

BUREAUCRACY: RED TAPE

A small variant for **Twilight Imperium Fourth Edition**

(Base & Expansion Compatible)

Image size: 7.5 x 10in, @ ~330dpi, scaled for easy print-&-play

Rule Additions: 210mm wide (Can be wedged into "Learn to Play" pages 6-7)

Strategy Cards ~82mm high

12. PREPARE OBJECTIVES:

RED TAPE VARIANT

SPECIAL: Be sure to replace either (but not both) the Diplomacy or Imperial strategy card from step 10 with the matching BUREAUCRACY strategy card.

- i. Each player draws two secret objectives and chooses one to keep. Shuffle the unchosen secret objectives back into the secret objective deck without revealing them.
- ii. Place the victory point track near the game board with the preferred side faceup. Then, each player places one of his control tokens on space "0" of the track.
- iii. The speaker draws five stage I objective cards from the deck and places them faceup (in the same order they were drawn) in a row above the victory point track. Then, they draw five stage II objective cards from the deck and places them faceup (in the same order they were drawn) in a row below the victory point track.
- iv. The speaker places one "Red Tape" marker (of your choice) over the victory point value of every objective card except the first two, which are considered **revealed**.

Secret Objective

Revealed Objectives

Rule Additions:

- ◊ Objective cards that have a Red Tape marker cannot be claimed.
- ◊ Objective cards are considered **unrevealed** until any Red Tape marker on them is removed.
- ◊ Red Tape markers are removed via the BUREAUCRACY strategy card.
- ◊ The Status Phase step "Reveal Public Objective" changes to only be "The game ends if there are no unrevealed public objectives at the start of this step."

A near-direct port of the *Age of Empire* optional ruleset from TI3, this mode reveals every objective card at the start of the game, allowing both new and veteran players the equal opportunity of knowing all scoring possibilities that lie ahead.

Players collectively decide which of these 2 strategy cards to use before the game begins, where it replaces the base game strategy card of the same number (either DIPLOMACY or IMPERIAL).

Objective cards that have a Red Tape marker are considered **unrevealed** and cannot be claimed. Red Tape markers are removed via the player that chooses the BUREAUCRACY strategy card. This player gets to remove one Red Tape marker (or more if the card was not picked in a previous round) from the public objective of their choice. The Status Phase step "Reveal Public Objective" changes to only read "The game ends if there are no unrevealed public objectives at the start of this step."

The only modification to both strategy cards from the base game is the addition of the Red Tape rules, which take place immediately before the other steps on the strategy card are fulfilled.

BUREAUCRACY

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SPECIAL: After selecting this strategy card, remove Red Tape counters equal to the number of trade goods on this card.

PRIMARY ABILITY:

- ◆ Remove 1 Red Tape counter from the public objective of your choice. You may not choose a Stage II objective in the first 3 rounds.
- ◆ Choose 1 system other than the Mecatol Rex system that contains a planet you control; each other player places a command token from their reinforcements in the chosen system. Then, ready up to 2 exhausted planets you control.

SECONDARY ABILITY:

- ◆ Spend 1 token from your strategy pool to ready up to 2 exhausted planets you control.

BUREAUCRACY

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SPECIAL: After selecting this strategy card, remove Red Tape counters equal to the number of trade goods on this card.

PRIMARY ABILITY:

- ◆ Remove 1 Red Tape counter from the public objective of your choice. You may not choose a Stage II objective in the first 3 rounds.
- ◆ Immediately score 1 public objective if you fulfill its requirements.
- ◆ Gain 1 victory point if you control Mecatol Rex; otherwise, draw 1 secret objective.

SECONDARY ABILITY:

- ◆ Spend 1 token from your strategy pool to draw 1 secret objective.