

## Attack! (Expansion)

### SCENARIO ONE: *The Sleeping Giant*

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.

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).

The Political Action card which removes 5 Oil from a player now removes only 3 Oil.

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>Democracy</i>	Must be land-contiguous	-2 Tanks +4 Infantry	-
<i>Communist</i>	Must be land-contiguous	-1 Airplane -2 Tanks +7 Infantry	-1 Sub -1 Destroyer
<i>Sleeping Giant</i> ( <i>Democracy</i> )	Must be land-contiguous	-1 Airplane -2 Tanks	-

#### 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.

#### The Sleeping Giant

The *Sleeping Giant* should be selected prior to selecting initial territories and should be a Democracy. This player will pick 2 spaces during the first space-selection round (*Step 3*) and will therefore begin the game with 1 extra territory.

The *Sleeping Giant* is prevented from engaging in any offensive combat operations (*i.e.* attacking another space with armed forces) until the nation “awakes” to the world dangers. The *Sleeping Giant* “awakes” if:

- The *Sleeping Giant* is attacked by the armed forces of any other player, or
- The *Sleeping Giant* rolls 1d6 immediately upon another player attacking a neutral nation. The *Sleeping Giant* “awakes” on a “6”; add another number for each additional neutral nation attacked by that same player (in whatever turn). **EXAMPLE:** The Facist player attacks two neutral nations on its turn. The *Sleeping Giant* will roll twice, and awaken on a “6” (roll #1) or on a “5” or “6” (roll #2).

The *Sleeping Giant* may not select the BUILD NEW UNITS option until the nation “awakes”. Production points (PP) may be saved while “asleep”.

## Communist

Each Communist receives 1 extra Political Action card at the start of the game. If desired, the Communist may discard all 5 PA cards and re-draw 5. Shuffle the entire deck *after* the re-draw. This may only be done *once*.

## 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 Action now allows a player to play up to 3 Political Action cards. This Action may be selected as many times as desired (and the player has the oil to pay for) in a single turn.
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 no later than the end of Round #6.

The first nation to attack the *Sleeping Giant* (while still “asleep”) loses 1 Victory Point.

## 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>	Secret Service	Parachute Infantry	Sonar
<i>Communist</i>	Foreign Service	Advanced Artillery Technologies	Radio/Command Control
<i>Sleeping Giant (Democracy)</i>	Superior Codebreaking	Strategic Bombing Technologies	Advanced Mass Production

