

# Sabotage!

son of *The Resistance*.

*Sabotage!* plays with two decks of regular playing cards.

You play a small, wartime cell of Resistance fighters trying to sabotage an occupying army. Your operatives must complete three missions but there is every indication your group has been infiltrated by spies for the Occupation trying to sabotage your sabotage!

**Choose a dealer.** They then use one deck of cards to:

- Deal a pair of *Operative Cards* to each player, one RED and one BLACK of ascending rank:

1st player	a RED Ace and a BLACK Ace
2nd player	a RED Deuce and a BLACK Deuce
	etc.

(8-10 players: reserve the Ace of Spades for later use)

- Lay a row of BLACK (or \*RED) *Mission Cards* in the middle of the table with ranks corresponding to this chart:

5 players	2	3	2	3	3
6 players	2	3	4	3	4
7 players	2	3	3	4*	4
8-10 players	3	4	4	5*	5

For example, for a 5 player game lay out a BLACK Deuce, a BLACK Three, a BLACK Deuce, a BLACK Three, and a BLACK Three. For games of 7-10 players, the fourth *Mission Card* is RED. Use cards from the second deck of cards when needed.

- Create a deck of *Allegiance Cards* according to the number of people playing:

5 players	2 RED	3 BLACK
6 players	2 RED	4 BLACK
7 players	3 RED	4 BLACK
8 players	3 RED	5 BLACK
9 players	3 RED	6 BLACK
10 players	4 RED	6 BLACK

The dealer then proceeds to:

- Separate the second deck of cards into two decks: RED *Sabotage Cards* and BLACK *Support Cards*, and deal each of these decks as evenly as possible to all players. (If both decks of playing cards have the same backs, include the leftover cards from the first deck too.)

- Create a deck of *Nomination Cards* according to the number of people playing:

5 players	3 Jokers
6-7 players	4 Jokers
8-10 players	4 Jokers & Ace of Spades

**Choose a starting player.** This player will be the leader of your cell for the first mission. Give them the *Nomination Cards*, face down.

**Choose spies for the Occupation.** Shuffle the *Allegiance Cards* and deal one to each player face down. Players keep these cards secret until the end of the game. Those who get a BLACK card are loyal to the Resistance. Those who get a RED card are spies...

The dealer then directs players through the following:

- all players (including the dealer) close their eyes
- spies open their eyes and make eye contact
- spies close their eyes
- all players open their eyes.

**Play rounds until three missions succeed or fail.**

If three missions succeed, the morale of the occupying army is weakened, they retreat and the Resistance wins! If three missions fail, the Resistance is arrested, interrogated and shot. Play carefully!

Each round consists of the following steps:

- The current leader nominates members of the group for a mission.**

They do this by passing out *Nomination Cards* face up. They may nominate themselves. They must nominate the number of people indicated by the rank of the first uncovered *Mission Card* in the middle of the table. This card denotes the current mission.

- The group votes on attempting the mission with the nominated team.**

Each player secretly selects either the RED or BLACK *Operative Card* from their hand and places it face down in front of them. Once everyone has voted, they reveal their cards.

If a majority of people played BLACK cards, the mission proceeds. *Go to step 3).*

If there are more RED votes, or if a tie exists, the nominated team doesn't have the confidence of the group. That team is scrubbed and all *Nomination Cards* are returned to the leader. *Go to step 4).*

After voting, each player returns their *Operative Card* to their hand.

- The nominated team attempts the mission.**

Each player with a face up *Nomination Card* secretly selects a card from their hand (NOT one of their *Operative Cards*) and passes it face down to the dealer. Resistance members must select a BLACK (*Support*) card. Spies may select a BLACK (*Support*) card or a RED (*Sabotage*) card.

The dealer shuffles these cards and reveals them to the group.

If a RED card is revealed\*\* the mission was *sabotaged!* The dealer partially covers the current *Mission Card* with a RED card indicating a failed mission.

\*\*Note: if the current *Mission Card* is RED, **two** RED cards are required to sabotage the mission.

Otherwise, the mission was a success. The dealer partially covers the current *Mission Card* with a BLACK card.

The dealer discards the cards used on the mission.

Note: a player's hand may become depleted if they are nominated for many missions. Players require at least one RED and one BLACK card (NOT including their *Operative Cards*) at all times. Players may pick up the discard pile at any time to discreetly replenish their hand one or two cards at a time.

- The next player becomes leader of the group.**

Pass them all *Nomination Cards*. Proceed clockwise, or "to the left."

*Note: it is traditional for one or more players to shout, "Sabotage!" whenever a RED card is revealed.*