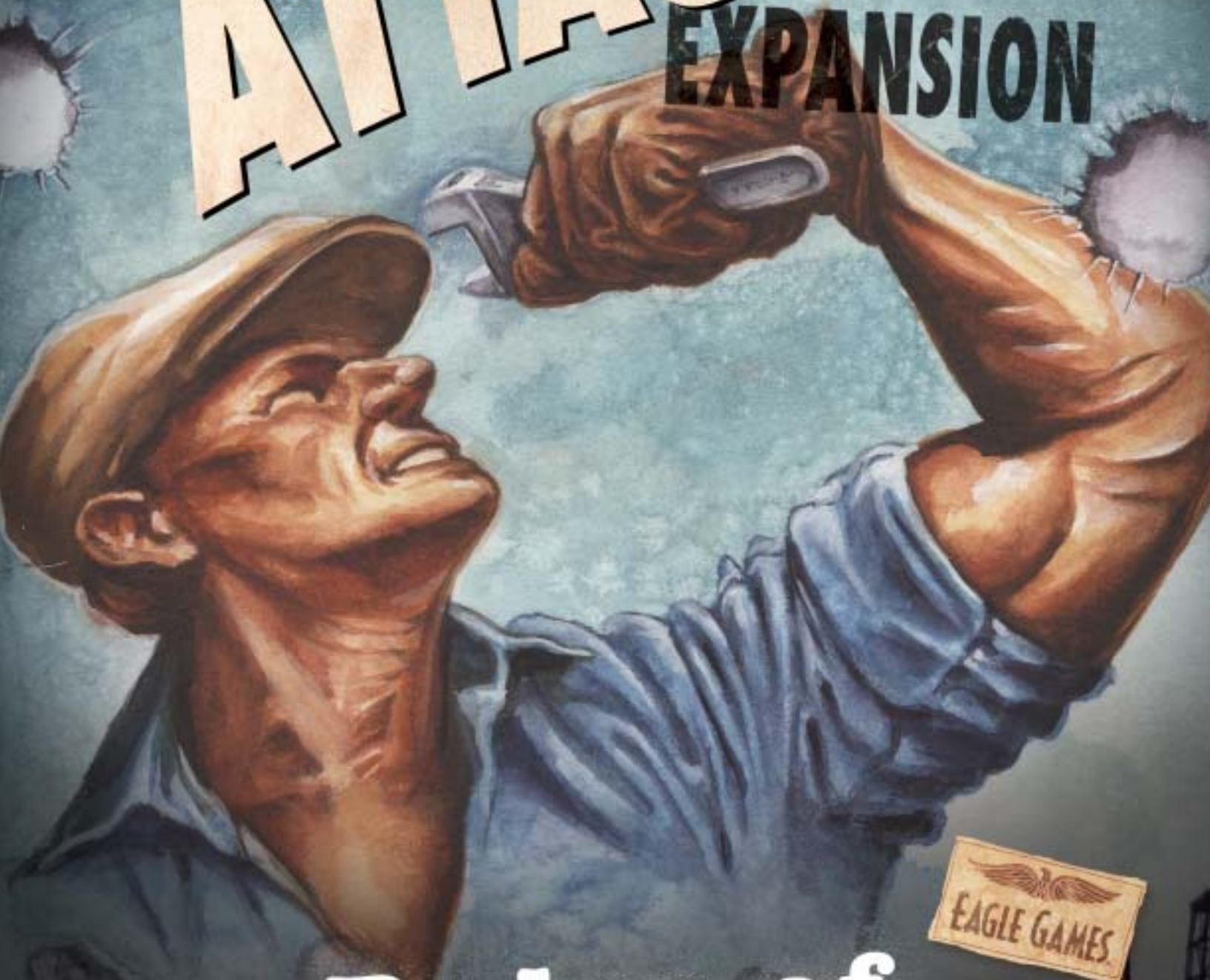


# ATTACK!

## EXPANSION



# Rules of Engagement

# **ATTACK!**

## **EXPANSION**



**Designed and Created by Glenn Drover**

**This game is dedicated to my son Jack. "Let's play, Dada!"**

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	1 gameboard (Asia-Pacific)	
	1 game manual (this rules manual)	
	6 plastic runners containing pieces (submarines, destroyers, battleships, and aircraft carriers)	
	1 sheet of circular government-type counters	
	1 deck of Economics cards (intended to be added to the Economics deck from the Attack! Game to form one large deck)	
	1 deck of Technology cards	
	1 deck of Political Action cards	
	1 stack of Production Point and Oil Reserve Certificates	
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### III. Introduction

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*The Prime Minister paced the pitch-dark room, thoughts rushing into his head like successive waves crashing onto the beach. Glancing at the clock, he wished that he was sleepy. It would be dawn in a few hours, and his schedule for tomorrow was even busier than usual. The war was sapping his strength and slowly killing him; just as it was doing to the once mighty nation that he served.*

*Suddenly the phone rang. Adrenaline pumped into his bloodstream and he could feel the pulse in his neck quicken. Clearing his throat, he moved quickly toward the phone. "Hello?"*

*"I am sorry to wake you Prime Minister, but I have urgent news," said the voice on the other end of the line. The Prime Minister recognized the voice as that of the First Lord of the Admiralty.*

*"Think nothing of it. Please proceed with your report," said the Prime Minister, his formality masking his apprehension.*

*The First Lord of the Admiralty continued, "Our convoy has been attacked in the Indian Ocean just as we feared it might. Preliminary reports indicate that they are being attacked by the largest group of enemy submarines that we have ever encountered. The number of escorts with the convoy do not appear to be sufficient to keep the enemy at bay. We may lose the lot."*

*The Prime Minister asked, "Do we have any other naval units in the area?"*

*"Nothing close enough to do more than pick up survivors," came the reply.*

*A long pause settled over the conversation as this sunk in.*

*"When will the ships that are being outfitted with the new S.O.N.A.R. technology be launched?" asked the Prime Minister.*

*"We expect a dozen new destroyers to be ready within the month, Prime Minister."*

*"Very good then... Thank you for your report. Please keep me up to date as you get more information. Good night."*

*The Prime Minister hung up and sat down heavily in his chair. He tried to focus his remaining energy and concentration. They might turn the tide in the war at sea, but would the nation's economy hold together? Their factories were being bombed-out faster than they could be rebuilt, and now their access to the precious oil that they needed for the war effort was being cut off.*

*It was clear that he had to rally the nation. They must win at any cost. But what should he do? The Prime Minister sat in his robe and hoped for inspiration.*

*After a few minutes, he had a plan. He would authorize the new issue of war bonds; he would ask the Ministry of Propaganda to create a new series of posters and newsreels; and he would address the nation during tomorrow evening's radio programming.*

*"It has to be enough," he said softly. "We have to stop them..." Suddenly air raid sirens shattered the quiet of the night.*

### IV. The Attack! Game System

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The Attack! Game system allows you to either play the "Basic" game (Attack!), or to add these rules and the components that come in this Expansion to play the "Advanced" game. (NOTE: This Expansion is not a stand-alone game and requires Attack!)

**CHANGE:** Most of the rules in the advanced game augment (add onto) the rules in the basic game, but occasionally an advanced rule changes a rule from the basic game. In that case, the word "CHANGE" will precede the rule change.

## V. Gameplay

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The advanced (or expansion) version of Attack! is a game of expansion and conflict set in an “alternate history” pre-World War 2 era world. You and the other players will become leaders of the most powerful nations in the game (major nations). While the major nations controlled by the players are not necessarily those in the history books, all aspects of the game are based on the period and are true to the atmosphere and flavor of the era:

- *The four government types (Communism, Democracy, Monarchy, and Fascism) in the game are the same ideologies that struggled to spread their influence throughout the world in the mid-twentieth century.*
- *The ten years from 1935 to 1945 saw astonishing leaps forward in technology: Biplanes became jets; radio, radar, and sonar allowed unprecedented access to information on the battlefield; advanced codebreaking efforts proved to be the genesis of computer technology; synthetic oil and other petroleum products sparked a revolution in synthetic materials and plastics; the atom was simultaneously tamed and unleashed; and rockets allowed weapons to be delivered anywhere on earth with the push of a button, while also allowing man to break the bonds of earth and ascend into the heavens.*
- *Strategic bombing by fleets of flying fortresses and commerce raiding by submarines targeted the economy and civilians of warring nations like never before.*

You will start the game with a few regions and attempt to add minor neutrals (those regions not owned by any player) to your “sphere of influence”. This can be accomplished through political pressure (the Political Blitz action) or direct intervention (moving military units into the region and fighting the defending forces). You will find that it is easier to convince minor neutrals to join your sphere of influence if they have the same government type that you do and if they are bordered by a region that you already own. Some Political Action cards will allow you to influence minor neutrals to change their government type to one more friendly to you. You may also decide that regions controlled by another player would be better off under your leadership. Usually this will require you to move in your troops (Attack!).

For each new region that you acquire, you will also get an economics card and a political action card. The economics card represents the benefit to your economy that the new region adds to your nation. The political action card represents the political and diplomatic prestige gained by your increase in power and can be used to influence world events.

As you expand the number of regions that you control, your economy will grow. Even if you do not intend to conquer your opponents, you will still need to build a strong army and navy to defend yourself against possible aggressors. The Production Points generated by your economics cards and capital city can be used to build up your military. They may also be used to invest in new technologies that can give you advantages over other nations, or in new trade routes that will further expand your access to wealth.

The game ends when any player is knocked out of the game or when 13 Political Action cards with the “Eagle” symbol have been played. Each government type has its own appropriate victory conditions that are used to determine the winner of the game (see “Winning” below).

## VI. The Gameboard

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The gameboard represents the eastern half of the world in 1935, just a few years before World War II began in Europe. The eastern half may be placed next to the western half that came with the Attack! game to form an extra-large map of the world. It is recommended that the large combined map be used in games with more than four players. However, you may decide that you want to play on a map with many regions with only a few players or that you want to play on a small map with many players. This works just fine. When playing with only one map segment, it is recommended that you use the western half of the world for a more balanced game.

When playing with both map segments, the world “wraps around”. The sea lanes that go off the western edge of the combined map are linked to the sea lanes that go off the eastern edge (in the Pacific Ocean). Movement is allowed along these sea lanes in a single move. (Example: You can move from Chile to the Gilbert Islands, from Panama or the Western United States to Hawaii, and from Alaska to Midway Island and vice versa)

The seas are divided into different “Sea Areas”.

*NOTE: Sea Zones are a special type of sea area. A Sea Zone (marked with an anchor symbol) allows amphibious movement from any region that touches it to any other region that touches it (as if there were sea lanes crisscrossing between all of the regions adjacent to the Sea Zone).*

**CHANGE: Sea Areas are used to regulate movement and battle for the naval pieces (units) which are used in the advanced game (rather than the naval cards that are used in the basic game). During your movement action, you may move any or all of your naval units (Submarines, Destroyers, Battleships, and Aircraft Carriers) one or two sea areas.**

**CHANGE: Because all of the sea areas are in play in the advanced game, the “control of the sea” rule does not apply.**

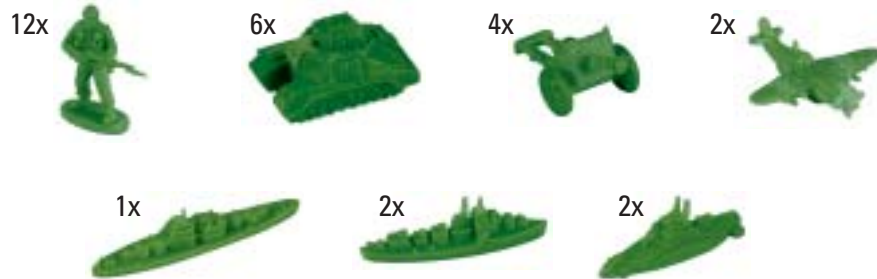
*NOTE: The Arctic Circle is NOT a valid sea area and may not be moved into.*

On the eastern half of the world you will notice several island chains. Each of these groups of islands is named and is treated as one land region. Any islands or regions that are not named are not valid regions and may not be moved into.

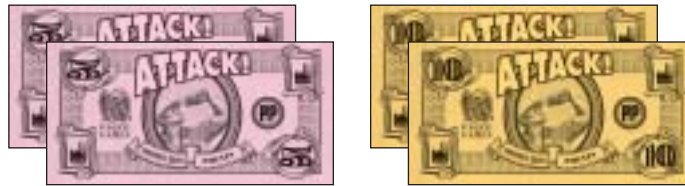
## VII. Setting Up the Game

**STEP 1:** Each player chooses one color for his pieces from those available. This will be his color for the entire game. Give each player the following:

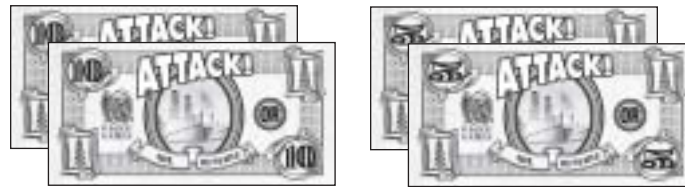
Pieces in the player's color: 12 Infantry, 6 Tanks, 4 Artillery, and 2 Planes  
1 Battleship, 2 Destroyers, and 2 Submarines



Production Points: 30 Production Points



Oil Certificates: 30 Oil Certificates



**Trade Route cards:** Some of the economics cards that come with the Attack! Expansion are a new suit called "Trade Route". While these are economics cards, they are not drawn randomly from the economics deck. Instead they are purchased at auction (see "Economics Cards and Trade Routes" below). **The players do not get any trade route cards at the beginning of the game.** Take the trade route cards out of the economics deck and place them face up on the table near the other decks.

**Economics cards:** 4 cards drawn randomly from the economics deck (which should be shuffled prior to dealing the players their cards). After dealing the players their economics cards, place the remaining economics cards to the side, face down. This deck will be drawn from later as players gain neutral (unowned) regions.



**Political Action cards:** 4 cards drawn randomly from the political action deck (which should be shuffled prior to dealing the players their cards). After dealing the players their political action cards, place the remaining political action cards to the side, face down. This deck will be drawn from at the end of each round and as players gain neutral (unowned) regions.



**Technology deck:** *Players do not get any technology cards at the beginning of the game.* Place the technology deck on the table near the other decks.

**STEP 2:** *Roll to see who goes first. The player with the highest roll on two regular dice goes first, followed by the player to his or her left, and proceeding clockwise around the board.*



**STEP 3:** *Starting with the first player, each player takes a turn placing one of their infantry pieces on any unowned region. (Once a player places his piece on a region, he owns it). Once each player has chosen four regions, proceed to the next step.*



**Optional Rule:** *If you want a game with more interaction between the players, then each player must choose each of his starting regions from a different "continent": (North America, South America, Eurasia, Africa, East Asia, and The Pacific Islands, as shown above).*

**STEP 4:** *Starting with the first player, each player takes a turn placing five of their pieces. They may choose any of their pieces and place them in any region or regions that they own. When they are placing their naval pieces, each player may choose only one sea area in which to place them during the entire setup process. This sea area may not be one that already contains another player's pieces. This process goes on until all players have placed all of their pieces.*

**STEP 5:** *Starting with the first player, each player takes turns placing their Capital City on one of their regions.*

**STEP 6:** Starting with the first player, each player will randomly pick their government type by drawing one face-down counter from a mix that is determined by how many players are in the game (see below). Each player places his government-type counter in the region with his capital city. (If your capital city is ever captured, you will place the counter in front of you so that the other players may see it.)

Then, all regions not owned by a player (minor neutrals) have one counter randomly placed on them (face down). After all counters are placed, they are flipped face up to reveal the government types of all of the minor neutrals.

#### MIX OF COUNTERS USED WHEN DRAWING PLAYER GOVERNMENT TYPES

- 2 to 4 Players** 4 counters (one of each government type)
- 5 Players** 5 counters (one of each type + one other type)
- 6 Players** 6 counters (one of each type + two other types)
- 7 Players** 7 counters (one of each type + three other types)
- 8 Players** 8 counters (two of each government type)

For play balance reasons, it is considered best to avoid having two Fascist players in anything less than an eight player game.

*NOTE:* 7 and 8 player games are possible if you purchase additional plastic pieces of new colors (available from the Eagle Games webstore at [www.eaglegames.net](http://www.eaglegames.net)).

**You are now ready to begin play!**

## VIII. The Turns

Starting with the first player and proceeding clockwise around the board, each player takes a turn.

**CHANGE:** During your turn, you may perform as many different “actions” (from those listed below), as you can afford. Each action taken during your turn costs oil certificates: 1 oil cert. for your first action of the turn, 2 for the second, 3 for the third, and so on.

*NOTE:* You must complete one action before beginning another.



**HINT:** Don't use up too much oil early in the game without having the ability to replace it, otherwise you may find yourself without enough oil to respond to your opponents' actions later.

**CHANGE:** Some actions may only be performed once in a player's turn and some may be performed as many times as he can afford (Oil Certificates). Those that may only be performed once per turn are noted below as “(Once/Turn)”. Those that may be performed multiple times have no notation and can be performed as often as a player can afford.

The list of actions that you may choose from, and a short description: (All actions are described in detail later in this manual.)

**MOVE** (Once/ turn) – Moving your pieces (land and naval), and fighting any battles that result

**STRATEGIC MOVE** – Long distance move for land units only. No battles may result.

**BUILD NEW UNITS** – You spend your Production Points to build new military units and place them on the board.

**DIPLOMATIC BLITZ** (Once/ turn [with one exception]) – An attempt to bring unowned regions (minor neutrals) into your sphere of influence using diplomatic means.

**PLAY POLITICAL ACTION CARDS** – You may play as many of your political action cards as you want (including those that you steal as a result of cards played).

**BEGIN AUCTION FOR A TRADE ROUTE CARD** – You bid 20 PP's (or more), starting an auction with the other players in an attempt to acquire a trade route card that can be used as a “wild card” in your economy (to complete “sets”, thus increasing your production).

**RESEARCH NEW TECHNOLOGY** – You make an attempt to discover a new technology that will give you military, economic, or political advantages.

**MOVE** (Once/ turn) – Moving your pieces (land and naval), and fighting any battles that result

**TRADE WITH OTHER PLAYERS** – You may trade the following things with another player: Production Points, Economic Cards, Oil Certificates, Political Action Cards, or Favors. In order to trade with another player, you must be able to trace an unobstructed path from your capital city to his capital city.

**STRATEGIC BOMBING** (Once/ turn) – You may “bomb” another player’s economy using your planes to knock out his economics cards for the round.

**COMMERCE RAIDING** (Once/ turn) - You may attack another player’s Trade Routes with your submarines. One hit knocks out a trade route for that round and two hits destroys the trade route, taking the card from the owner and returning it to the unowned pile.

**CHANGE:** After all players have taken their turn, the “round” ends. (One “Round” is comprised of all the players’ turns once around the board.) At the end of each round three things occur before the next round begins:

- 1) All players collect the appropriate amount of production points and oil certificates based on their Economics cards and Capital(s) (see “Production” below)
- 2) Each player draws one random Political Action card from the deck of unused Political Action cards.
- 3) The player who will act first in the next round changes. The new starting player is the player to the immediate left of the player who started the last round. It is usually a good idea to have an item that can be placed in front of the player who is taking his turn first. This item can be passed to the left at the beginning of each new round.

## IX. Government Types/ Counters

There are four Government Types:

**Communism**

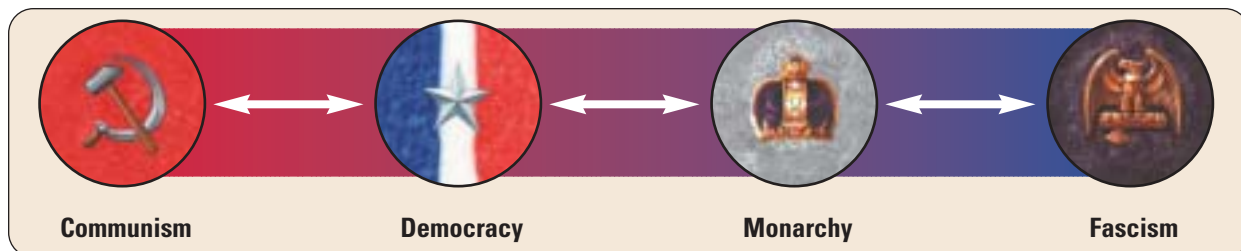
**Democracy**

**Monarchy**

**Fascism**

At the beginning of the game each player randomly chooses one government type for his nation, and one government type counter is also placed randomly on each neutral region (those not owned by any player). All regions that belong to you (signified by at least one of your military units) are your government type.

For purposes of gameplay, the four government types are seen as laying on a spectrum:



The spectrum has Communism on the extreme “left” and Fascism on the extreme “right” with democracy and monarchy nestled between them. This spectrum is important when determining how far away another government type is from your own when performing Diplomatic Blitz actions or when playing certain Political Action cards that allow you to change a minor neutral’s government type.

**EXAMPLE:** Communism is considered one away from democracy, two away from monarchy, and three away from fascism. Monarchy is one away from Fascism and Democracy, and two away from Communism.

**NOTE:** Despite the theories of some political scientists, for the purposes of this game Fascism and Communism are NOT next to each other on the spectrum (i.e. it does not wrap around).

## X. Neutral Minors

The regions that are not owned by any player are called "Neutral Minors" (called "Neutrals" in the Basic game). Each neutral minor has a government-type counter on them (placed there at the beginning of the game). When you conquer a minor neutral or get them to join you as a result of a Diplomatic Blitz action or a Political Action card, several things occur:

- 1) The counter is removed
- 2) You draw one Political Action card
- 3) You gain one Economics card
- 4) If you gained the region as a result of a Diplomatic Blitz action or a Political Action card, you also get one free infantry unit which is placed in the region to signify your ownership.

## XI. Production Point (PP) Certificates and Oil Reserve (OR) Certificates

Production Point Certificates (also called Production Points or PP's) are like currency and are used to track the production points that each player's economy generates at the end of every turn. (See "Production", section XXV, for how PP's and OR's are generated)

**CHANGE: Production Points and Oil Reserve Certificates may be saved from turn to turn. They do not have to be spent in the same turn that they are produced.**

Oil Reserve Certificates (also called Oil Certificates or Oil Certs.) are used to track the amount of oil that you have in your "oil reserve". Oil Certificates are spent every time that you perform an action during your turn. The first action of your turn costs 1 Oil from your reserve (1 Oil Certificate), the second action of your turn costs 2 Oil Certificates, the third action of your turn costs 3 Oil Certificates, and so on.

**CHANGE: A player is not limited to three actions per turn, but may perform as many actions in his turn as he can afford (in Oil Certificates).**

## XII. Economics Cards and Trade Routes

This Expansion comes with a deck of Economics Cards. This deck is intended to be added to the Economics Cards from the Attack! game to form one large deck.

A new economics card "suit" has been added in the Expansion: Trade Route. Trade route cards are a bit different from the other suits (oil, minerals, rail transport, factories, and population) in two ways:

- 1) They are not acquired when you gain a new region, but are purchased after an auction (see below), and thus are kept in a separate pile than the rest of the Economics cards.
- 2) Once they are acquired they are used as a "wild card" when calculating your Production Points at the end of each round. They can "become" any other suit (oil, minerals, rail transport, or factories) for the purposes of forming "sets" or adding oil certificates to your reserve (but not both simultaneously). You are free to change the suit of a trade route card at the end of each round to your best advantage before calculating production.

When you choose the "Begin Trade Route Auction" action, you start the "bidding" for a trade route card at 20 PP's or more. The bidding then progresses clockwise around the board until all players but the highest bidder pass. The highest bidder then pays the PP's that he bid to the bank and draws a random card from the available (unowned) trade route cards. That trade route card now belongs to him.

Each trade route card has a particular sea area printed on the card. This is the sea area that the trade route is "based in". When a player wishes to attack this trade route, they will need to have submarines in that particular sea area when they choose the Commerce Raiding action (see below).



**HINT:** Trade route cards are very valuable in that they not only have values that are generally higher than other economics cards, but they will double the value of all four cards in the "set" that they complete for you. While they are not vulnerable to strategic bombing, enemy subs can wreak havoc on your trade routes. Therefore, if you have trade routes, it is a good idea to move some destroyers and possibly even some aircraft carriers into the sea areas that the trade route is based in (printed on the card).

**NOTE:** Trade Routes and the Trade action (trading with other players) are not related.

### XIII. Technology Cards

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When you choose the “Research New Technology” action, you make an attempt to discover a new technology. Pay any Production Points that you want to “invest” and roll 2 regular dice. To succeed you must roll a “10” or higher. The “10” is reduced by one for each 5 PP’s invested in research. If you succeed, you draw a random technology card from the deck of available (unowned) technology cards. Whether you succeed or fail, the production points invested are lost. (Example: You invest 25 PP’s in research, making the number needed to succeed a “5” or higher. You then roll a “6” and succeed, allowing you to draw a card from the tech deck.)

When you get a new technology, it benefits only you. The effects are not universal and cannot be shared (or traded).

### XIV. Political Action Cards

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Political Action cards represent the actions of your government in diplomacy, espionage, propaganda, etc. Playing them allows you to help yourself and your friends, hurt your enemies, and to influence the minor neutrals.

#### GETTING POLITICAL ACTION CARDS

Each player begins the game with four Political Action cards and receives one additional card at the end of each round (when all players have finished their turn).

You also get a political action card every time you gain a region that was a minor neutral (not owned by a player). This can occur when you:

- a) Conquer the region through a successful invasion (moving land units into the region and winning the battle).
- b) Gain the region through a successful Diplomatic Blitz.
- c) Gain the region as a result of a Political Action card

*NOTE: You do not get a Political Action card when you conquer a region owned by another player.*

#### PLAYING POLITICAL ACTION CARDS

When you choose the action “Play Political Action Cards”, you may play one or more political action cards. They are played one at a time and their effects are executed until you declare that you are finished playing them or run out of cards to play. Once you have played a card, it is placed (face up) in a discard pile next to the deck of political action cards that have not been drawn yet. When the entire political action card deck has been drawn and only the discard pile remains, the total number of “Eagle” cards played should be recorded and the discard pile should be shuffled and placed back in play.

If a player does not own the region that contains his capital city, he cannot play Political Action cards until he retakes that region.

“BLOCK” cards: Some Political Action cards have the word “BLOCK” stamped across them. These cards are not played during your Play Political Action Cards action, but are instead played during another player’s action (Either his Play Political Action Card action or his Movement action depending on the card). When played in response to another player’s action, your card should be played immediately after they have declared the action that you are “blocking”.

*NOTE: Playing “BLOCK” cards costs no oil.*

*NOTE: You may play a “BLOCK” card even if you are not the target of the political action that you are blocking.*

*NOTE: Spy, master spy, and assassin cards can be blocked with a “Counter Espionage” card, however a spy ring and master spy ring cannot. A “Double Agent” card affects all spy, master spy, spy ring, and master spy ring cards despite the fact that they say that they cannot be blocked).*

### XV. Trading with Other Players

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You may trade the following things with another player: Production Points, Economic Cards, Oil Certificates, Political Action Cards, or Favors. You may NOT trade regions, military units (armies or ships), capital cities, or technologies. No trading is allowed after the tenth Political Action card with an “Eagle” symbol on it has been played.

It costs nothing to discuss a trade. The action occurs and oil certificates are paid only if a trade actually occurs.

**CHANGE: In order to trade with another player, you must be able to trace an unobstructed path from your capital city to his capital city. This path may be traced through regions or sea areas (but not through the Arctic Circle). Regions or sea areas that contain a unit that is not owned by you or your trading partner are considered obstructed (even if the owner of the units would allow the trade). Minor neutrals and unoccupied sea areas do not obstruct the path.**

## XVI. Amphibious Movement

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In order to make an amphibious move, you must have “safe passage” along the entire path of the sea lane that you are using. If any sea area along the sea lane is occupied by any non-submarine naval units belonging to a player that declares that he will not allow your amphibious movement safe passage, then the movement cannot occur.

If enemy submarines are the only hostile naval units in the sea area through which your amphibious movement will pass, then you may make the move. However, when your land units are moving through the sea area containing hostile submarines (the owning player declares that they are hostile), each submarine gets a free (no oil spent) “commerce raiding” attack (see below). For every hit scored, a moving land unit is eliminated (sub owners choice).

*NOTE: The sub owners do not have to attack, as they will be vulnerable to a counter-attack from destroyers and carriers in the sea area just like a normal commerce raiding action.*

When launching an amphibious invasion through a sea area where you will be fighting a naval battle during that move, you will place your troops onto the sea lane and await the outcome of the naval battle(s). If you take the sea area and thereby secure a safe passage along the entire path of the sea lane, you may then land your troops in their destination region. If you cannot secure safe passage, then your troops must be returned to the region from which they departed.

## XVII. Naval Movement

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When you choose the “Move” action, you may move any or all of your naval units as well as your land units. Each of your naval units may move one or two sea areas during your move. You may move them into or through sea areas that contain naval units belonging to other players, but you may not end their movement in a sea area containing naval units belonging to another player without initiating a naval battle. (In other words, they may move through, but not occupy the same sea area as naval units owned by other players when you are done moving).

*NOTE: The exception to this rule is the Submarine, which may move into or occupy the same sea area as naval units owned by other players without initiating a naval battle (if the owner of the submarine chooses not to fight).*

*NOTE: Naval movement is allowed through the Suez Canal (Egypt-Sudan) and the Panama Canal with the permission of the owner of the land region in question. If the region in question is a minor neutral, then you may only move through the canal if the minor neutral is the same government types as your nation.*

*NOTE: Battles being fought at the end of your Move action may be resolved in any order that you choose.*

## XVIII. Strategic Move

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Land units may be moved from any region owned by the moving player to any other region that is also owned by the moving player and is connected by regions owned by the moving player. Movement via a sea lane is permitted, but may be blocked by any player who has non-submarine naval units in any sea area that is crossed by the sea lane being used. NO battles may result from a strategic move.

Naval units may not be moved during a Strategic Move action.

## XIX. Blitzkrieg Move

**CHANGE: When using the expansion rules, the Blitzkrieg Move action is not available. Instead, there is a Blitzkrieg technology that allows the owning player to perform a blitzkrieg move and fight any resulting battles without spending an “action” or the oil associated with it.**

## XX. Diplomatic Blitz

**CHANGE: The Diplomatic Blitz rules from the Basic game are completely replaced by these.**

When you choose the Diplomatic Blitz action, you are attempting to convince a minor neutral to join your “sphere of influence”. You first choose the target region. You then roll two regular dice. To succeed the total rolled plus modifiers (see below) must be equal to 6 or more.

If you fail, your action is over. However, if you succeed, you gain the region, a free infantry unit of your color placed in the new region, a Political Action card, and an Economics card (quite a haul). If you succeed, you also get to try again! (This simulates a domino effect). The challenge is that your next attempt will be at +1 to the number that must be rolled (so, assuming that no other modifiers apply, the first attempt is for a 6 or higher, the second is for a 7 or higher, the third is for an 8 or higher, and so on). You may keep “rolling” until you fail, so it is theoretically possible to acquire seven new regions with one attempt (though more than three will be very difficult).

Modifiers to the Diplomatic Blitz success number:

+1 for each successive attempt

+2 if the region is not adjacent to a region that you own.

- Regions connected by sea lanes count as adjacent, even if you do not control the sea areas through which they pass.
- Regions gained during the diplomatic blitz action are considered as "owned".

+1 for each level that the minor neutral's government type is away from your government type on the spectrum. No penalty if they have the same government type as you.

**EXAMPLE:** The Green player (a Communist), is attempting a Diplomatic Blitz. His first target is The Balkans which is a Monarchy. The Green player owns The Ukraine, so he has an adjacent region. Therefore the number that he needs to roll for success is "8" (6 + 2 for being two government type levels apart). The green player rolls an "11" and succeeds. He then decides to target Italy which is a Fascism. The number that he will need now is a "10" (6 + 1 for the second attempt, +3 for being three government type levels away.) The green player rolls an "11" again and succeeds! He then decides to target Quebec which is a Democracy, but is not adjacent to any of his regions. The number that he needs to succeed is an "11" (6 + 2 for the third attempt, +1 for being one government type level away, and +2 for not being adjacent). He rolls a "5" and fails.

Since he gained 2 new regions, the Green player gets 1 infantry unit placed on each of his 2 new regions, 2 political action cards, and 2 economics cards. His Diplomatic Blitz action has now ended.

The Diplomatic Blitz action may only be performed by a player once per turn, with one exception: If you fail on your very first roll of the action. In this case, you may choose Diplomatic Blitz as your next action (paying the normal oil cost for it as if it were any other action). This may be repeated if you fail AGAIN on your first roll and may be repeated as long as you have oil to pay the increasing cost of the actions.

## XXI. Commerce Raiding

You may attack another player's Trade Routes with your submarines. The process is:

- a. After you have chosen the Commerce Raiding action (and spent the oil certificates), all players who have a Trade Route card matching a sea area which contains one or more of your submarines, must show you the card.
- b. You (the attacker) declare which trade routes are under attack. Resolving one sea area at a time, you roll one regular die per submarine that is in the sea area where the attack is taking place. Each "6" (or higher\*) that is rolled scores a "hit".
- c. Hits are applied by the attacking player. Trade routes that take one hit are "knocked out" for one round. Trade routes that take two hits are "destroyed" and are taken from their owner and placed back in the pile of unowned Trade Route cards. In order to come back into play, they must be purchased at auction again.
- d. If there are ANY aircraft carriers or destroyers (regardless of which player owns them) in the sea area that was attacked, the owning player may attempt to eliminate any submarines that attacked. Each destroyer rolls one regular die and hits on a "5" or higher. Each aircraft carrier rolls one regular die and hits on a "4" or higher. Each hit can be used to eliminate one submarine that attacked in that sea area in that commerce raiding action.

*NOTE: Submarines do not get to fire at the destroyers or carriers while commerce raiding.*

*NOTE: It is possible for the player to have higher than a "6" on one die if they have a special technology that allows them to add +1 to their roll.*

Trade Route cards that are knocked out are placed face down away from the rest of that player's economics cards to show that they are knocked out for the round. They are not counted when the owning player calculates his production at the end of the round. After the owning player calculates his production points and oil certificates at the end of the round, he will turn any knocked out cards upright and place them with his other economics cards to show that they are repaired and available in the next production.

Trade route cards that are knocked out by one player may be destroyed if they are hit by another player before the end of the round.

## XXII. Strategic Bombing

You may “bomb” another player’s economy from the air. This represents an abstract strategic air campaign. The actual position of your planes on the board does not matter. The process is:

- a. You (the attacker) decide how many planes you will use in the attack (the number cannot exceed the total number of planes that you have on the board). Using unused planes of your color (NOT the actual planes that are on the board) to represent the attacking force, you divide them into “fighters” in the front row, and “bombers” in the back row. This can be done in secret behind a “divider” (The rules manual or other obstruction).
- b. The defender decides how many planes he will use as defending “fighters” (this number cannot exceed the total number of planes that he has on the board, but he does NOT use the actual planes that are on the board). He takes unused planes of his color to represent the defending force and places them in front of the “divider”.
- c. The divider is lifted and the air battle is resolved:
- d. The defending player rolls one regular die per defending fighter. Each “6” (or higher\*) that is rolled scores a “hit” and eliminates one attacking plane. Hits are applied by the defending player and can be applied to either attacking fighters or bombers. The eliminated planes are set aside so that they can be counted when the battle ends.
- e. The Attacking player then rolls one regular die for each one of his surviving fighters. Each “6” (or higher\*) rolled scores a hit and eliminates one defending plane. Eliminated planes are set aside so that they may be counted at the end of the battle.
- f. The attacking player then rolls one regular die for each of his surviving “bombers”. Each “6” (or higher\*) rolled scores a “hit”. For each hit, the attacking player may choose one economics card belonging to the defending player that is “Knocked out” for the round (Trade Route cards may not be “knocked out” by strategic bombing). The defending player must show the attacking player his economics cards while the attacking player is choosing which will be knocked out.

*NOTE: It is possible for the player to have higher than a “6” on one die if they have a special technology that allows them to add +1 to their roll.*

For each plane that is eliminated in the air battle, the owning player must choose one of their planes on the board to be eliminated and remove it.

*NOTE: If a plane that is removed is the last unit in a region, then it must be replaced by the owning player by another unit from somewhere else on the board.*

Economics cards that are knocked out are placed face down away from the rest of that player’s economics cards to show that they are knocked out for the round. They are not counted when the owning player calculates his production at the end of the round. After the owning player calculates his production points and oil certificates at the end of the round, he will turn any knocked out cards upright and place them with his other economics cards to show that they are repaired and available in the next production.

## XXIII. Land Battles

The resolution of land battles does not change from the basic rules, except that some unit types have a “special power”. These special powers allow them an advantage when choosing which enemy units are eliminated.

**CHANGE:** In the basic rules, after you have determined how many hits you have scored, you must apply these hits (one hit = one unit eliminated) to the enemy force using the following hierarchy: infantry units are eliminated first, followed by tank units, followed by artillery units, followed by plane units. When using the advanced rules, you may choose which of your opponent’s units (that have been committed to the battle) are eliminated based on which of your units actually scored the hit:

- When one of your **INFANTRY** units scores a hit, you may eliminate one of your opponent’s units using the normal hierarchy.
- When one of your **TANK** units scores a hit, you may eliminate one of your opponent’s units using the normal hierarchy, but skipping his infantry units in the hierarchy if you desire. (You may essentially ignore his infantry when choosing your target.)
- When one of your **ARTILLERY** units scores a hit, you may eliminate 2 enemy infantry units. If your opponent does not have 2 infantry units committed to the battle, then you eliminate one unit using the normal hierarchy.
- When one of your **PLANE** units scores a hit, you may choose any one of your opponent’s units to be eliminated, essentially ignoring the hierarchy.

**You may apply the hits in any order.**

**EXAMPLE 1:** You have one of each type of unit committed to the battle and so does your opponent. You roll first and roll a tank image and three plane images resulting in two hits (one by your tank and one by your plane). Your tank applies its hit to your opponent’s tank (ignoring the infantry), and your plane unit applies its hit to your opponent’s plane.

**EXAMPLE 2:** You have two infantry, one tank, and one artillery unit committed to the battle and so does your opponent. You roll first and roll one artillery image, two infantry images, and a blank resulting in three hits. You use your artillery hit to eliminate two of your opponent's infantry units. You then use one infantry hit to eliminate his tank and the second infantry hit to eliminate his artillery.

**OPTIONAL RULE:** When you are defending a region with a capital or defending a region that is being attacked via sea lane (an amphibious invasion), you roll one extra die in each of your rolls in that battle (2 extra dice if both apply).

## XXIV. Submarines and Naval Battles

### SUBMARINES

Submarines act a bit differently than the other naval units in the game. Subs are not forced to participate in naval battles. The player who owns the submarine decides at the beginning of the naval battle if his submarines in the contested sea area will fight or not. If not, they remain in the sea area and do not participate in the battle.

Submarines are allowed to move into and remain in the same sea area with naval units belonging to another player without fighting a battle.



**HINT:** This means that your subs may stalk the seas without any danger of being sunk until they attack or raid commerce.

### NAVAL BATTLES

The resolution of naval battles does not change from the basic rules except that plastic pieces are used rather than cards. (The navy cards are not used when playing the advanced game, except as reference.) When setting up a naval battle (and before each round of the battle), you will place a divider between the two players while they set up their battle line.

If you decide to retreat your surviving naval units at the end of a battle round, you must place them in a sea area that is adjacent to the sea area where the battle is taking place. The sea area where you are retreating may not be occupied by any naval units belonging to another player. If there are no adjacent sea areas that are not occupied by naval units belonging to another player, you may not retreat.

## XXV. Production

At the end of each round of play (after all players have finished their turn), all players calculate and collect the new production points and oil reserve certificates that their economy generates.

You receive Oil Certificates equal to the total value of all of the "Oil" economics cards that are used for this purpose rather than as a part of your economy. In other words, you may use your Oil economics cards to either generate Production Points or Oil Certificates, but not both during the same Economic Phase.

When calculating your Production Points and Oil Certificate production, simply put any Oil economics cards that will be used to produce Oil Certificates to one side before calculating your Production Points. This will prevent them from being double counted or used to create a "set". Calculate your production points normally, and then add up the value of all of the oil cards that you have taken out of your economy for the purpose of increasing your oil reserve.

## XXVI. Building New Units

New units are purchased with production points and placed on the board during your Build action (costs below).

Land units may be placed in any region that you own.

When you purchase new naval units, you must place them in a sea area that is adjacent to a land region that you own. If this region is already occupied by one or more non-submarine naval units, then a naval battle will occur at the end of your Build action

*NOTE: There is no oil cost to fight this battle.*

COSTS OF MILITARY UNITS (and other information)			
	COST	MOVEMENT	SPECIAL
<b>LAND UNITS</b>			
INFANTRY	5 PP's	1	* None
TANK	10 PP's	2	* Rolls 2 dice * Can ignore infantry when applying hits
ARTILLERY	8 PP's	1	* Can eliminate 2 infantry units when applying hits
PLANE	15 PP's	2	* Move through enemy or neutral regions (fly over) * Amphibious moves cannot be blocked * Can apply hits to any unit committed to battle * Strategic Bombing
<b>NAVAL UNITS</b>			
DESTROYER	5 PP's	2	* Can attack subs that have raided commerce
SUBMARINE	5 PP's	2	* Can occupy sea areas that contain naval units belonging to another player * Cannot be attacked unless they raid commerce * Can raid commerce
BATTLESHIP	10 PP's	2	* 2 hits to sink
CARRIER	20 PP's	2	* +1 to adjacent naval units during a naval battle * Can attack subs that have raided commerce

## XXVII. Winning the Game

### ENDING THE GAME

The game ends immediately if any player is eliminated. As soon as a player has no land units (armies) remaining on the board, they are eliminated and the game ends.

#### CHANGE:

The game will also end immediately when the 13th "Eagle" Political Action card is played and its affects are resolved. Some of the Political Action cards are marked with an Eagle symbol:



Only these are counted for purposes of ending the game.

The players should keep track of the number of "Eagle" cards that have been played. When the entire political action card deck has been drawn and only the discard pile remains, the total number of "Eagle" cards played should be recorded and the discard pile should be shuffled and placed back in play.

## VICTORY CONDITIONS

**Change:** The player with the most Victory Points wins the game.

Each government type has its own Victory Point calculation:



### COMMUNIST

**2 Victory Points** for each region that you own  
**1 Victory Point** for each communist minor neutral



### DEMOCRACY

**2 Victory Points** for each region that you own  
**1 Victory Point** for each democracy minor neutral  
**-1 Victory Point** for each minor neutral that you invade



### MONARCHY

**2 Victory Points** for each region that you own  
**1 Extra Victory Point** for each region that you own that is not on the same continent as your capital



### FASCIST

**2 Victory Points** for each region that you own  
**1 Extra Victory Point** for each region conquered in a battle where your opponent lost 3 or more units  
(This should be tracked during the game).

*NOTE: The conquered regions can be either minor neutrals or player-owned regions.*

*NOTE: These VP's are not lost if the Fascist player loses the conquered region.*



**HINT:** Communist players will attempt to spread communism through conquest as well as through political actions. Democratic players will attempt to spread democracy by defeating other major nations of a different government type and through political actions. Monarchist players will attempt to acquire as many overseas "colonies" as they can while protecting their capital. Fascist players will attack as often as they can without spreading themselves too thin and provoking the other players into banding together to stop them.

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# QUICK REFERENCE

## MENU OF ACTIONS

### MOVE (Once per turn)

Moving your pieces (land and naval), and fighting any battles that result.

### STRATEGIC MOVE

Long distance move for land units only. Units may be moved from any region owned by the moving player to any other region that is also owned by the moving player and is connected by regions owned by the moving player. Movement via a sea lane is permitted, but may be blocked by any player who has naval units in any sea area that is crossed by the sea lane being used. NO battles may result from a strategic move.

### BUILD NEW UNITS

You spend your Production Points to build new military units and place them on the board.

### DIPLOMATIC BLITZ (Once per turn)

An attempt to bring unowned regions (minor neutrals) into your sphere of influence using diplomatic means (Promises, threats, etc.).

### PLAY POLITICAL ACTION CARDS

You may play as many of your political action cards as you want (including those that you steal as a result of cards played).

### BEGIN AUCTION FOR A TRADE ROUTE CARD

You start the "bidding" for a trade route card at 20 PP's or more. The bidding then progresses clockwise around the board until all players but the highest bidder pass. The highest bidder then pays the PP's that he bid to the bank and draws a random card from the available (unowned) trade route cards. This trade route card now belongs to him.

### RESEARCH NEW TECHNOLOGY

You make an attempt to discover a new technology. Pay any Production Points that you want to "invest" and roll 2 regular dice. To succeed you must roll a "10" or higher. The "10" is reduced by one for each 5 PP's invested in research. If you succeed, you draw a random technology card from the deck of available (unowned) technology cards. (Example: You invest 25 PP's in research, making the number needed to succeed a "5" or higher. You then roll a "6" and succeed, allowing you to draw a technology card.)

### TRADE WITH OTHER PLAYERS

You may trade the following things with another player: Production Points, Economics cards, Oil Certificates, Political Action cards, or Favors. In order to trade with another player, you must be able to trace an unobstructed path from your capital city to his capital city.

### STRATEGIC BOMBING (Once per turn)

You may "bomb" another player's economy using any of your planes regardless of where they are located on the board.

The process is:

- 1) You (the attacking player) decide how many planes will raid the enemy and how many of them are "fighters" (front row) and how many are "bombers" (second row).
- 2) The defender decides how many planes he will use as defending "fighters"
- 3) The defending player rolls one regular die per defending plane to see how many hits he scores (one hit per "6"+ rolled), and assigns any hits to the attacking planes, eliminating them.
- 4) The attacking player rolls one regular die per surviving fighter to see how many hits he scores (one hit per "6"+ rolled), and eliminates that many defending fighters.
- 5) The attacking player rolls one specialty die per surviving bomber to see how many hits he scores on the defending player's economy (One hit per "6"+ rolled). The attacking player then assigns any hits to the defending player's economics cards (excluding trade route cards), turning them face down to signify that they are knocked out for the round.
- 6) For each plane that is eliminated in the air battle, the owning player must choose one of their planes on the board to be eliminated and remove it.

*NOTE: It is possible for the player to have higher than a "6" on one die if they have a special technology that allows them to add +1 to their roll.*

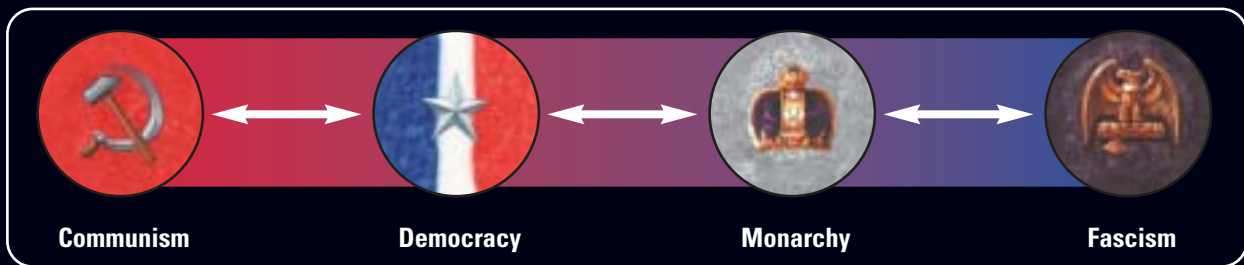
### COMMERCE RAIDING (Once per turn)

You may attack another player's Trade Routes with your submarines. The process is:

- 1) You declare that you are raiding commerce and pay the oil certificate for the action. Players who own trade route cards that match any sea areas that contain your submarines show you those trade route cards.
- 2) You decide which trade routes you will attack and resolve the attacks one sea area at a time. You roll one regular die for each submarine in the same sea area as the trade routes being attacked (One hit per "6"+ rolled).
- 3) If you get one hit in a particular sea area, then one trade route matching that sea area of your choice is "knocked out" for the round. If you get two hits in a particular sea area, you may either knock out a second trade route from that sea area for the round or "destroy" the trade route that was hit once.

### COSTS OF MILITARY UNITS (and other information)

	COST	MOVEMENT	SPECIAL
<b>LAND UNITS</b>			
INFANTRY	5 PP's	1	* None
TANK	10 PP's	2	* Rolls 2 dice * Can ignore infantry when applying hits
ARTILLERY	8 PP's	1	* Can eliminate 2 infantry units when applying hits
PLANE	15 PP's	2	* Move through enemy or neutral regions (fly over) * Amphibious moves cannot be blocked * Can apply hits to any unit committed to battle * Strategic Bombing
<b>NAVAL UNITS</b>			
DESTROYER	5 PP's	2	* Can attack subs that have raided commerce
SUBMARINE	5 PP's	2	* Can occupy sea areas that contain naval units belonging to another player * Cannot be attacked unless they raid commerce * Can raid commerce
BATTLESHIP	10 PP's	2	* 2 hits to sink
CARRIER	20 PP's	2	* +1 to adjacent naval units during a naval battle * Can attack subs that have raided commerce



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