the tactics offered to carry out the orders. The player rolls on two separate tables to establish the orders and tactics. German ground movement follows a set procedure.

**3.4.1 Determine Initiative** First, at the beginning of the automata player turn in a new game turn, the Allied players each roll a D6. The high roll gets the initiative and handles the automata German. In case of a tie, the player who did not have initiative the preceding game turn will have it now (**exception**: on turn 1, reroll a tie). It is possible, though not likely, that the same Allied player continually wins initiative over time.

**3.4.2 OKW Strategic Orders** The automata player rolls two D6 on the OKH Strategic Orders table (on map) to set the scope of the German's operations. The capitalized letters refer to the countries where German units can activate. The number following the slash tells how many tactics rolls can be made on the German Tactics Table.

**a)** On rare die rolls the Germans must severely restrict their ground operations just to the Low Countries, Belgium (**B**) and/or The Netherlands (**N**). However, when all home units are absent from either of these countries, the roll has no effect at all. A re-roll is needed until an "**ALL**" result is reached.

**b)** If any country is not rolled, German ground units *cannot* move, seek orders, or execute tactics there. Air movement and air bombardment (but not air support) in that nation is still possible.

**c)** Some die rolls limit upcoming tactics rolls to a **1** result. With just one tactic available, ground operations may encounter more inertia than usual.

*Note: All these limitations reflect the strategic tension between field commanders and headquarters back in Germany*

**3.4.3 Determine Ground Tactics** The automata player next rolls two D6 on the German Tactics Table equal to the number of times listed on the preceding orders roll. The rolled results will be the total tactics available for him to choose from for the current automata player-turn. The Table on the map (and in greater detail in the rules below) explain the consequences to each tactic rolled. It is possible that the same tactic is rolled more than once, in which case the later roll is treated as no effect, reducing the tactics to choose from. (*Example The automata player rolls for tactics three times and gets a 3, 6, and 7. This yields a Hold, Advance/Attack, and a No Effect (7 is the same tactic as a 6; the German automata player can only perform the two available).*

**3.4.4 Individual Tactics Key** The German Tactics Table briefly summarizes the tactics available according to their time in the campaign. A more detailed summary follows:

**A) Hold** obligates German forces to universally move forward but not to enter any Allied-occupied areas. Forward movement is defined as moving closer toward the west or south edges of the map, to the limits of stacking.

**B) Refit** obligates German forces to stand down and stay where they are, but allows them to strengthen. First, all reduced units already on-map restore to full strength. Second, all units in the German Regroup Box, including Set Aside, automatically release to the map at their reduced strength. Released units appear in any German Border Area, or in any German-held Area next to Germany. Inside Germany they may stack freely, while outside Germany they must observe stacking limits. This Tactic **must** be performed if rolled.

**C) Advance/Attack** German forces must move into and attack all Allied-occupied Areas that are adjacent to German-occupied Areas, except for westward attacks on the Maginot Line Areas; those attacks remain optional. Eastward attacks there from German-occupied Areas are required.

**D) Advance/Attack/Saturation Bombing** Same as Advance/Attack, but the bomber **must** run missions in two target areas. Both missions can be the same type or one of each, and have to be within range of the bomber's launch Area. As soon as the first mission sets out, the automata player declares the second one to follow in a different Area that is also in range of the Area the unit started from. Once declared, a second mission is committed and can not change. Depending on Allied fighter availability, one or both missions may face interception.

**E) Advance/Attack/Exploit** Same as Advance/Attack, but when an attack succeeds and the defender is **DW**, **DSW**, **DE**, or **DSU**, victorious armor units must advance one more Area to perform another attack and then stop fighting. The armor units may initially attack with or without infantry. To execute an exploit attack, victorious armor units must immediately advance into an adjacent Allied-occupied Area and conduct that combat, before the automata player moves on to the next attack elsewhere. When no adjacent Area is Allied-occupied, the armor units must still advance into a vacant Area in a westerly direction (that is closer to Paris).

*Example: The automata player rolled 2 Tactics Hold and Advance/Attack/Exploit. He selects the later first. A 9-7-2 armor division and a 5-4-1 infantry corps attack Reims, where two French 3-2-1 corps defend. The 3.5:1 odds round down to 3-1 on the Combat Results Table. Applying the armor vs. infantry die roll modifier, the automata player rolls a DW result to retreat the French. The other Allied player withdraws both defenders to vacant Soissons. Feeling lucky, the automata player immediately advances the armor division after them and attacks again. This time the exploit attack carries odds of 2.25:1 that round down to 2-1 on the Table. The German infantry had to stay behind in Reims. Even when they win exploit attacks, armor must stop.*

Note: By choosing blitzkrieg warfare, the Germans managed to bypass the obvious and formidable defenses the French had carefully prepared.

*Example: Desiring to strengthen the Arras Area the automata player uses the Hold tactic. An armored division stays in Arras. An infantry unit moves in from Lille and a second armored division moves in from Sedan. The tactic for Arras is finished.*

**3.4.6 Mandatory Use** At least one Area's worth of German units on the map must execute a particular rolled tactic, so that no tactic is ever left totally unused. The sole exception is if a **Refit** is rolled, it cancels all **Advance/Attack/*** tactics.

*Example: The Germans receive Advance/Attack/Exploit and Hold as rolled tactics. Besides advancing and attacking with all units that are chosen to do so, the automata player designates at least one other German-occupied area to satisfy Hold. The opposite allocation would also hold true: all chosen Germans hold, except for at least one German-occupied Area that must advance and attack. In this specific case, when only one Advance/Attack/Exploit is done to meet the mandatory use and succeeds, the Exploit armor attack has to execute as well.*

**3.4.6 German Air Unit Movement** On-map German air units may freely fly missions no matter which tactic is in effect during the Automata Movement Phase like the Allies do. The other Allied player handles all interceptions.

# 4.0 COMBAT

**General Rule** Combat takes place between opposing units occupying the same Areas. Air bombardment is resolved first and then the ground combats. The phasing player conducts the combats, Area by Area, in an order of his choosing. Friendly air units already present in an Area may lend air support or execute Air Bombardment if eligible. The German bomber unit can do both.

## 4.1 Combat Mandatory

Combat must occur between opposing forces that occupy the same Area. Units in adjacent Areas do not conduct combat. One side or the other must have moved ground and/or air units into an enemy-occupied Area to trigger combat.

## 4.2 Combat Restrictions

**4.2.1 Allied** The phasing Allied player may freely choose to move his Allied units forward into combat. Allied units can always initiate attacks.

**4.2.2 German** In order to move ground units into combat, the automata player needs to have rolled and selected the tactic that has "Advance/Attack" as part of it. Otherwise, no German ground combat is permitted during this automata player turn.

***Gameplay Note*** *In this case, the automata player can still send up his air units to perform air bombardment.*

## 4.3 Air Bombardment

Before ground combats are resolved during the Combat Phase, for each Area with friendly air units and only enemy ground units, Air Bombardment is resolved (**exception**: the German bomber unit can both bombard and support a ground attack in an Area with friendly ground units attacking). Tally the bombardment values of the eligible air units in the Area, then roll a D6 and cross-reference the result with the tallied bombardment value column in the header of the Air Bombardment Table to get the result.

**4.3.1** The results affect the enemy ground units in the target Area. The targeted player chooses the path for his withdrawing units (as detailed in Case 4.5.2) on a W result. Owning player chooses which units will take step losses.

**4.3.2** At the end of the Area's combat, all bombarding air units must return to a friendly-controlled and occupied Area within range.

***Example:*** *A British fighter unit from Rouen flies to Sedan to bomb a German armored division and infantry corps. The French player acts as the automata German player to try an interception. Two German fighter units at Liege fly to Sedan, following the rule where both German fighter units must intercept if possible. The automata player rolls a D6 on the Air Intercept Table and gets a 5, which misses! Interceptors now go back to German-held Ghent at the choice of the automata player. The British player has a 2 bombardment value. He rolls a D6 and gets a 6, subtracting 1 (Allied DRM) to a 5 result. Cross-referencing the 5 with the 2 bombardment value produces a W result forcing the Germans at Sedan to withdraw. They withdraw separately to Dinant and Metz, both Garman-held, at the choice of the automata player. At the end of the Combat Phase, the British fighter unit returns to base into friendly-held Soissons, a move that brings it closer to the front.*

## 4.4 Ground Combat Procedure

The phasing player chooses and declares which jointly-occupied Areas, also known as a Combat Areas, will be resolved and in what order. Referring to the Combat Results Table, the player calculates the odds, imposes applicable column shifts, and rolls two D6. Lastly, when armor faces only infantry, a die roll modifier applies.

**4.4.1 Combat Odds** The odds numbers are a ratio of attacker's total participating combat strength to all the defender's totaled combat strength in the Area. The odds ratio is rounded down in favor of the defender. For example, a **19**-strength German force attacks a British force containing a **5** defense value. The 19:5 odds rounds down to **3-1** on the Table.

**4.4.2 Column Shifts** Once the odds column is known, available shifts (listed below the Combat Results Table on the PAC) removed change the column. They are cumulative and offsetting. For example, an attack with air support against a Maginot Line Area shifts **5** columns left and **1** column right, leaving a net shift of **4** to left. Odds can never be higher than 8:1 or lower than 1:3.

**4.4.3 Die Roll Modifiers** The last adjustment happens when armor, either on attack or defense, is present, and it fights against only infantry. On attack it **adds 1** to the die roll. On defense it **subtracts 1** from the roll.

## 4.5 Combat Results

Results for the combat appear on the Combat Results Table (see PAC). A combat must be fully resolved before moving on to the next Combat Area of the phasing player's choice. The Table's Combat Results Key references the detailed result descriptions listed below here.

**4.5.1 A** at the start of a result affects only the attacker. **D** at the start of a result affects only the defender.

**4.5.2 W** This result requires a full withdrawal of all affected units from the Area to an adjoining Area. If possible, Allied units go south/west, and Germans units withdraw north/east. Over stacking is not allowed; the units must continue to withdraw until they satisfy stacking limits. The owning player always decides the withdrawal path. Units that can only withdraw into another Combat Area or into an enemy-occupied Area are eliminated instead (place them in their Set Aside box at reduced strength, if not already). A unit can withdraw into a vacant Area last occupied by the enemy.

**4.5.3 S** This result causes a step reduction to all of the indicated side's (A or D at the start of the result) units. Full-strength units are flipped to their reduced side. Those already reduced are placed in the Set Aside box.

**4.5.4 CA** mandates the defender to immediately perform a counter-attack ground combat. All forces in the combat Area immediately participate with the defender, now becoming the attacker. Successive CAs are possible.

**4.5.5 PX** means a partial exchange occurs. Each side initially looks for the lowest strength value used by their participating units (attack value for the attacker and defense value for the defender). If it is a tie for lowest strength, then both those opposing units are removed. Otherwise, the unit with the lowest strength value used (either side) in the combat is removed, then one of the following options must be selected by the player who did not have the lowest strength value:

- A unit of equal or greater strength value used must be removed
- A step reduction of a unit so that the strength lost is equal to or greater than the strength value used of the eliminated unit

Removed units are placed in the "Set Aside" box of the owning player. When a player has more than one equal-strength unit on a side that could be removed, the owning player chooses which one. If both sides survive the PX result, the defender must withdraw (Case 4.5.2).

*Example: A German 9-7-2 armored division attacks a French 2-2-1 infantry and a 3-2-1 infantry. The odds are 2-1. The automata player rolls a 6, which becomes a 7 (+1 for armor vs. infantry). The PX result causes elimination of the smallest unit present, the 2-2-1 infantry. To match the 2-point defensive loss, the armored unit flips to 7-6-2 for a 2-point offensive loss. The eliminated French 2-2-1 is placed into its Set Aside box. The remaining 3-2-1 French unit withdraws like it would on a DW result.*

**4.5.6 EX** requires a total elimination of all ground units participating. They are placed into their separate "Set Aside" boxes.

**4.5.7 E** inflicts a total elimination of the affected (A or D) side's units. The owner places them in their Set Aside box.

**4.5.8 SU** means all affected units surrender. They are permanently eliminated and thus cannot be regrouped.

Note: Belgian and Dutch units lost in combat are **never** set aside for possible regroup. They are instead permanently eliminated.

## 5.0 REGROUP

The closing phase of a player's turn requires a salvage test for the nation's units that were previously eliminated by combat or by air interception and set aside in the Set Aside box. These eliminated units signify not only forces that have suffered losses but some that may have been dispersed when their cohesion crumbled.

## 5.1 Salvage Tests for Regrouping

A die roll is made on the Regroup Test Table (see map) for each unit a player currently controls of the active nation that is in its "Set Aside" box. The player refers to the appropriate column (type of unit) on the Table, rolls a D6, and cross-references the roll with the column to get the result for the unit.

*Gameplay Note Units eliminated during an opponent's player-turn will wait until the end of their next friendly player-turn to roll for Regrouping.*

*Example: On Game Turn 3, the Germans attack and eliminate a French 2-2-1 and a British 2-2-2, while losing a 4-3-1. All units go to their respective Set Aside boxes. The German unit tests for Regroup at the end of that automata player-turn. The French test for the 2-2-1 at the end of their upcoming player-turn. The British test for the 2-2-2 at the end of their turn.*

## 5.2 Unit Types

**5.2.1 Allied Ground Units** All these units roll on the "Allied Ground" column (Exception: Case 5.2.4).

**5.2.2 German Infantry Units** German infantry units roll on this column.

**5.2.3 German Armor and Any Air** German armor units roll on this column. All air units in their Set Aside box, regardless of nationality and type, roll on this column.

**5.2.4 Dutch, Belgian, and All Surrendered Units** When eliminated, these units never test for regroup. They are permanently removed from the game.

## 5.3 Test Results

**5.3.1 Y Result = Salvaged Unit** The unit is moved to its side's Regroup box. Full strength ground units are flipped to their reduced-strength side if not already. French and British share the Allied Set Aside and Regroup Box. Even previously-reduced, eliminated ground units can return to the game. Depending on future combat results, the same ground unit could repeat the salvage cycle a number of times (be eliminated, set aside, and then regroup).

**5.3.2 N result = Delayed Unit** The unit remains in the Set Aside box to be tested for again in their next Regroup Phase.

*Gameplay Note Often the elimination or delay of units can impact victory conditions, such as in a British minor victory counting evacuated units, or in a German minor victory eliminating all Allied air and armor (all were lost/delayed in regroup attempts). Substantial eliminations can in fact promote major victory chances by a reduction of opposing resistance.*

## 6.0 ALLIED COMMUNICATION

Early on in the game, the players can freely communicate. This represents limited pre-war cooperation and planning. Soon, under the stress of battle, communication breaks down.

*Developer's Note: This part of the game is where both players need to be fair and honest with each other. This can be difficult and frustrating, but it makes the game a much more rewarding experience to play.*

## 6.1 First Two Turns

The British and French players may freely communicate on these two turns. Place and move the "Comm Yes" marker on the Turn Track as a reminder

## 6.2 Turn 3 Onwards

**6.2.1** Starting on Game Turn 3, the British and French players are expected to look out for themselves and may not communicate about strategy and tactics in the game. Remove the "Comm Yes" marker and place the "Comm No" marker on turn 3 of the Turn Track as a reminder. The marker stays in effect for the rest of the game.

**6.2.2** No communications means no verbal and non-verbal (gestures or facial expressions) communications. Players should act on the honor system to enforce this.

## 6.3 Penalties for Banned Communication

Progressive penalties take effect. Allied players only make matters worse for themselves if they continue to communicate about strategy and tactics; they can even lose the game. The French penalty markers are in blue and British in tan.

**6.3.1 First Penalty** After the ban goes into effect, the first time an Allied player initiates communication about strategy and tactics, place that country's "Ger 2 Col Shift" marker on the current turn space on the Turn Track as a reminder. The German automata immediately gets a two-column combat shift in its favor: **2** upward for German attacks and **2** downward for German defense against that Allied nation's units. The shift penalty stays in effect for **the rest of the game**.

**6.3.2 Second Penalty** If the same Allied player again starts a communication about strategy and tactics on any game turn following the first penalty, place the nation's "Ge Minor Victory" marker on the current turn space on the Turn Track. The German automata then receives at least a Minor Victory versus that nation at the end of the game.

**6.3.3 Final Penalty** If the same Allied player again starts a communication about strategy and tactics on any turn following the second penalty, immediately roll a D6. On a resulting roll of **2-6**, place the nation's "Ge Major Victory" marker on the current turn space on the Turn Track. The game will end that Game Turn with a German Major Victory *unless* either Allied player achieves a Minor Victory (to obtain a draw for that nation) by the end of that Game Turn. and then it ends in the same manner.

**a)** No matter the D6 result, Allied players both forfeit any chance for a Major Victory and can now achieve at best a Minor Victory to get a draw for one or both players.

**b)** By the final penalty terms, the Garman automata may earn a Major Victory against one Allied player who fails to get a Minor Victory, and may draw versus the other Allied player, who would pull out a Minor Victory.

*Note: The contrasting results highlight the ultimate split in Allied efforts; France and Britain, desperate in communications, work at cross purposes.*

## 7.0 VICTORY

Victory in *Betrayal!* is based on territory capture and/or evacuation of British units. A Victory Table lays out the terms for Minor Victories and Major Victories. Dual opposing Minor Victories will result in a draw. Dual opposing Major Victories, by their definitions, are not possible; only one side or the other can gain a Major Victory. Players resolve victory at

- The end of the last Game Turn
- Earlier by agreement
- Earlier depending on Allied Communication

## 7.1 Intervening Allied Communication

When Allied communication intervenes, the standard victory conditions will be modified as explained in Allied Communications rules (Module 6.0).

## 7.2 French Republic Marker

A marker labelled French Republic is present in France throughout the game and cannot be eliminated. This represents the administrative and nerve center of France's war effort. Holding the counter is critical to combat morale and to achieving victory, whether Major or Minor.

**7.2.1 Ownership and Movement** The French Republic marker has no combat strength, cannot move by itself, and must remain in France. A ground unit must stack with the counter in order to move it as the ground unit moves or to hold it for victory purposes. A British unit cannot hold or move the marker. The French Republic marker does not count for stacking

**7.2.2 Combat Withdrawal** Whenever the unit holding the French Republic marker has to withdraw, the counter goes with it.

**7.2.3 Capture** The French Republic marker can be captured or recaptured if left alone. Should a German unit stack with the French Republic marker in a German-held Area, the Germans hold it at that point for victory purposes and the German unit can move the counter around inside France.

**7.2.4 Morale Effect** If the Germans hold this marker, they receive a favorable 1 column shift in combat, whether they attack or defend.

## 8.0 HISTORICAL SETUP

**Allies** set up first as follows:

**Netherlands** (yellow or orange background color) One corps in each Area except Rotterdam which has the Peel Division

**Belgium** (dark blue background color) One corps in each Area and one more in Louvain

**Britain** (tan background color)

3 Infantry units (divisions) each in Lille, Arras, and Amiens

2 Infantry units (divisions) in Abbeville

51 Infantry in Metz

AASF air unit in Soissons

**British Reinforcements:** In any friendly-held port:

Game Turn 4: 1TB (Armor)

Game Turn 6: 1A (Armor)

**France** (medium blue background color)

 Units set up in named areas:

**Dunkirk**: 1C, 16C
**Cambrai**: CVC (Motorized Inf), 3C, 5C
**Sedan:** 4C, 10C, 18C.
**Longwy:** 2C, 11C, 41C
**Metz:** CC, 24C

**Strassbourg:** 9C, 20C, 42C
**Nancy:** 8C, 12C, 17C
**Epinal:** 27 Div., 43C
**Colmar:** 13C, 45C
**Soissons:** 3DCR (Armor)
**Reims:** AA Air unit
**Verdun:** 6C, 7C
**Paris:** French Republic Marker

**French Reinforcements**:

**Game Turn 3:** 2 DCR and 4DCR appear in Soissons

**Germany** (grey background color) Set up by numbered Border Areas in Germany:

**Border Area 1**(18th Army): SS"Verfügenstruppe", 7th Airborne, 22nd Air Landing, 9th Panzer, 10 Corps, 26 Corps, SS "Der Führer"

**Border Area 2**(6th Army): 4 Corps, 9 Corps, 11 Corps, 16 Corps, 3rd Panzer, 4th Panzer, 27 Corps

**Border Area 3**(4th Army): 2 Corps, 5 Corps, 8 Corps, 15 Corps, 5th Panzer, 7th Panzer

**Border Area 4**(12th Army): 3 Corps, 6 Corps, 18 Corps

**Border Area 5**(16th Army): 7 Corps, 13 Corps, 14 Corps, 19 Corps, 1st Panzer, 2nd Panzer, 10th Panzer, 23 Corps, 40 Corps, 41 Corps, 6th Panzer, 8th Panzer

**Border Area 6**(1st Army): 12 Corps, 24 Corps, 25 Corps, 30 Corps, 33 Corps, 37 Corps

**Any Border Area**: 2 Luftwaffe Fighters, 1 Luftwaffe Bomber

## 9.0 FREE SETUP

An option is open to try a free setup, under these few restrictions:

**Belgium and The Netherlands** All units start in their home Areas

**France and Britain** All in France observing stacking limits, except French Republic marker which starts in Paris

**Germany** Anywhere in the border Areas as long as at least three ground units start in each Area

Dutch and Belgian Areas that have a bracketed 1 value in their Area have some defense forces there that may stop German units from moving further only on the first turn of the game. This does not apply if there is an Allied unit in the Area or it is Turn 2 or later. Roll a d6 for each German ground unit moving into the Area that turn that can and wishes to continue moving on. If a 1 is rolled, the unit may not move further this turn.

All other rules remain in effect.

*Fin.*