

Vitium

Abridged Game Rules v.0.5.6E (Experimental Successor to v.0.5.4)

Core Concepts

You are a Crime Boss

The world of the Eleven Systems is one ruled by crime, and you are smack-dab in the middle of it. In Vitium, you play as a lesser crime boss. Cards you play are "in your employ", and you are your cards' "boss".

Resource and Victory

In many ways, the game of Vitium revolves around two key resources: wealth in Çint, and Influence with the Houses. Each player always has a total in both. Çint is the game's primary resource, and is earned, saved and spent through the game.

Influence is earned separately for each House, and has two main uses: first, every card has an "Influence requirement", and can only be played if its boss has that much or more Influence with its House. Secondly, if a player ever has 8 or more total Influence across all Houses, they instantly win the game.

Cards: Assets and Events

Every card in V represents one of two things: a person, place or thing you hire to carry out your schemes (an "asset") or something you make happen in the eleven systems (an "event"). "Locations", "devices" and "pawns" are assets and generally will remain in your employ to help you over many turns, while "gambits" and "jobs" are events, and will generally perform one effect before being discarded.

Asset Statuses: Exhaustion, Damage and Death

While in play, assets, and particularly pawns, carry a couple key statuses: they are either exhausted (*turned sideways*) or unexhausted (*upright*), and they may have some amount of damage on them. If an asset ever has damage on it greater than or equal to its ²⁸Resolve, it immediately dies and is discarded to its (*original*) boss's "junkyard" (discard pile).

Underway Event Status: Progress and Sabotage Damage

Events will spend some amount of time in play "underway". While an event is in play, it has some amount of progress on it, and it has some amount of sabotage damage on it. Whenever more sabotage damage is place on an event, check the sabotage table to see if it is enough to complete sabotaging that event or more; once an event is completely sabotaged, it is discarded. If a player successfully completely sabotages another player's job, the sabotaging player gains 1 Influence with a House of their choice.

Sabotage Table	
Progress	Sabotage Damage to Complete
0	3
0-5	8
6-11	7
11-17	6
18-23	5
24+	4

Game Play

Setup

To play a game of V, each player will need their own deck of cards, and a character card. First randomly determine what order player's will take turns in, then each player:

- Secretly chooses a number of cards from their deck equal to the number of chosen card in their character's starting hand and adds them to their hand.
- Sets their wealth in Çint to their character's starting wealth.
- Sets their Influences to their character's starting influence.
- Shuffles their deck.
- Draws cards equal to the number of drawn cards in their character's starting hand.

Turn Structure


Game play is broken in turns, which rotates amongst players. Each turn, the active player (*the player whose turn it is*):

- Unexhausts all the exhausted cards in their employ.
- Gains Ç equal to their character's income.
- May take actions.

The majority of each turn is spent taking actions. A player may take as many or few actions as they want on their turn, in any order, as long as there are actions they are allowed to take. The actions a player can take are:

- **Negotiate:** Pay 200Ç and draw a card. If you have 10 or more cards in hand when you take this action, you must discard a card before you draw one.
- **Purchase an Asset:** Spend the cost in Ç of an asset in their hand whose Influence requirement they meet, and put that asset into play under their employ.
- **Get an Event Underway:** Put an event face-down into play and under their employ. It is considered "underway" while it remains face down.
- **Make a Pawn Take a Pawn Action:** Any unexhausted pawn may take one of the following pawn actions on their boss's turn. As the cost of that actions, the pawn exhausts and takes risk damage based on the risk damage table. The basic pawn actions are:
 - **Attack:** Mark an other asset. The attacking pawn deals damage to the marked pawn equal to its 🗡️Force, and the marked pawn deals damage back equal to its own 🗡️Force. Attacking pawns do not incur normal risk damage as long as their mark has a 🗡️Force value.
 - **Work:** Mark a consenting underway event. The working pawn puts progress on that event equal to its 🧠Cunning.

Risk Table	
Boss's Influence	Risk Damage to Pawn
0-2	0
3-4	1
5+	2

- **Sabotage:** Mark an event in play. The sabotaging pawn puts sabotage damage on that event equal to its Stealth.
- **Complete an Event:** Any event whose Influence requirement is met and that has progress on it equal to or greater than its progress requirement can be completed. It is flipped face up, and its effects resolve. If it is a Job, its owner collects its Influence (as Influence with the Job's House) and monetary rewards.
- **Activate an Ability:** Activate the ability of a card in your employ.

Politics

Rules of Table Politics

Vitium is a game where your relationships and conduct with the other players at the table is as important to victory as your own private strategies. Thusly, there are some basic rules for table conduct:

- All agreements are non-binding.
- Players may never show other players hidden cards, such as cards in hand or underway events.

Transferring Resources

Of course, you always need a way to make deals and payoff your accomplices. In Vitium, resources can be exchanged between players as follows:

- Any player may always give any other player any amount of Çint at any time. The receiving player may refuse.
- Influence is non-transferable. However, when a player receives Influence as part of a reward for a job, they may allocate it amongst any number of players. Receiving players may refuse.
- Cards are non-transferable.

Other Important Rules

Altering

Some effects, such as the **Alters** keyword, cause on card to begin altering another. While a card is altering, it remains in its bosses employ; it adds its stats, if any, to the altered card; and it cannot be marked, unless otherwise stated.

Maneuvering

Between any action's declaration (the player states what action they are taking, and pays the effect) and resolution (the effects of the action are carried out), a maneuvering step happens. In a maneuvering step, all players, in turn order, get chances to play maneuvers until all player no longer wish to maneuver during that action. As a maneuver a player can purchase an asset with the **Maneuver** keyword, complete an event with the **Maneuver** keyword, or activate an ability with the **Maneuver** tag.

Psychological Damage

All damage is considered by default to be physical, or "phys-damage", however some damage is explicitly labeled as "psych-damage". Psych-damage is functionally identical to phys-damage, and both are totaled together when considering if an asset is dead, but effects can care about phys-damage vs. psych-damage.

Domains

Domains represent the spaces a assets inhabit (planetary, stellar or ethereal). Every asset has a domain, which is Planetary by default. By default, a pawn deals half damage in combat to assets in other domains. The full list of domain related keywords is as follows:

Combat Damage Dealt to...				
Keyword	Domain	Planetary	Stellar	Ethereal
<i>Default</i>	Planetary	Full	Half	Half

Stowaway	-	-	Full	-
Hacker	-	-	-	Full
Starborn	Stellar	Half	Full	-
Starworthy	Stellar	Full	Full	-
Etherial	Etherial	Half	-	Full
Low Etherial	Etherial	Full	Full	Full


(“-” denotes value is default or from other abilities)

Glossary

Act: (Ability Tag) This ability may be used by this pawn as pawn action.

Exhaust: (Ability Tag) This ability can only be used when this card is unexhausted; exhaust it as a cost to activate this ability.

Ç: (Ability Tag) Pay the given amount of Çint as a cost to activate this ability.

Seduce: (Ability Tag) This pawn may make a “seduction” pawn action. When it does, it marks a single, Human pawn with equal or less  Cunning than itself, the its seduce ability resolves.

Seduced: (Term) Marked by a seduction action.

Deploy: (Ability Tag) This ability activates when this asset is purchased.

Turn: (Ability Tag) This ability activates at the start of its boss’s turn.

Sabotage: (Ability Tag) This ability activates when this card is sabotaged.

Maneuver: (Ability Tag and Keyword) See Maneuvering.

Sneak: (Ability Tag) Assets with abilities with the sneak tag may be played face down as underway events. While they are underway, their sneak ability applies, and they may still be bought as if they were in their boss's hand. An underway sneaking asset counts as underway event, can be worked on, have progress placed on them and be sabotaged.

Unique: (Keyword) Whenever a unique asset enters play, all other assets with the same name are killed.

Notorious: (Keyword) Whenever a notorious asset is killed, if its killer's boss isn't its boss, the killer's boss gains 1 Influence. Likewise, if it is sabotaged while sneaking, and the saboteur's boss isn't its, the saboteur's boss gains 1 Influence.

Long-Ranged: (Keyword) Pawn with Long-Ranged do not take damage in combat from pawns they attack.

Tormenting: (Keyword) Damage dealt by Tormenting assets in combat is psych-damage.

Hardened: (Keyword) Hardened assets do not include psych-damage in their damage total. They may have psych-damage on them, but it has no inherent effect.

Alter [Type or Class]: (Keyword) A card with alter is played on a card of the type or class it specifies, and it immediately begins altering that mark.

Ongoing: (Keyword) When an ongoing event is played, it enters play instead of being discarded.

Interceptor: (Keyword) Whenever a pawn with Stealth less than or equal to the Interceptor's Cunning acts, you may exhaust the Interceptor as a maneuver. If you do, prevent the action, and the acting pawn and the interceptor fight. Doing this is called intercepting.

Body Guard: (Keyword) Body Guards may intercept attacks against other pawns.

Patrol Guard: (Keyword) Patrol Guards may intercept attacks against locations or works to sabotage.

Elusive: (Keyword) This may only be attacked by pawns with cunning greater than its stealth.

Sworn to [House]: (Keyword) You may use your Influence with [House] instead of this card's House to fulfill its Influence requirement.

Political Immunity: (Keyword) This pawn does not suffer risk.