

SABOTAGE

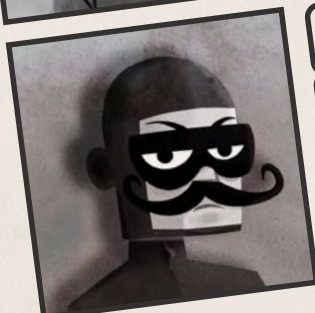
Sabotage
Weapon damage



Codename: The
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Wherabouts: Circus



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Introduction

Sabotage is a stealth tactics game for two teams of two players each that plays in 45 to 60 minutes. One team, the **Spies**, is trying to infiltrate the volcano fortress of the other team, the **Villains**, and deactivate their Doomsday devices, which will soon destroy the world.

The Villains, armed to the teeth with deadly weapons and gadgets, seek out the Spies and wish to neutralize them. The Spies, however, have plenty of gadgets and tricks of their own.

The two teams are separated by a screen, and each team has its own map of the volcano fortress. Both teams move in secret on their own map board. The Villains must rely on deduction and prediction to stop the Spies. The Spies, however, can do little to the Villains, and must rely on stealth and deception to outwit them.

Winning the Game

The **Villains** win once they have hit the Spies 5 times.

The **Spies** win once they have hacked Doomsday Machines 8 times.

Components

- 1 Screen

2 Map boards

4 Player boards (2 Spy, 2 Villain)

20 Starting action tiles (4 sets of 6 each)

40 Advanced action tiles (8 sets of 5 each)

8 Character overview cards

8 Character miniatures

6 Doomsday Machine miniatures

4 Generator miniatures

24 Device tokens (2 sets of 12)
- 4 Enemy markers

16 Dice

12 Doomsday cubes

8 Generator cubes

4 Slide cubes

18 Modify cubes

22 Unlock markers

26 Tracking tokens

10 Walls

Setup

1. As a group, choose 2 players to play the **Spies** and 2 to play the **Villains**. Seat the teams on opposite sides of the table.

2. Each player takes 4 **dice**, a **player board** of their team, and the following starting action tiles:

• **Spy:** Move & Scan (×3), Earpiece, Hack, Parachute

• **Villain:** Move (×3), Generator, Motion Detector, Stun Gun

3. Secretly, each **Spy** chooses a **Spy character**, and each **Villain** chooses a **Villain character**. Once everyone has chosen, everyone reveals their characters. *(To help you choose, you can look through the characters' advanced action tiles, and you can reveal a tile to show which character you chose.)*

4. Each player places their character's 5 **advanced action tiles** above their player board, with the one Tier 1 tile on the left, the two Tier 2 tiles in the middle, and the two Tier 3 tiles on the right.

5. The **Villains** collect 24 tracking tokens. The **Spies** collect 2.

6. Each **team** collects the following pieces on their side:

• 2 Character overview cards matching the enemy characters

• 2 Modify cubes

• 4 Generator cubes
7. Each **Villain** places 6 **unlock markers** on the 6 Unlocks spaces on their player board. They take 24 Enemy markers (12 light blue, 12 dark blue).
8. Each **team** takes a **map board** (*either side*) and places 5 walls, 3 Doomsday Machine miniatures, and 2 Generator miniatures on it, as shown in the Recommended Intro Map diagram to the right.
9. The **Spies** add 4 **Doomsday cubes** to each Doomsday Machine miniature on their map. They take 2 Enemy markers(one of each color) and 22 Unlock markers.
10. Place the **screen** to block sight between the teams.
11. Place 4 **modify cubes** and 4 **slide cubes** to fill the Hit track, and place 7 **modify cubes** to fill the Hack track, both on top of the screen, as shown in the setup diagram to the right.
12. Each **Villain** places their **character miniature** on any room without a Generator. *(The Villains may start in the same or different rooms. The Spies start with their miniatures off the map.)*

Intro Game

If you're new to *Sabotage* and want an easier, shorter game, you can play the Intro Game. To play it, change these setup steps:

- **Step 4:** Return the advanced action tiles to the box.

• **Step 7:** The **Villains** return their Unlock markers to the box.

• **Step 11:** Place 3 **modify cubes** and 3 **slide cubes** on the Hit track, and place 4 **modify cubes** on the Hack track, both on top of the screen, as shown in the diagram below.

The Spies now win at 5 hacks, and the Villains now win at 4 hits. The Spies now only use Unlock markers to increase Swagger. The Villains do not use Unlock markers.

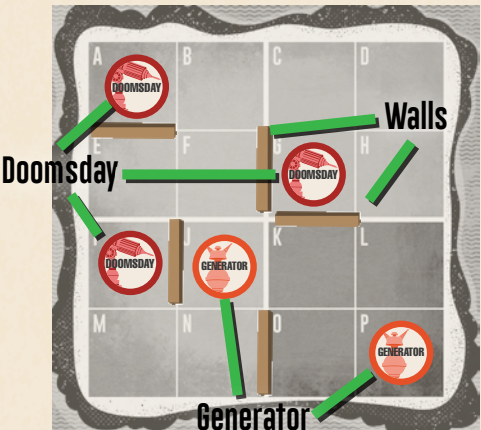
Intro Game Setup

Hack Track

Hit Track

VILLAINS LOSE ON 5TH HACK

SPIES LOSE ON 4TH HIT



Variable Setup

The teams can set up the map in new ways by following these rules.

Collect 5 walls, 3 Doomsday Machines, and 2 Generators. Starting with a random team, each team takes a turn placing a wall, Doomsday Machine, or Generator on the map until all of these pieces have been placed.

Doomsdays Machines and Generators cannot be in the same room, and they cannot be in adjacent rooms (*sharing edge*) unless a wall separates them. Walls cannot be placed to surround a room (*including map edges*).

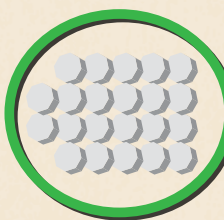
6 Starting Action Tiles



4 Generator Cubes



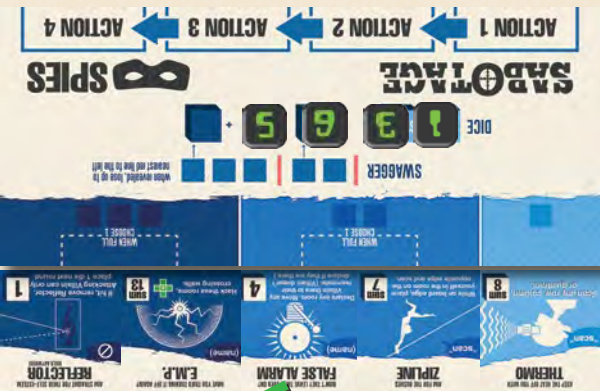
Modify Pool



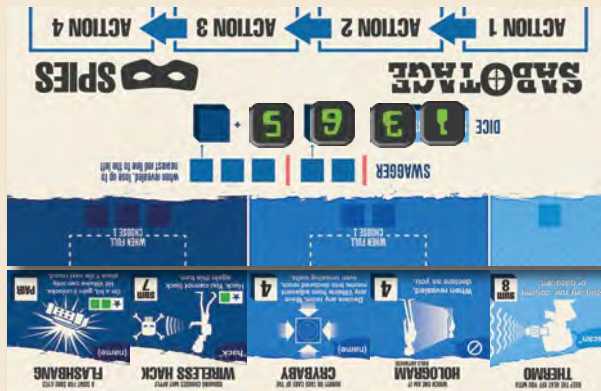
22 Unlock Tokens



Doomsday Cubes



5 Advanced Action Tiles



Screen

Hit Track



Hack Track

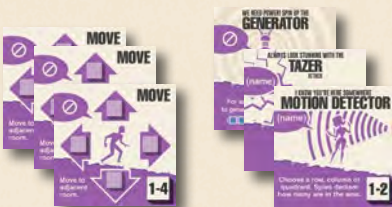
4 MODIFY CUBES
4 SLIDE CUBES

7 MODIFY CUBES

Player Board



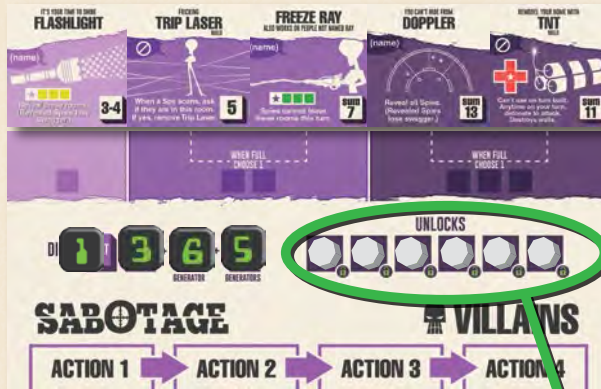
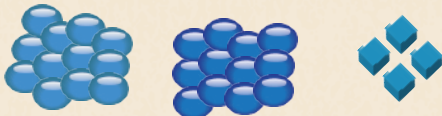
Dice



Map Board



24 Tracking Tokens



6 Unlock Tokens



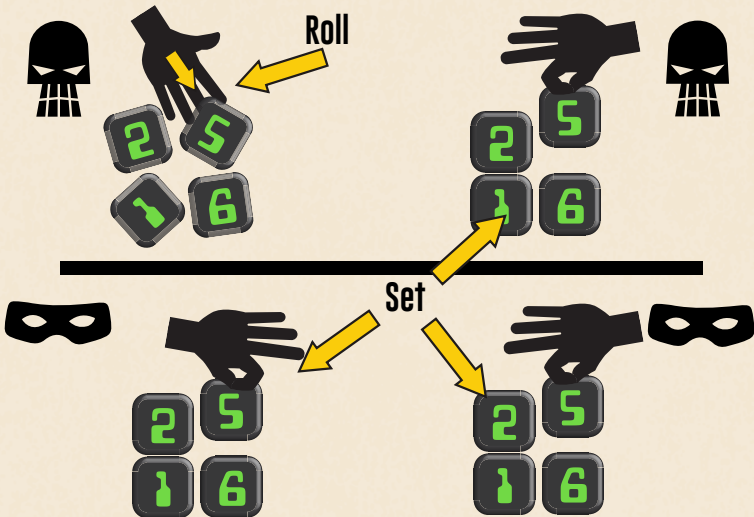
Playing a Round

The game is played over a series of rounds, and each round is divided into four phases:

- I. Roll Dice
- I. Plan Actions
- II. Execute Actions
- III. Clean Up

Phase I: Roll Dice

One Villain rolls their 4 dice and declares which numbers they rolled. Each other player rotates their dice to match the rolled dice.



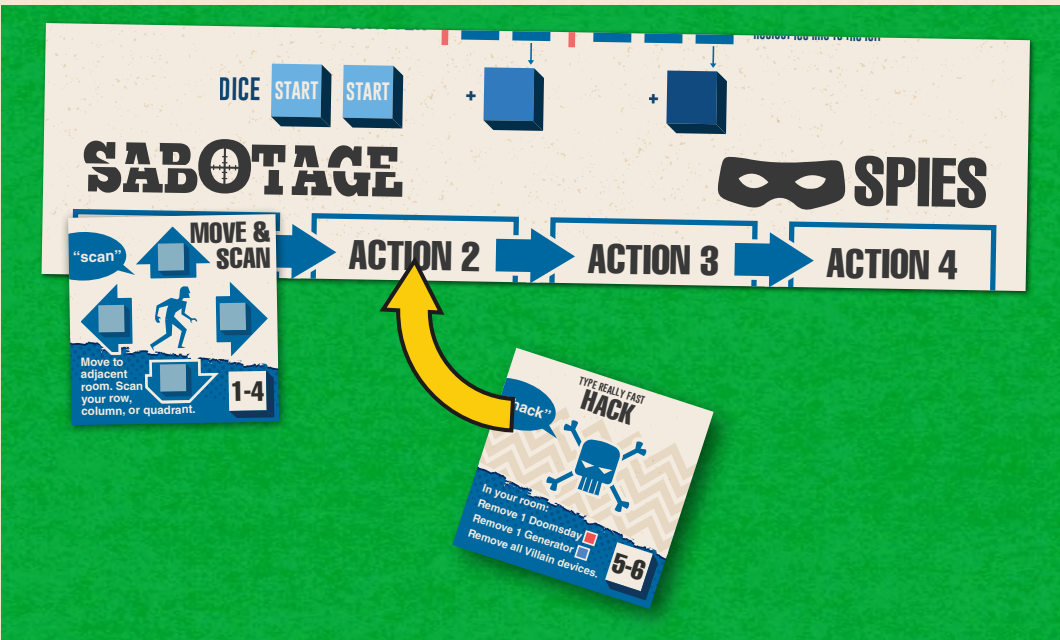
Throughout these rules, we often use the term **DECLARE**. This means you must announce something so that every player hears you.

Phase II: Plan Actions

Simultaneously, the players place action tiles and the proper dice on their player board, planning the actions they will execute in the next phase.

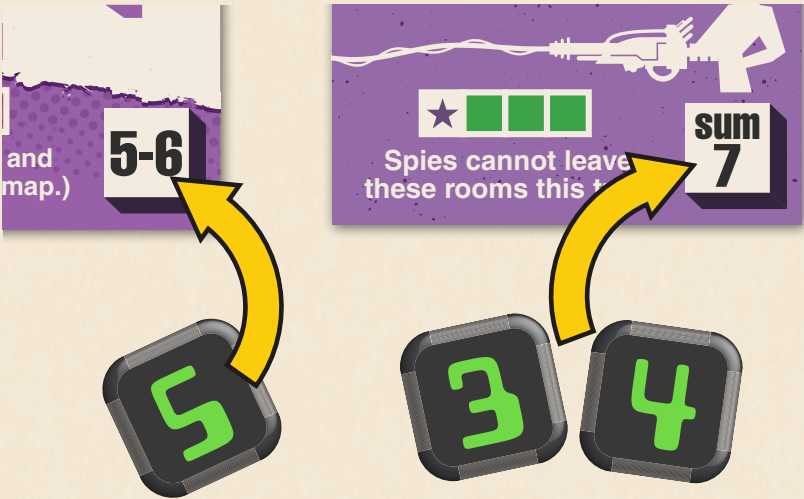
Everyone plays this phase simultaneously. (*Uses of “you” in this phase refer to any one player.*)

You can play action tiles from your hand onto the action spaces on your player board from left to right. This is called **PLANNING AN ACTION**.



To plan an action, you'll often need to place one or more dice on the tile, as shown in its bottom-right corner:

- X** Place one die showing exactly the number **X**.
- X-Y** Place one die showing a number in the range of **X** to **Y**.
- sum X** Place *any number* of dice whose sum is exactly the number **X**.
- pair** Place two dice that show the same number.
- Free** Place no dice.



Limits

- Each die can only be placed on one tile per round.
- At the start of the game, each player can place **up to 2 dice** on actions. (*If you wish, you can place the 2 dice you don't wish to place on the “+ die” spaces on your player boards.*) **Spies** can place more dice by increasing their Swagger, and **Villains** can place more dice by activating Generators (page 8).
- You can only plan an action that you could execute. (*For example, you could not plan a Move that moved you into a wall.*)

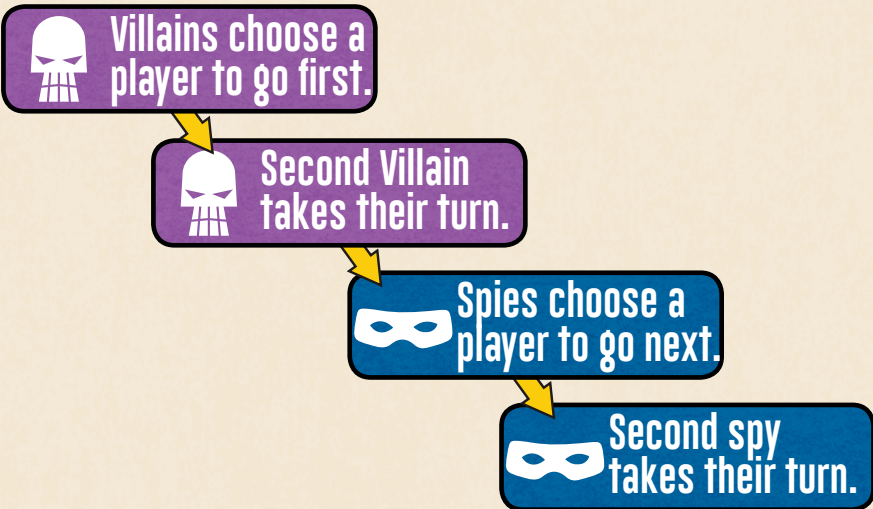
Phase III: Execute Actions

One by one, the players perform the actions they planned.

First, the Villains choose one Villain to go. The chosen Villain executes all of their planned actions, one by one, from left to right.

A planned action must be executed if possible, even if undesired.

After the first Villain has gone, the other Villain goes. Once both Villains have gone, the Spies choose one Spy to go, and then the other Spy goes.



Phase IV: Clean Up

Each player returns all of their executed action tiles to their hand, their placed dice to their player board, and any unplaced unlock markers to their team’s supply.

Then, start the next round!

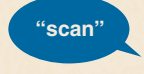
Executing Actions

To execute an action, do the following:

- 1. Declare it, if needed.
- 2. Target it, if needed.
- 3. Resolve it.

Declare Action

Whenever you execute an action, declare what is on its *speech bubble*.

-  **Do not declare this action.**
(Give no information about the tile to the other team.)
-  **Declare the name of this action.**
(If they wish, the other team can request to look at the tile.)
-  **Declare exactly what is written in the quotes.**
(Do not give other information about the tile.)



The Acrobat first executes Move & Scan. He will move to the right, as planned, but only needs to declare “scan,” as written on the tile. Once he’s done with Move & Scan, he executes Virus, which shows that he does not declare it, so he says nothing.

Any Other Communication Rules?

Just one: **you must declare what's in the speech bubble**. You can't lie about it or say something different for tactical advantage. For example, you cannot declare that you're using Thermo and then say, "Whoops, I mean I'm scanning." Unless it's a honest mistake, of course.

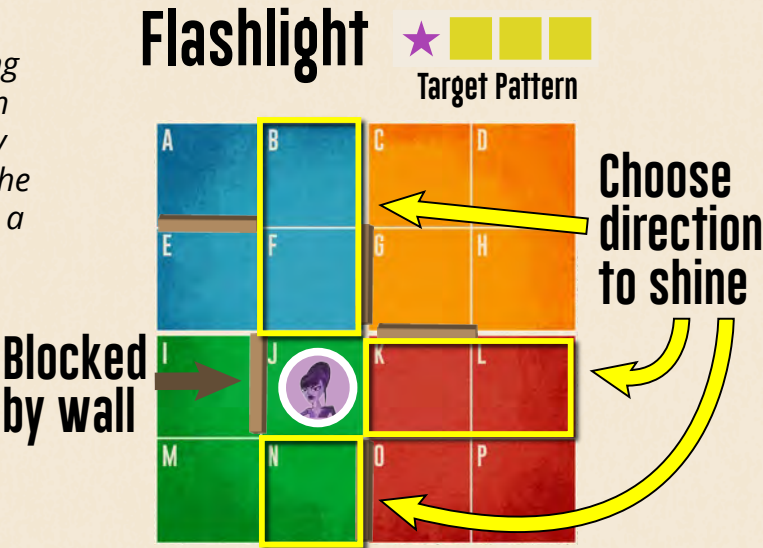
Otherwise, not really! Teammates can talk and even whisper to each other. They do not need to communicate anything they’re doing to the other team.

Target Action

Your action may target your own room, another room, or multiple rooms. If it targets multiple rooms, the tile will show the pattern of rooms it targets. You can rotate this pattern in steps of ninety degrees.

 The square with a star shows the room of your character, and the other colored squares show the affected rooms. If the square with the star is colored, the action also affects your character's room.

Chantico is executing the Flashlight, which she can point in any direction to reveal the next three rooms in a straight line.



Declare all of the rooms you are targeting. The effects of actions **cannot cross walls** unless otherwise noted.

Resolve Action

Many actions fall into a few general types:

- Villains and Spies both have **move**, **build**, and **passive** actions.
- Spies also have **hack** and **scan** actions.
- Villains also have **reveal** and **attack** actions.

We will describe these action types first, then describe the other actions you start the game with.

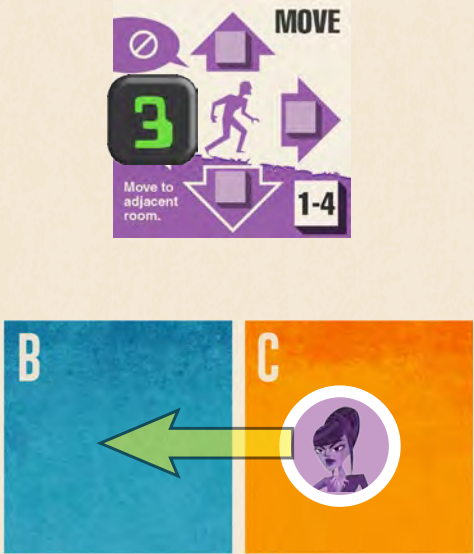
Move Actions

To plan a move, place the die showing the direction you will move in. (You can only place 1 die on it, so you cannot move diagonally.)

To execute a move, move your character miniature to the adjacent room (sharing an edge) in the planned direction.

You cannot move through walls unless explicitly noted, and you cannot move into the board edge.

A room can hold unlimited pieces.



Build
Build actions are always marked with **BUILD** under the action name.

To execute a build, take the matching device token and place it in your room. If that device token is already on the map, you can pick it up and place it again.

- If the tile says **BUILD ANYWHERE**, you can place the token in **any** room.
- If the tile says **BUILD ADJACENT**, you can place the token in **your room** or any of the four **adjacent rooms**.

The effect of this token is described on the tile.

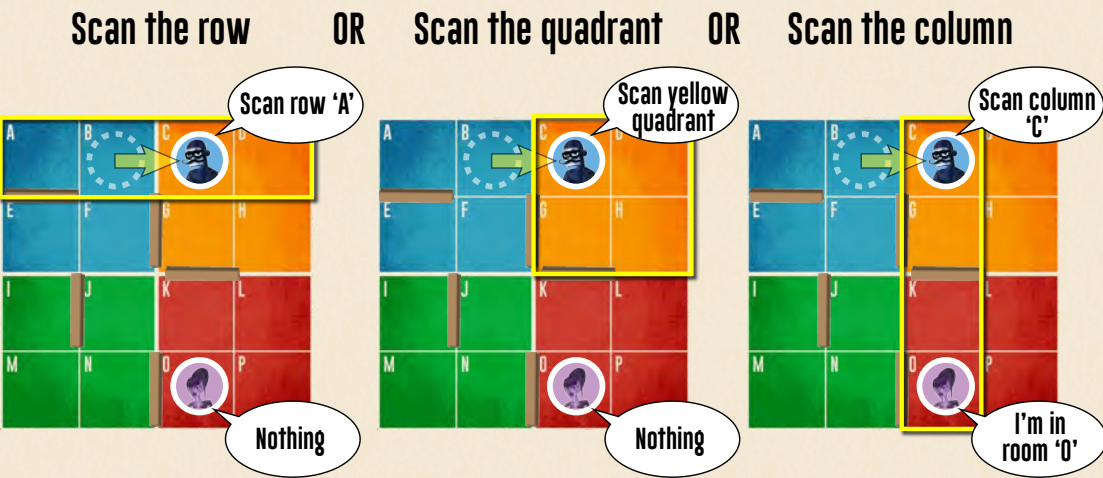
Passive
Passive actions are always marked with **PASSIVE** under the action name.

Once an action with the **PASSIVE** keyword is unlocked, place this tile face up on the side of your player board. This action does not fill an action space and is always in effect, even outside of your turn.

Scan (Spies)

To execute a scan, do the following:

1. Declare a row, column, or quadrant as the **SCANNED AREA**. (For your Move & Scan tile, you must be in this row, column, or quadrant.)
2. The Villains declare the name and room of each **Villain**, and the number of **cubes on each Generator**, in the scanned area. This effect is **not** blocked by walls.
3. If this scan found a Villain, **both** Spies gain 1 unlock marker from their supply, unless that Villain was already scanned this round. (When gaining unlock markers, each spy must decide to spend them on Swagger or on their unlock track [to gain advanced actions]).



Strategy Tips

You can scan the same area more than once—it will not give you more unlock markers, but it will help to hide how you're moving.

You can track the opposing characters on the map by using the tracking markers.

Hack (Spies)

To execute a hack, do the following:

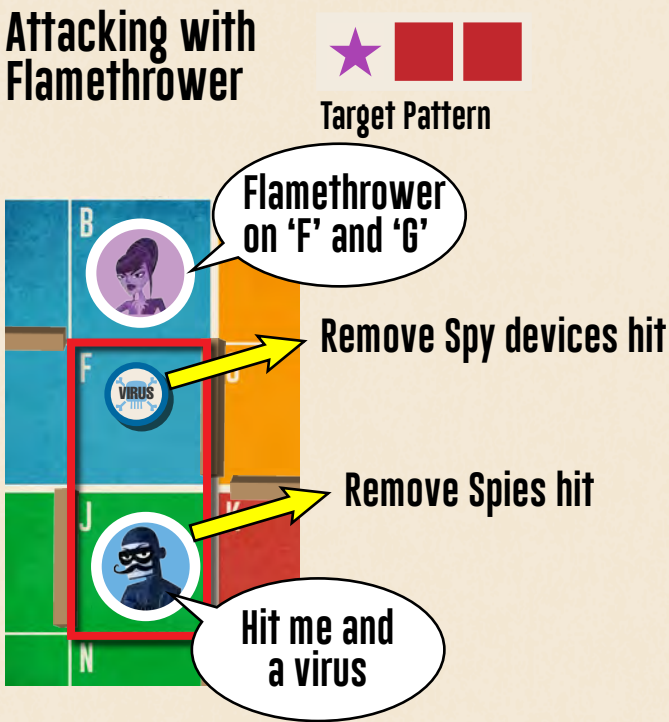
1. Declare the rooms hacked. (For your Hack tile, you hack your room.)
2. The Villains declare the room and name of each **Villain device** marker in the hacked rooms. Return these to the Villains. (Removed devices can be placed again later.)
3. The Villains return 1 cube from each **Generator** in the hacked rooms back to their supply. (The Generator is now **inactive**. It becomes active again when it has 2 Generator cubes.)
4. Take 1 cube from each **Doomsday Machine** in the hacked rooms and give it to the Villains. (They place the cube on the matching Doomsday Machine on their map as a reminder.)
5. For each Doomsday Machine hacked, take a modify cube from your Hit track and give it to the Villains (see **Modify**, page 6).
6. **If this is the 8th hack of a Doomsday Machine, the Spies immediately win the game.**

Attack (Villains)

Attack actions are always marked with **ATTACK** under the action name.

To execute an attack, do the following:

1. Declare the rooms attacked.
2. The Spies declare the room and name of each **Spy** and **Spy device** marker in the attacked area. Return these to the Spies. (A removed Spy cannot execute any planned actions this round, and they must plan Parachute as their first action on their next turn.)
3. If the attack destroyed any walls, the Villains declare them. Remove these walls from both maps. Such attacks only destroy walls between rooms on the effect pattern.
4. For each Spy hit, take one modify and one slide cube from the Hits track and give them to the Spies (see **Modify** and **Slide**, page 6).
5. **If this is the 5th hit, the Villains immediately win the game.**



Reveal (Villains)

To execute a reveal, declare the rooms revealed. The Spies declare the name and room of each **Spy** and each **device token** in the revealed area.

Then, each Spy loses Swagger down to the next red line (see diagram).

Other Starting Actions

This section describes the other actions that the players start with. Though you will gain more actions throughout play, they all build on the action types introduced in this chapter.

Motion Detector (Villain)

To execute Motion Detector, choose and declare any row, column, or quadrant. The Spies declare the number of Spies in that area. (The Spies do not declare their rooms or who is present in that area).

Earpiece (Spy)

Move your teammate once. (Do not declare the direction they moved.)

Generator (Villain)

To execute Generator, place 1 Generator cube on a Generator in your room. Each Generator can hold up to 2 cubes.

A Generator with 2 cubes is **ACTIVE**. (For each active Generator, each Villain may place 1 more die during the Plan Actions phase.)

Parachute (Spy)

To plan Parachute, place your character miniature, lying down, on the room you will enter. While lying down, your character cannot be affected by the Villains' actions. If you are planning Parachute, you cannot also plan actions that let you hack this turn.

- If your Spy is **not on the map** (during the first round or the round after being hit by an attack), you **must** prepare Parachute.
- If your Spy is **on the map**, you cannot plan Parachute.

Planning Parachute requires no dice.

To execute Parachute, stand up your meeple and declare any half of the map your Spy landed in (top, bottom, left or right).

Unlocking Actions

You may unlock additional action tiles by filling your unlock track at the top of your player board.

When you fill an action tier with unlock markers, choose one action tile of that tier, take the tile into your hand, and remove the other tile from the game. (As a Villain, you can plan the chosen tile immediately.)

Villains, you can place dice to unlock actions instead of planning actions. Place a die that matches a space on your player board that has an unlock token on it, take the unlock marker there, and place it on the rightmost empty action unlock space.

Spies, you unlock action tiles by placing unlock markers you gain from scanning Villains (see **Scan**, page 5).

Hit and Hack Tracks

The Hit and Hack tracks on the screen show how close the teams are to winning. At the start of play, they are filled with modify and slide cubes.

Whenever a Spy is hit, the Spies take a modify and a slide cube from the Hit track. **If there are no cubes to remove, the Villains immediately win the game.**

Whenever a Doomsday Machine is hacked, the Villains take a modify cube from the Hack track. **If there isn't a cube to remove, the Spies immediately win the game.**



Modify

A team collects modify cubes as the other team gets closer to winning. Each team starts with 2 modify cubes.

During the Plan Actions phase, you may place a modify cube on a die to increase or decrease the value of one of your dice by one, without declaring it. A “1” can be changed to a “6” and vice versa. You can modify a die multiple times by placing multiple modify cubes. At the end of the round, return the used modify cubes to the supply.



Slide (Spies Only)

The Spies collect slide cubes as the Villains get closer to winning.

During the Execute Actions phase, before or after executing an action, a Spy may spend a slide cube to move once, without declaring it. A Spy can move multiple times by spending multiple slide cubes.

Swagger (Spies Only)

Filling your Swagger track lets you place more dice each turn during the Plan Actions phase, as follows:

- **Second space filled:** You can place **3 dice**.
- **Fifth space filled:** You can place **4 dice**.

However, each time your Spy is **revealed**, remove unlock markers from your Swagger track down to the nearest red line to the left. Each Spy can only lose Swagger once per round.

This Spy was revealed and lost 2 Swagger, stopping at the red line.

Revealed Spies → **Lose Swagger**

This Spy was hit, he is removed from the board and Spies gain a modify and slide from the hit track.

Hit Spies → **Gain modify & slide from score track.**

Action Clarifications

Acrobat's Virus: You can build the Virus on the same turn as you use an action that says you cannot hack again the same turn.

Hacker's Flashbang: If you hit both Villains, you only gain 3 unlocks, not 6.

Hawk's Smoke Bomb: Spies moving into affected rooms do not declare "scan."

Nadesh's Camouflage: The Spies still gain unlocks for scans that find you.

Ophidian's Trip Laser: If you have multiple Trip Lasers on the map, ask about each room with a Trip Laser in any order you choose.

Ophidian's Freeze Ray: Spies do not declare if they are affected by Freeze Ray. Spies in a room affected by Freeze Ray or enter such a room cannot choose to move out of their room. However, Villain actions can still move frozen Spies.

Strategy Tips

As a Villain, you will be guessing and missing a lot. It's about deduction—listen to every scan made by each player.

As a Spy, try to keep your scans ambiguous. If you hack, get out of there. Use your Earpiece to move each other silently.

Villains with Tier 3 actions and both Generators running are powerful. Spies, keep those Generators disabled!

Credits

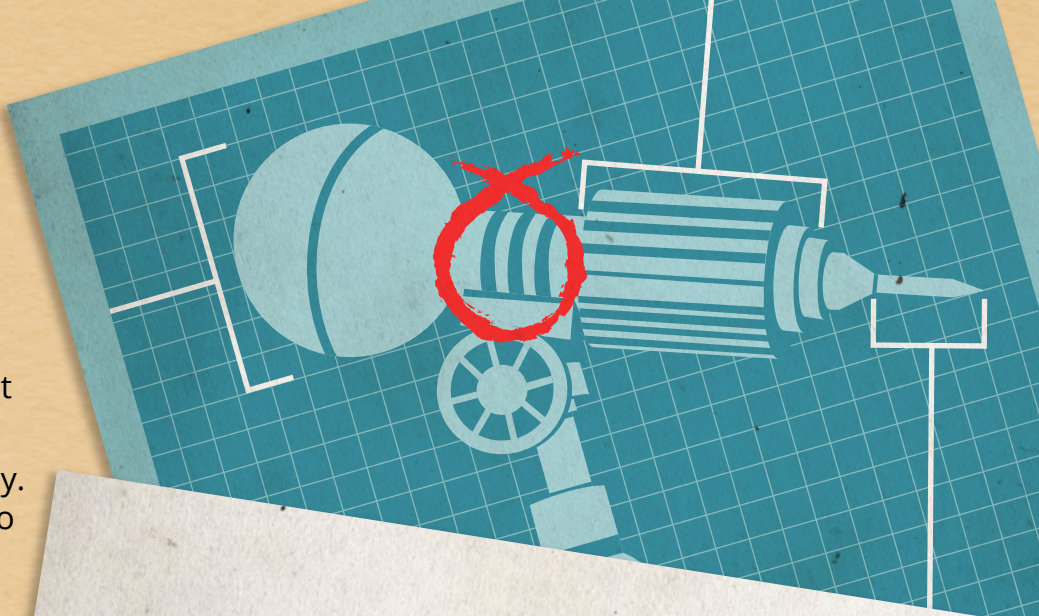
Design: Tim Fowers and Jeff Krause

Illustrations: Ryan Goldsberry

Usability: Joshua Yearsley

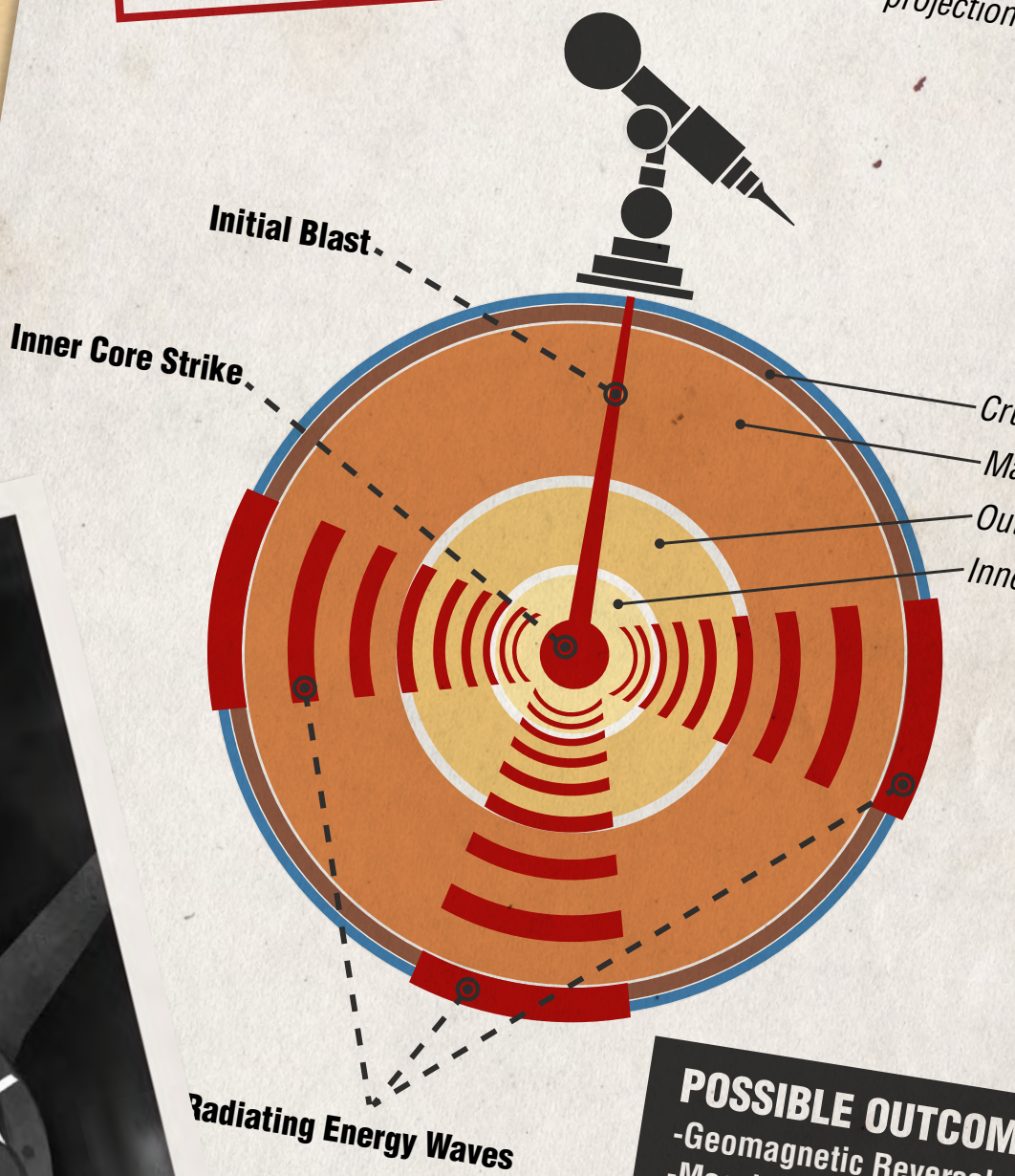
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projection



- POSSIBLE OUTCOMES**
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 - Massive Earthquakes
 - Tsunamis
 - Volcanic Eruptions
 - Expected Casualties: 99%