

Sabotage!

You play a small cell of **Resistance operatives** trying to sabotage an occupying army. You must complete 3 missions but there is every indication your group has been infiltrated by **spies for the Occupation** trying to sabotage your sabotage!

You will need two decks of playing cards.

Mission Cards: (BLACK/RED*)
5 players Deuce Trey Deuce Trey
6 players Deuce Trey 4 Trey 4
7 players Deuce Trey 4 4* 4
8-10 players Trey 4 4 5*

Nomination Cards:
5 players 3 Jokers
6-7 players 4 Jokers
8-10 players 4 Jokers, Ace of Spades

Operative Cards:
1st player BLACK Ace RED Ace
2nd player BLACK Deuce RED Deuce
etc.

Allegiance Cards: (secret)
5 players 2 RED - Spies 3 BLACK - Resistance
6 players 2 RED 4 BLACK
7 players 3 RED 5 BLACK
8 players 3 RED 4 BLACK
9 players 3 RED 6 BLACK
10 players 4 RED 6 BLACK

Lay **Mission Cards** on table.

Give **Nomination Cards** to 1st leader.

Give **Operative Cards** to players.
Shuffle & deal **Allegiance Cards**: close all eyes; **spies** open eyes; **spies** close eyes; open all eyes.

Deal remaining cards: **5 RED** and **5 BLACK** to each player if possible. (Players may replenish hands discretely from discard pile if necessary.)

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3) Team attempts mission.

players w. **Nomination Cards** pass the dealer a card (NOT an **Operative Card**) face down dealer shuffles; reveals; discards face down

any **RED card*** = **Sabotage!** mission **[Fails]** place **RED** card on **Mission Card** otherwise, the mission **[Succeeds]** place **BLACK** card on **Mission Card**

4) Next player becomes leader.

*any 2 RED cards if Mission Card is RED

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