

COST OF MILITARY UNITS (and other information)

ATTACK!
version 1.0
QUICK REFERENCE

LAND UNITS	COST	MOVEMENT	SPECIAL
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.
NAVAL UNITS	COST	MOVEMENT	SPECIAL
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.

SPECIAL ELIMINATING HIERARCHY: INFANTRY • TANK • ARTILLERY • PLANE

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.

GOVERNMENT TYPES (and victory conditions)

COMMUNISM	DEMOCRACY	MONARCHY	FASCISM
2 VP: for each region that you own 1 VP: for each communist minor neutral	2 VP: for each region that you own 1 VP: for each democracy minor neutral -1 VP: for each minor neutral that you invade	2 VP: for each region that you own 1 Extra VP: for each region that you own that is not on the same continent as your capital	2 VP: for each region that you own 1 Extra VP: for each region conquered in a battle where your opponent lost 3 or more units*.

*NOTE: This should be tracked during the game.

The conquered regions can be either minor neutrals or player-owned regions. These VP's are not lost if the Fascist player loses the conquered region.