

Victory! Intel Gathering Rules

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This rule can add a bit of depth to the otherwise random process of initiative. It will give all players a level of control over the fate of initiative.

Everyone receives 5 "intel" chips at the beginning of the game. Use poker chips or something similar.

At the beginning of every turn, all players bid secretly for initiative for the turn. They place anywhere from all or none of the intel chips they possess. Everyone reveals simultaneously.

Highest bid wins initiative and is the only player to spend the intel chips.

If there is a tie, roll off between winning bidders. The person that wins is the only one who spend the intel chips.

5 intel chips can be purchased for 1 PP during the build phase.

Other than when bidding, the amount of each player's intel chips must be out in the open.

Alternate ideas:

Instead of bidding secretly bidding, players openly bid on initiative much like an auction. Starting with the last player to win initiative, players bid an amount of intel chips. After the first player bids, the player to the left get to either increase the bid or drop out of the auction. Winning bid pays the intel chips bid and receives initiative for the turn.

You could also play where all players can keep the number of intel chips hidden from each other. This will add to a little more tension. This is recommended more for larger multiplayer games as it will be hard to remember exactly how many intel chips everyone has spent or gained throughout the game.