

## FAQ: Attack! and Expansion [🌐]

Q1. What information, cards, etc. can a player keep “secret”?

A: Economic cards, including Trade Routes 🌐, *must* be shown during production. Political Action cards 🌐, Production (money), and Oil 🌐 may be kept secret.

Q2. 🌐 When playing the Political Action card *Military Aid to Minor Neutral*, where can the units come from?

A: The units may come from anywhere on the board.

Q3. 🌐 How can I get more Oil?

A: A player may obtain more oil by trading with other players, by obtaining a new Economic card that shows oil, by successfully bidding for a Trade Route, or by obtaining the technology *Synthetic Oil* and using Factories to produce oil. Economic cards that show oil and all Trade Routes may produce oil instead of “normal” production (\$).

Q4. How many times can a player use Strategic Move in one turn? Can the same units “move” this way and still “move” using the Move/Battle Action?

A: Units may be moved using the Strategic Move and also moved using the Move/Battle Action in the same turn. These Actions may be performed in any order (i.e. Strategic ⇌ Move/Battle or Move/Battle ⇌ Strategic).

🌐 Units may use the Strategic Move as many times as a player wishes (and has the oil to pay for) in the same turn. A unit may combine strategic move(s) with *one* Move/Battle action during any given turn.

Q5. Are there any limitations to trading Economic Cards? For example, could a player trade all his/her cards to an opponent, and then get them all back in another trade later?

A: Subject to the rules regarding Trades (p. 18 Attack!; p. 10 Expansion 🌐), players may trade as they see fit.

If you find yourself playing against opponents who “abuse” the trade rules, an alternative is to require that Economic Cards *must* be exchanged on a 1:1 basis. This will ensure that each player has exactly 1 Economic card for each space they control on the map. Of course, other allowed consideration (political cards 🌐, favors, etc.) may be included in the trades.

Q6. Are the Balkans and Turkey land adjacent? How about Spain and Algeria?

A: No for both.

Q7. When playing only the Western mapboard, how is the Indian Ocean treated?

A: What we know to be the Indian Ocean is not accessible by naval units, as it is not a “named area” on this mapboard. However, both the sea lanes that connect Madagascar to Africa (*i.e.* South Africa and Somaliland) are usable.

Q8. How many neutral nations can be acquired in a Diplomatic Blitz Action?

A: In Attack!, each Diplomatic Blitz Action can acquire only a single neutral nation. Therefore, up to 3 neutral nations could be acquired by a player if that player chose to do 3 Diplomatic Blitz actions in one turn.

🎲 In Expansion, each Diplomatic Blitz action can secure a number of neutral nations, provided that the player rolls “well”, because the player can continue making attempts (as part of a single Diplomatic Blitz Action) until he/she fails to make a required die roll. Excluding Political Action cards and the “initial failure” rule, only *one* Diplomatic Blitz may be done by a player each turn.

Q9. 🎲 Can you explain how submarines work when it comes to fleet engagements?

A: Submarines have a choice of participating in fleet engagements during their owner’s Move/Battle action. When other players are conducting Actions, submarines also have a choice of participating in fleet engagements if they share a space with other surface vessels from their own nation. “Pure” submarine fleets are essentially “not there” with regard to fleet engagements when other players are moving, excluding the effects of special technology capabilities. There is, therefore, no case in which a player will fight naval forces of more than one opponent.

Q10. 🎲 Can a player choose to use only some of his/her submarines in a space and keep the others “safe” (not engaged)?

A: Yes. But the decision of how many will participate must be made at the start of the battle, not during it!

Q11. How can a Battleship ever be sunk, since it retreats after receiving one hit and is then immediately repaired?

A: A Battleship only retreats after *all* the engaged ships have “fired”, so a Battleship can easily take 2 hits if there are 2 or more enemy ships that may fire. 🎲 If a single Battleship is fighting, it can still be destroyed by making sure to deny it any space to which it may retreat.

As an optional rule for players who don’t like the “lone battleship” result described above: **A Battleship with 1 hit is destroyed during retreat unless there is at least 1 other non-hit “covering” ship also retreating.**

Q12. In Attack!, I can try to take over a neutral nation by using a Diplomatic Blitz. If I fail, an opponent gets the neutral nation, but only gets 1 (free) infantry to guard it. Now, I can use my next Action to Move/Battle and take over the weakly guarded nation! This seems unfair! I'll get the neutral nation either way! Am I playing this correctly?

A: First, just because a player fails to get a neutral nation does not mean that one of his/her opponents will automatically receive that nation. One of the opponents must roll successfully. So, you can't count on someone else getting the neutral just because you failed. Aside from this, however, your strategy is perfectly valid and mirrors the "threaten-then-invade" approach historically used by aggressors.

🌐 In Expansion, Diplomatic Blitz is handled differently, so this issue never arises.

Q13. If I fail a Diplomatic Blitz, does every other player *have* to roll to try to acquire the neutral? In other words, can one or more of the other players simply say, "I don't wish to roll" ?

A: Every other player is required to roll for the neutral.

Q14. 🌐 Can a land unit ever destroy more than 1 enemy piece in a battle? I'm thinking about some of the technology cards that provide extra dice.

A: An Artillery may destroy 2 infantry when the Artillery symbol is rolled. Technology cards sometimes change the *number* of dice that are rolled, but except for Artillery, each unit may only destroy one enemy unit each roll.

Q15. 🌐 There's a technology that forces my opponent to "roll 1 fewer die each round during land battles." Does this supercede the "may NEVER roll fewer than 2 dice" rule?

A: No.

Q16. 🌐 Ok, what about *adding* dice? For example, I have *Mobile Defense Doctrine* but am defending with a single infantry unit. Do I roll 2 dice or 3 dice?

A: Two. The procedure is: First, figure out the number of dice that your unit(s) would roll without the 2-dice minimum. Second, apply the minimum if required.

Q17. Can technological advantages be applied *cummulatively*? For example, can I gain +2 advantage in commerce raiding by holding both the Wolf Pack and Superior Torpedoes?

A: Yes, to your specific question. The only two cards that may not be combined for a *cummulative* effect are Dive Bombing and Aircraft Offensive Technologies, both of which specify a precise number of dice to roll. These two cards may be *cummulatively* affected by other "adder" cards.

Q18. Can a player use a captured capital space as his/her capital in the event that their own capital has been taken?

A: No. Capturing an opponent's capital provides economic benefits (+10 PP), but does not otherwise function as that player's capital space for any purposes.

Q19. 🌐 I start a Political Cards action. At some point, I play the *Master Spy Ring* card and steal two cards from an opponent. Can I play these stolen cards immediately?

A: Yes!

Q20. 🌐 Can I play (discard) a Political Action card while I'm conducting a Political Cards action, but ignore the text on the card? Can I do this even if the card has an Eagle symbol at the bottom? What if playing (discarding) this card ends the game? How can "its effects [be] resolved"?

A: Yes to all your questions. You may discard one or more Political Action cards while you are playing a Political Cards action, even those that have an Eagle symbol. If the player decides to "discard" the final card, it has no "effects" to resolve.

### QUESTIONS CONCERNING POLITICAL ACTION CARD EFFECTS

Q21. The *Technology Initiative* card bothers me. How can the nation that had the technology suddenly lose its abilities? Why doesn't the other player (nation) simply gain the ability as well?

A: The technology cards represent *superiority* in technology of various types. (The descriptive text on the card is simply trying to provide an example.) For simplicity, only one player (nation) is "best" at a given technology at any one time. When a player plays the *Technology Initiative* card, his/her nation now possesses some *new* approach or device that makes all prior technology pale by comparison, and the other players (nations) are assumed to have "caught up" to the previously superior technology.

Q22. How does the *Threaten to Invade* card work?

A: When a player plays this card, his/her current Political Cards Action is temporarily interrupted. The player then completes a Diplomatic Blitz Action (which may consist of several die rolls if successes are achieved). This Diplomatic Blitz costs no additional Oil, nor does it increase the number of Actions taken by this player this turn. When the Diplomatic Blitz is completed, the player continues the interrupted Political Cards Action. Any Political Action cards obtained during the Diplomatic Blitz may be used in the continuation of the Political Cards Action already underway.

Q23. When playing the *Revolt* Political Action card, who selects the 4 units that change sides?

A: The player who plays the card.

Q24. Can I use the *Counter Espionage* card to block the *Leader Assassinated* card?

A: No. The *Counter Espionage* card may only block cards that are labeled *Spy*, *Master Spy*, or *Assassin*.

Q25. When playing a “Spy” card, is the selection from the targeted opponent’s cards random?

A: Yes.

Q26. How does the Embargo card work? Does the target player need to have a trade route? Or do the players that join the embargo need to have trade routes?

A: Played like any other Political Action Card, the Embargo card is a way to hurt one of your opponents. The *target player* must have a trade route (hence the Embargo), but the other players need not. (They are just traders, who now will not provide goods and services for trade.)

Q27. How does the Partisans card work? Are the “knocked out” cards chosen immediately or when production is done?

A: When production occurs.

Q28. Can a player obtain a “rebate” for previously paid oil by playing the *Propaganda Posters* card in a later part of his/her turn? Please explain.

A: Yes. A player must always pay the appropriate oil cost for each Action, immediately prior to taking that action. Therefore, a player in the circumstances you describe would need to have the oil (and have paid the oil for prior actions) before being able to recover some of that oil via the *Propaganda Posters* card. As an example: It is Fred’s turn. He first wants to Move units, and so pays 1 Oil. Finishing his Move action, Fred decides to try a Diplomatic Blitz action, and so pays 2 Oil. Finishing his Diplomatic Blitz, Fred now decides to Play Political Action Cards, and so pays 3 Oil. During this action, Fred plays the *Propaganda Posters* card, and receives 3 Oil back from the bank (as per the card’s instructions).