EYE FOR AN EYE RULEBOOK

Intro

On a dark and lonely night, a wandering necromancer happened upon a long forgotten battlefield. On a whim, the necromancer decided to resurrect four fallen warriors as revenants, just to see what they would do. Though they were technically free, they could not let go of their ancient grudges against one another. Henceforth, they did battle once more, much to the bemusement of the necromancer.

Overview

Eye for an Eye can be a game of revenge. Each player starts with 40 health points (HP) and the goal of the game is to reduce your opponents' HP to zero. If and when there is only one player left with any HP, they win the game. If the remaining players end up with zero HP at the same time, then it's a tie between those players.

Setup

Each player starts with:

1.) Five action cards: **SOLO, RETALIATE, BETRAY, TEAM, DEFEND**

2.) Four revenant cards: Grimsby, Reyes, McCoy, and Scully.

3.) 40 HP, count kept on two D10 dice.

4.) One pencil

5.) One piece of paper

Each player should pick one of four revenant cards as their own. No two players should have the same revenant card. Keep your revenant card near you, face up, visible to everyone.

Play

1.) Each turn, players secretly choose one action card and one revenant card to target.

2.) Players can communicate publicly through word and gesture only. Players are not allowed to whisper, make gestures visible only to a select few, exchange written notes, or show each other cards prematurely.

3.) When everyone has decided on their cards, all players reveal their actions at the same time and determine the outcome (see Actions section below).

4.) Players can write on paper to keep track of who has attacked who, how many additional damage points (DMG) any player can deal, etc. Note-taking is entirely optional, but it is highly recommended.

5.) When a player runs out of HP, they are out of the game.

4.) If only one player is left at the end of a turn, they win.

Actions

The target card you play denotes the target of an action.

- **SOLO** - This card deals 4 damage points (DMG) against any target.
- **RETALIATE** - This card deals 8 DMG to any target that has ever attempted to attack you with **SOLO, RETALIATE, BETRAY,** or **TEAM,** but you lose 2 HP from recoil in addition to however many DMG you receive from all other attackers that target you.
- **BETRAY** - This card deals 8 DMG to any target whom you have ever **TEAMED** up with and who has yet to betray you. This card deals an additional 2 DMG per consecutive **TEAM** attack. For example, if a player plays **BETRAY** against a target that has been performing **TEAM** attacks

- for the last 3 turns, then the target loses 12 HP. There is no repercussion to **BETRAY**. This can work even if it turns out that your target played **BETRAY** at the same time as you. However, **BETRAY** only works once per target.

- **TEAM** - This card initially deals 4 DMG to a target if other players happen to play their **TEAM** card against the same person. If you are the only person playing a **TEAM** card against someone, then the card will do nothing. For every consecutive round that a player performs a successful **TEAM** attack, that player deals 2 more DMG than they did last time. The bonus DMG goes away as soon the player does not play a successful **TEAM** attack, but they can be built up again in much the same way.

- **DEFEND** - This card halves the HP you lose in the round that it is played, but it also reflects half DMG back to respective senders. For example, if three opponents perform a team attack and each deals 4

- DMG to a player that has played **DEFEND**, then the player loses only 6 HP, but each opponent loses 2 HP. If no players target you, you lose 2 HP. The target card you play this turn is purely for show, it has no impact.