Bureaucracy

Rules of the Game

The Setting

The land is scarred and broken from ages of endless fighting. Faced with mutual extinction, a collection of warring factions agree to form a rudimentary government and keep further hostilities at bay. A tenuous peace arises, but old animosities still boil under the surface. Skirmishes and raids constantly occur, as factions battle to ruin their old rivals. Destroy your enemies, salt the earth, and do it all under the thin veneer of civilization!

Beginning the Game

- Each player is dealt three faction cards and chooses to play as one of the factions.
    - Factions each have special abilities which affect how they play the game.
- Each player gains three coins and recruits one troop.
    - Coins represent your resources. You use them to recruit troops, and you lose the game when you lose your last coin.
    - Troops are used to attack other players, or to defend your own resources.
- No players are allied at the beginning of the game.
- You are secretly and randomly assigned two players to eliminate.
    - Each player targets two players, and each player is targeted by two players. No player may target themselves.

Turn Structure

Beginning of Turn:
- Gain one coin, plus one coin for each of your allies. Each of your allies gains a coin.
- Flip the top card of the deck.
    - If the card is a law or a motion, everybody votes on whether or not to pass it. All votes are revealed simultaneously.
        - If votes are by secret ballot, they are first combined and shuffled together. Afterwards, all players' vote cards are combined and redealt.
        - Majority votes count as passes. Tied votes do not pass.
        - Passed laws come into effect and stay in effect until repealed. Repealed laws go to the discard pile. If more than one law is in effect, all except the newest law are repealed.
        - Passed motions take effect and then move to the discard pile.
    - If the card is an action, place it in front of you. You may play it at any time.
        - Actions go to the discard pile after being played.
- You may purchase troops (attackers or defenders) for three coins each.
- You may reassign any number of troops as attackers or defenders.

Attack:
- You may declare attacks on any number of players on your turn, but all attacks are simultaneous. You may attack with as many attackers as you have, but one attacker may not attack two different players simultaneously.
- When you declare an attack, any of your allies (excluding the attacked player) can veto the attack for a cost of three coins.
    - Vetoing two attacks would cost six coins, etc.
- The player being attacked may send any number of defenders to intercept your attack. Each defender can destroy two attackers before being destroyed.
    - Each defender must intercept as many attackers as it can. That is, if two defenders are sent to intercept two attackers, one of the defenders must take on both attackers.
    - In this case, if there is a single attacker left over, the defender intercepting it is not destroyed.
- If you attack an ally, you may attack as though they had no defenders.
- An attacked player's allies can send any number of their own defenders to help defend.
    - The attacked player must return as many troops to their allies at the end of combat as possible. If the attacked player was lent troops by two or more allies, but doesn't have enough troops to repay all debts, he or she decides how many troops are returned to each ally. No ally gets more troops back than they lent.
- Each successful attacker destroys one of the attacked player's coins.

End of Turn:
- You may purchase troops for three coins each.
- You may choose to form or break alliances with any number of other players.
    - Forming an alliance requires agreement from the other player.
    - Breaking an alliance can be unilateral.

Winning the Game

- You win the game when both of your targets are eliminated.
    - You lose the game when you lose your last coin.
- If two or more players would win at the same time, the player whose turn it is wins. If it's none of those players' turns, then they have a draw.

Misc

- Elimination targets are based on players. If a player changes factions, their targets do not change and other players who have them as a target still have them as a target.
- If a player is required to attack, they must assign a sufficient number of troops as attackers (rather than defenders) if possible, and initiate an attack if they have enough troops. Actions, motions, and laws may make it impossible for an attack to occur.