

Attack! (Expansion)

SCENARIO TWO: *Provocation*

Like Attack!, these rules are meant to provide players with the *flavor* of a world similar to that which existed in the late-1930s. While some historical “flavoring” has been added, no attempt to be historically accurate is intended. Each Round corresponds to roughly 1 year of “real” time.

This scenario focuses on two issues: *Provocation* and *Combat*. You will not use *Political Action* cards, or *Diplomatic Blitzes*. You will not need to “seed” the board for minor neutral nation governments. This game is all about attacking, and doing it quickly. Unfortunately, you may not be able to attack the player you wish!

The Scenario should be played using the Expansion Rules unless otherwise noted below.

Play with any number of players, although 4+ works best. Best played using the entire world map.

Setup

Follow *Setting Up the Game* (p. 5), with the changes noted below.

Step 1: Each player begins the game with only 18 Oil (not 30).

When drawing initial Economic cards, any player who has less than 8 PP may show the cards and obtain a new set of 4 Economic cards. This procedure may be repeated as necessary.

Part of *Step 6* (Government type selection for players) is performed immediately following *Step 2*.

Step 4: Only the Monarchist may place naval vessels in the first round of 5-unit placement.

Use the following chart for selecting starting spaces and changes in initial unit placements:

| National Type | Starting Spaces | Land Units | Naval Units |
|------------------|---------------------------------------|--|--------------------------|
| <i>Fascist</i> | Must be land-contiguous | +2 Tanks -4 Infantry | +2 Subs -2 Destroyers |
| <i>Monarchy</i> | Each must be on a different continent | -3 Tanks +1 Airplane | -2 Subs +1 Battleship |
| <i>Communist</i> | Must be land-contiguous | -1 Airplane -2 Tanks +9 Infantry | -1 Sub -1 Destroyer |
| <i>Democracy</i> | Must be land-contiguous | -2 Tanks +4 Infantry | - |

Monarchy

Each Monarchy selects 3 spaces (not 4) during the initial selection (*Step 3*). Following all selections but prior to unit placements (*Step 4*), each Monarchy draws 2 Trade Route cards, keeping one, which must be revealed.

Minor Neutral Nations

When you successfully invade a Minor Neutral nation, you *immediately* roll a number of Battle dice equal to the economic Production value you just obtained. For each non-aircraft symbol shown, you receive the unit shown. For each *two* aircraft shown, you receive 1 aircraft unit. You may place these newly obtained units *wherever you wish* (in your own territory).

Special Note: Communist players roll 3 dice regardless of the economic card obtained.

Provocation

PROVOCATION CARDS

Use a regular poker deck of 52 playing cards as the Provocation Cards. The “face” cards (J, Q, K) are “Provoked!” cards, and the Aces are “Sneak Attack!” cards. Each player draws a number of cards equal to their government’s diplomatic “level”, *i.e.* Communists draw 1, Democracies draw 2, Monarchists draw 3, and Fascists draw 4.

Each time a Minor Neutral nation is *invaded* (i.e. following the invasion battle), *each* other player draws 1 additional Provocation card. However, a player may never have more than 4 Provocation cards in their hand; a player must either play or discard a Provocation card *immediately* to stay within this limitation. All discarded or played Provocation cards are placed back under the stack, face down.

PROVOKED!

To declare war against another player, you must first be “provoked”. Provocation either occurs at the beginning of your turn before you have taken any actions, or when Provocation cards are drawn. You can be “provoked” in one of two ways:

- ☞ You have been attacked by that player.
- ☞ You play a “provocation” card from your hand against a player.

If you have been attacked by another player, you are automatically “provoked” and at war with this player for the remainder of the game. To become provoked without being attacked requires the play of a Provoked! card under one of the following two conditions:

- ☞ Immediately after another player attacks a Minor Neutral (i.e. following the conclusion of the invasion battle), you may play a Provoked! card and declare war on that player, or
- ☞ At the beginning of your turn, you may play a Sneak Attack! card to attack any player.

Whether through provocation or sneak attack, you may attack this player normally for the duration of the game.

Special Rules / Changes

1. MOVE Action:
 - a. When the “Move” action is selected, that player may conduct up to 3 “Moves”.
 - b. A “Move” is defined as taking units from ONE space and moving them into ONE space.
 - c. Battles are resolved following all Moves a player wishes to make that turn.
2. STRATEGIC BOMBING and COMMERCE RAIDING are now treated as a single Action: ATTACK ENEMY INFRASTRUCTURE.
A player selecting this combined Action may do either/both of the original Actions.
3. POLITICAL CARDS are not used, and there is no “Diplomatic Blitz” action.
4. TRADE WITH OTHER PLAYERS is restricted in that trading economic cards *must* be done on a one-for-one basis. Thus, every player will always hold 1 economic card for each space he/she controls on the mapboard.
5. AUCTION TRADE ROUTE may now begin with a bid of only 10 PP.
6. BUILD NEW UNITS Action:
 - a. All new land units must be built in the Capital space
 - b. All new sea units must be built in any sea space adjacent to the Capital space.
If such sea space selected is already occupied by surface naval forces of another player, a special combat *immediately* ensues. As usual, either player may elect to withdraw rather than fight, provided a retreat space is available.

Ending and Winning the Game

The game ends either when any player controls 10 spaces at the end of a Round, or at the end of Round #6. Add the number of territories you control and subtract 1 for each other player with whom you are at war. Highest total wins. In case of a tie, the player with the most territories wins; otherwise, the player with the most units wins.

Player Note:

Although many of the rules for this scenario are the same as those found in Scenario One: *Sleeping Giant*, there are several important differences. Players are encouraged to read the Scenario rules closely. Those rules which differ from those in Scenario One are **in this color**. Unfortunately, rules which have been entirely removed are not shown.

Optional Rule

Initial Technology

Each player secretly selects any ONE of the following three (3) technologies at the start of the game by taking the appropriate card. Technologies not selected are replaced face down in the Technology deck, which is then reshuffled prior to beginning the game. If more than one player represents a National Type, those players should roll 1d6, highest roll selects first. (Second player has less choice, but knows first player's selection.)

| <i>National Type</i> | <i>Technology 1</i> | <i>Technology 2</i> | <i>Technology 3</i> |
|----------------------|----------------------------|--|--------------------------|
| <i>Fascist</i> | Wolf Pack | Superior Tactical Training & Combat Experience | Blitzkrieg |
| <i>Monarchy</i> | Science & Research Complex | Parachute Infantry | Sonar |
| <i>Communist</i> | Synthetic Oil | Advanced Artillery Technologies | Radio/Command Control |
| <i>Democracy</i> | Superior Codebreaking | Strategic Bombing Technologies | Advanced Mass Production |

