

All Bridges Burning 2-Player Variant

This is a variant for All Bridges Burning, COIN Volume X, for two players. In the variant, the players control the Senate and the Reds Factions, respectively. The third Moderates Faction is controlled alternately by the Senate and the Reds player subject to the base game rules with exceptions as detailed below. References to rules sections (e.g. “2.0”) are to the Rules of Play for All Bridges Burning (GMT Games 2020).

Setup. Setup as in the base game.

Alternate Turns Phasing. Whenever it is the Moderates’ turn to play (2.0), the Senate and Reds player take turns deciding all details of the Moderates’ Actions (see Actions below), beginning with the Senate player. The player to take the Moderates turn is referred to as the Phasing player.

PLAY NOTE: Players may wish to use a token –a Moderates’ Non-player card, or a spare wooden piece– to indicate the Phasing player. Pass the token to the other player after taking the Moderates turn.

No Resource Spending. The Moderates do not spend Resources when taking Actions. Track Resource earnings using the Resource cylinder on the edge track for the purposes of determining Victory (7.0) and transferring Resources (e.g. during Terror, 3.2.3). *NOTE: This is the same rule as applies to the Moderates Non-player (8.1.2).*

Moderates Pass. The Moderates may never Pass unless they have no other Action option (earning one Resource, 2.2.2). If the Moderates Pass, the Phasing player changes.

Events. The Moderates may play Events that shift Support and Opposition only so as to shift towards Neutral (1.6). The Moderates may never play Events so as to place Senate or Reds pieces only, nor to add Resources, Capabilities, or free Actions only to the Senate or Reds. The Moderates may only play Effective Events (8.1.5).

Full Command if Moderates Last Eligible. The Moderates may conduct a full Command (with or without a Special Activity) only if the Moderates are playing as the last Eligible Faction on the current card. *NOTE: This is the same rule as applies to the Moderates Non-player (8.1.4).*

Full Command and Special Activities. If the Moderates are conducting a *full* Command, they must accompany it with a permissible Special Activity if able to do so. Always conduct the Command in its entirety first before conducting a Special Activity.

No Communication. The players may not discuss with one another what Moderates Actions they intend to take as the Phasing player.

No Removal to Available. When taking Actions, the Moderates may not remove friendly pieces to Available even if none are Available (1.4.2).

Propaganda Card (6.0). When the Propaganda Round commences, the Phasing player decides all details of the Moderates’ Propaganda Round Actions. Within that, unless this is the last Propaganda Round or there are no Unresolved Issues (1.11.1), the Moderates must always first Agitate to place as many Political cubes as able, alternately, beginning with the non-Phasing player’s cube.

Victory (7.0). Determine Victory and victory margin per the base game rules with the following exception: Any time Victory is checked, adjust the players’ score by -1 for each two levels (round down) of “Networks + Issues +1” marker minus Polarization minus friendly Vassalage.

Moderates Actions (3.3, 4.3). The Phasing player must choose from the following Moderates’ Commands and Special Activities. *NOTE: The Action closely resemble those of the Moderates in the base game, however, with some exceptions as detailed in the rules below.*

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Moderates Actions (3.3, 4.3). The Phasing player must choose from the following Moderates Commands and Special Activities. *NOTE: The Action closely resemble the Moderates Actions in the base game, however, with some exceptions as detailed in the rules below.*

Commands (3.4)

Rally (3.3.1) + Personality?

In each of *up to two* selected spaces *with one or more Population*, choose one:

- Place one Available Moderates Cell; or
- Replace two Moderates Cells with an Available Network; or
- If an Active Moderates Cell and a Network there, flip the number of space's Population plus Networks of Active Moderates Cells Underground.

Message (3.3.2) + Dialogue or Publish?

With *up to two* selected Cells, checking Capture as appropriate (3.3.2), choose one:

- Move the selected Cell towards the Personality; or
- Move the selected Cell towards a not-held News marker (moving up to one Cell per each such News marker on the map).

Within both above, after movement flip any Active Cells that moved Underground (unless Captured, 3.3.2). When moving Cells, the Cells may move up to three times (into adjacent spaces, 3.3.2), must move the shortest possible route towards their destination, and must reach their destination if able.

Negotiate (3.3.3) + Dialogue?

In each selected space, activate up to one Underground Moderates Cell to deactivate one Active Reds or Senate Cell there, then reduce Polarization by one.

Politics (3.3.4) + Any Special Activity?

Place one Available Political cube in the Political Display.

Special Activities (4.3)

Personality (4.3.1) max 1 space

Choose one:

- In a Town with a Moderates Cell, place the Available Personality there; or
- In a space with the Personality and an Underground Moderates Cell holding News, activate one Underground Moderates Cell, discard the News, then place an Available Political cube in the Political Display and either add 1d6 halved (round up) to Moderates Resources or deduct it from Polarization (decide before rolling).

Dialogue (4.3.2) max 1 space

In one selected space with an Underground Moderates Cell, choose one:

- Activate one Underground Moderates Cell, then shift the space one level towards Neutral; or
- Activate one Underground Moderates Cell then replace one inactive Reds or Senate Cell with an Available Moderates Cell.

Publish (4.3.3) max 2 spaces

Select up to two Town spaces with one or more Population and an Underground Moderates Cell. Then:

- First add one Resource for each selected space,
- Then, for each Network and the Personality in the selected spaces, activate one Underground Moderates Cell there and add +2 Moderates Resources for each Cell thus activated.

Victory (7.0)

Determine Victory and Victory margin per the base game rules with the following addition:

Any time Victory is checked, adjust the players' score by -1 for each two levels (round down) of "Networks + Issues +1" minus Polarization minus friendly Vassalage.

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