

Victim!
A Game of Alliances and Betrayal
-For 3 Players-

Rules

Contents: 4 white six-sided dice, 3 yellow six-sided dice, 3 colored six-sided dice with custom faces (red, blue, and black), 1 Victim card, 1 Attacker card, 5 Intent cards, 1 turn-order card, and 1 twelve-sided die.

Dice: The 3 colored six-sided dice have different assortments of custom faces on them. There are three colors of faces, each representing a different action.

- The Blue Support Die has 4 Green faces, 1 Red face, and 1 White face.
- The Red Sabotage Die has 2 Green faces, 3 Red faces, and 1 White face.
- The Black Neutral Die has 0 Green faces, 3 Red faces, and 3 White faces.

Objective: To eliminate another player by reducing their health to zero. When you defeat a player with one health left by attacking them directly—you win!

Setup

- Pass out a yellow six-sided die to each player. Roll to determine who goes first based on the highest number (ties for first get re-rolled until a victor is decided).
- Each player turns their yellow die to show “5” facing up. The number displayed on this die will represent that player’s health.
- The player to go first gets two white, six-sided dice and the Attacker card (the card with a capital “A” on it)
 - The player with this card is called the Attacker.
- The player to the left of the Attacker gets the 3 colored six-sided dice and the 5 Intent cards.
 - The player with these cards is called the Supporter.
- The last player gets two white, six-sided dice and the Victim card (the card with a capital “V” on it)
 - The player with this card is called the Victim.

How to Play

- Gameplay consists of three phases each turn, and turns repeat with players in different roles until one Victim is eliminated by an Attacker.
- The first phase is the Planning Phase. During this part of the turn, the current Supporter lays down all three of their dice on top of two of their Intent cards to decide their actions during the third phase of the turn, and does not show the cards to the other players.
 - There are five Intent cards:
 - A “Right” card that determines the Supporter is targeting the player to their right.
 - A “Left” card that determines the Supporter is targeting the player to their left.
 - Only one of the two directional-Intent cards may be put down per turn.
 - A “Support” card that determines the Supporter will roll the blue, Support Die in the third phase.
 - A “Sabotage” card that determines the Supporter will roll the red, Sabotage Die in the third phase.
 - A “Neutral” card that determines the Supporter will roll the black, Neutral Die in the third phase.
 - Only one of the three dice-Intent cards may be put down per turn.
- The second phase is the Battle Phase. During this part of the turn, the current Attacker and Victim will roll both of their six-sided dice simultaneously to decide the advantage of the Battle for that turn.
 - The player with the highest roll is likely to win, but the final result is determined by the choice and roll of the Supporter in the third phase.*
 - *If the Attacker rolls two 6’s, or the defender rolls two 1’s, then the Battle automatically results in a victory for the Attacker, and if both rolls occur, then the Victim loses an additional point of health immediately. The Supporter’s Intent cards are still shown and the Neutral Die is still rolled if the matching Intent card is revealed.
- The third phase is the Support Phase. The current Supporter reveals their Intent cards and rolls accordingly.
- Supporting a player will likely allow for an increase in the result of their roll from Battle, and Sabotaging them will likely lower that result.

- Rolling the Neutral Die has no effect on the roll of the other players, but can result in the Supporter losing health.
 - The Green faces are representative of Supporting the targeted player.
 - Rolling a Green face will allow the Supporter to roll their twelve-sided die, and add half of the result (rounding down) to the targeted player's roll.
 - The Red faces are representative of Sabotaging the targeted player.
 - Rolling a Red face will allow the Supporter to roll their twelve-sided die, and subtract half of the result (rounding up) from the targeted player's roll.
 - If the Neutral Die was rolled and resulted in a Red face, then the Supporter will roll the Neutral Die once more, and will take one point of damage* if the result is another Red face, but will not be penalized if the second roll results in a White face.
 - *The Supporter cannot take any damage from the Neutral Die if they only have one point of health left.
 - The White faces are representative of doing nothing to the targeted player and remaining neutral.
- After the result of the Supporter's dice are taken into account, the Battle rolls of the Attacker and Victim are compared, and the higher one is victorious for that turn.
 - If the Attacker wins a battle, then the Victim loses one point of health.
 - If the Victim wins the battle (or the battle is a tie) then neither player's health changes.

Turn order:

- After each turn, the Victim and the Supporter will swap their respective dice and cards, then all players will pass their dice and cards to the left.
- The turn-order card may be used to easier illustrate this order, and the Attacker and Victim cards both have basic directions printed on them for new players.

Example: A turn has just ended with Player 1 as the Attacker, Player 2 as the Supporter, and Player 3 as the Victim. Players 2 and 3 will swap their dice and cards, and then all three of them will hand off their respective dice and cards to the left. For the new turn, Player 1 will be the Supporter, Player 2 will be the Attacker, and Player 3 will be the Victim.

Winning: The Attacker that successfully defeats a Victim in Battle while that Victim's health is one is declared the winner, and both the current turn's Victim and Supporter are declared the losers. If another game of *Victim!* is played immediately afterwards, the last game's Victim may start with 6 health points instead of 5.