

ATTACK!

DELUXE



ATTACK! //

SPRING 1935



FALL IN **SOLDIERS!**

WE'RE SURROUNDED AND THE ENEMY IS CLOSING IN...

Word has come down from the Commander-in-Chief and our only order is ATTACK!

ATTACK! places you squarely on the front-lines as you vie for world domination. Speak softly or swing your big stick in order to conquer your neighbours and expand your economy.

As the leader of a world power, you can choose to control trade routes on all seven seas or you can blitz the sovereign shores of your nearest nations by land. Build the biggest army and crush your enemies before they crush you, or choke the life out of them by cutting their economic supply. All is fair in love and war after all!

The goal of the game is to defeat any one player before time runs out!

Just remember...There's no fighting in the war room!

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GAME CONTENTS ATTACK! DELUXE



PACIFIC THEATER GAME BOARD



5 GREEN NAVY DICE



36 ACTION CARDS



6 SETS OF PIECES
Submarines, Destroyers,
Carriers, & Battleships.



118 ECONOMICS CARDS
(Replacing the Deck
from ATTACK!)



STACK OF OIL
CERTIFICATES



STACK OF PRODUCTION
CERTIFICATES



8 GOVERNMENT PLACARDS



116 GOVERNMENT MARKERS



40 ACTION MARKERS



40 OIL MARKERS

COMPONENTS ATTACK! (BASE GAME)

These components will be needed from your ATTACK! Base Game.



WESTERN THEATER GAME BOARD



6 SETS OF PIECES
Infantry, Artillery, Tanks,
and Planes.



8 RED ARMY DICE



2 BLUE ORDER DICE

MISSION OVERVIEW

OBJECTIVES

ATTACK!

The goal of ATTACK! DELUXE is to conquer the world. To do that, you must lead a nation from your starting regions across the world, taking territory as you go.

END OF THE GAME

The game ends when any nation captures any other nation's capital, or at the end of a predetermined year. At that point, you'll add up victory points for each region, sea zone, capital, population, and tech level you control. Whoever has the most victory points at that time wins.



DURATION

GAME LENGTH

ATTACK! DELUXE is played in years. Each game has a limited number of years before it ends. A limited war ends after 6 years, a major war ends after 9 years, and a total war ends after 12 years. Games may also end before the set duration due to one player losing his or her capital.

GAME YEARS

During each year, there are four seasons: Spring, Summer, Autumn, Winter. Every player will take one action during Spring, one during Summer, one during Autumn, and possibly (but not necessarily) one during Winter. All players will complete their actions for one season before the next season starts.

ACTIONS

TAKING AN ACTION

To take an action, place the appropriate action marker on that action's space on your Government Placard. You may also play an action card that affects the chosen action if you wish. You must select an action, even if you choose to do nothing with that action. Units that participate in one action can freely participate in the next.

SPRING, SUMMER, & FALL ACTIONS

After the starting player takes his or her first action, the next player takes their first action. When it becomes the starting player's turn again, the season advances, and the starting player must take another action from those that are not already covered by markers on their placard. This continues until all players have taken three actions.

WINTER ACTIONS

After the first three seasons, each player may decide whether to execute the Burn action during Winter. If you do this, spend Oil as noted in the Burn Action. You may then take another action.

END OF THE YEAR

After Winter, the year ends, those who haven't collected income with a Build action now collect income, and everyone clears the action markers off their government cards. The next player in the turn order now takes the order dice, turns the dice to the next number, and begins the next year.

*Victory
points!*

**AND
NON-STOP
PLAYS WILL
SPEED IT!**



*Let's go everybody,
KEEP THOSE DICE ROLLIN!*

COMPONENTS **GAME BOARD**

The world is made up of two map boards: The Pacific Theater Map, and the Western Theater. Land is divided into regions, and Oceans are divided into Sea Zones.

The two boards connect, so any region, sea zone, or sea lane that borders another can be entered from the other map. Areas with the same name (such as Northeast Pacific or Uralsk) count as the same area.

(If a region or Sea Zone has no name, you can't go there. Additionally, you can't go into the Arctic Circle or exit the north or south end of either map).



PACIFIC THEATER MAP

The Pacific Theater Map includes Asia, Australia, and Oceania



WESTERN THEATER MAP

The Western Theater Map includes North America, South America, Africa, and Europe.



SEA ZONES

The sea is divided into named sea zones, bordered by red lines.



SEA LANES

Sea zones contain sea lanes (Grey Lines). If you control all sea zones through which a sea lane passes, you can transport along that lane.



ANCHORS

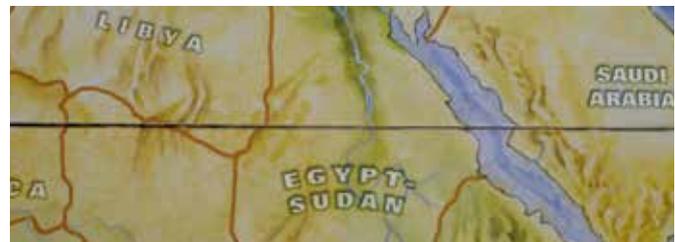
If a sea zone contains an anchor, all regions next to that sea zone are connected to each other as if they contained a sea lane.



COASTLINES

Regions have coastlines, where you place built ships before they are launched into sea zones. Navy units on a coastline do not control neighbouring sea zones.

If a regions are connected by a coastline, troops can move between them as if they shared a land border.



CANALS

There are two Canal areas that are controlled by the holders of the regions they intersect. If a controlling region is neutral, its canal is considered open.

The Suez Canal is controlled by Egypt-Sudan. The Panama Canal is controlled by Panama.

COMPONENTS

ARMY UNITS

NAVY UNITS



CAPITAL // CITY

If your capital falls, you are out of the game, and the War is Over!



INFANTRY // ARMY

Basic Unit that can move into one hostile territory and fight a battle.



TANKS // ARMY UNIT

Moves up to 3 regions during a Blitz Action.



ARTILLERY // ARMY UNIT

May fire an Opening Salvo at the start of battle.



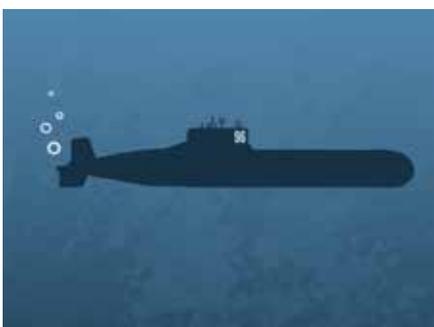
PLANES // ARMY UNIT

Twice as likely to hit, and can fly over regions during a Blitz Action.



DESTROYER // NAVY UNIT

Can transport One Infantry or Artillery.



SUBMARINE // NAVY UNIT

May fire an Opening Salvo and perform Coastal Attacks.



BATTLESHIP // NAVY UNIT

More likely to hit, can transport One Infantry, Artillery, or Tank.



CARRIER // NAVY UNIT

Can transport One Plane, and receives Air Support in Battle.

Each Army Unit comes in two sizes: Small (Represent One Unit), and Large (Representing Five Units). At any time, you can replace one large piece with five small pieces, or vice versa.

COMPONENTS *PLACARDS* *DICE*

GOVERNMENT PLACARD

Government placards identify each player's type of government. All governments can do the same actions, but each government will start with different technology. Each government type will also receive different benefits from different action cards. Each government is allied with two other government types, and hostile to a third.



ORDER DICE

Determine setup order, turn order, and are used to keep track of the year number.



ARMY DICE

Rolled when army units attack. Each Army Die shows one tank, one infantry, one artillery, two planes, and a blank side.



NAVY DICE

Rolled when navy units attack. Each navy die shows one carrier, one destroyer, one submarine, two battleships, and a blank side.

COMPONENTS *CARDS, DICE, MARKERS*



ECONOMICS CARDS

Economics cards represent advances in technology. As you invest in research, your capabilities expand. This allows you to build different types of units in different places, transport your units further, and more! (See Action: Research)



ACTION CARDS

Action cards modify actions. Action cards are used once during a specific action on the holder's turn and then discarded. Each action card shows one government type that gets an enhanced effect from the card; this enhanced effect is in place of a government's generic effect, not in addition to it.



CERTIFICATES

Oil and Production certificates are used to purchase units, but only Oil can be burned to gain extra actions during the winter.



ACTION MARKERS

Action markers indicate what action a player is taking. When you mark your actions on your government card, use these markers. Each player has one marker for each season.



OIL MARKERS

Oil markers represent oil reserves. You can use them to place oil in regions you control. Oil markers are not associated with particular types of governments.



GOVERNMENT MARKERS

Government markers represent types of governments in the region. When you conquer a region, you will take its marker, either from the board or from another player.

ACTIONS

Fall in Soldiers! We are pressed on all sides and the enemy is closing in. Word has come down from the Commander-in-Chief and our only order is ATTACK!

Each year is comprised of 4 seasons:
Spring, Summer, Autumn, Winter.

Every year, player will take:
One Action during Spring
One Action during Summer
One Action during Autumn

And possibly (but not necessarily)
One action during Winter.

Players may choose from eight actions in the following list.
(These actions are also shown on the player's government card).



MOVE //

Move your Army units, and fight any necessary battles



BLITZ //

Move into one hostile territory and fight a battle!



NAVIGATE //

Move Navy Units, embark Army Units, and fight necessary battles!



TRANSPORT //

Move your army units between your regions and along sea lanes.



NEGOTIATE //

Convert a neighbouring neutral region and gain an action card.



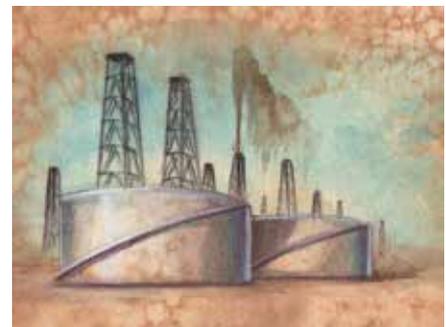
BUILD //

Collect income and add units to your forces.



RESEARCH //

Add or upgrade the technology in your arsenal.



BURN //

Burn oil to take an action in the Winter Time.

ACTION:MOVE

LAND MOVEMENT

When you choose the Move action, you may move any of your army units one region each. Each piece may be moved from its region to any adjacent region, whether connected by a land border, coastline, or a sea zone with an anchor symbol (which you must have permission to cross, if occupied by hostile navy units). At the end of your moves, you must have at least one army unit in every region you control. You cannot cross sea zones on a Move action.

DISEMBARK

Any army unit carried by a navy unit can disembark by moving into any region bordering the sea zone occupied by the navy unit.

After all your moves are made, you resolve any battles that must occur. A battle ensues when your units end a move in a neutral or opposing region (*See Resolving Battles*).



MOVE //

Move your Army units, and fight any necessary battles!

ACTION:BLITZ

ATTACK!

When you choose the Blitz action, you may attack a single region. You may move any of your army units into one adjacent region that you do not control.

FLY OVER & TANK BLITZ

You may also move any number of your tanks and planes from up to three regions away into the region you're blitzing. Planes can fly over a hostile region and into another region, but tanks must have an uninterrupted path of friendly regions or sea zones with anchor symbols, or they cannot join the blitz.

Regions moved through must be connected by a land border or a sea zone with an anchor symbol (which you must have permission to cross). At the end of your blitz, you must have at least one army unit in every region you control.

You cannot disembark during a blitz, or cross a sea zone without an anchor. Sea zones do not count as regions when counting spaces.



BLITZ //

Move into one hostile territory and fight a battle

ACTION: NAVIGATE

SEA MOVEMENT

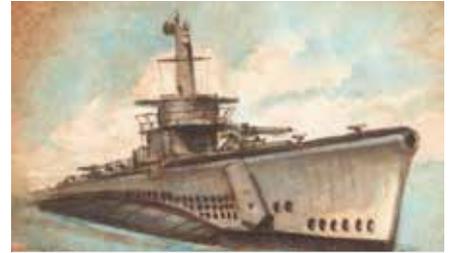
When you choose the Navigate action, you may move any of your navy units. Each piece may be moved from its sea zone to any adjacent sea zone, or from a coastline to a neighbouring sea zone; this counts as the piece's full move for the action.

Once a ship launches, it may never return to a coastline except in the case of submarines when they attack a coastline. You may abandon a sea zone, but it does not remain under your control thereafter.

EMBARK

Any time during your Navigate action, your army units in neighbouring regions can embark onto your navy units that are in neighbouring coastlines or sea zones, either before or after those navy units move. Each navy unit except submarines can pick up one unit of a specific type.

Once the army unit has embarked, it stays with that navy unit until it disembarks during a Move action. If the navy unit is destroyed, so is its army unit.



SUBMARINE:

Cannot transport units.

DESTROYER:

Can carry One Infantry or Artillery.

BATTLESHIP:

Can carry One Infantry, Artillery, Or Tank.

CARRIER:

Can carry One Plane

ACTION: TRANSPORT

TRANSPORT

When you choose the Transport option, you may move or disembark any army units from one region or sea zone you control to another region you control. Your units may not enter neutral or opposing regions, so no battles may occur, and you must end in a region you control.

Transport does not affect navy units. However, you may use sea lanes you control to transport; these do not count as regions. You may Transport from any region bordering a sea zone with an anchor you control to any other region bordering that sea zone. You can Transport through a region or sea lane controlled by another player if that player gives you permission to do so. A unit may not cross more than one sea zone in a Transport action.

TECHNOLOGY UPGRADE: RAIL TRANSPORT

Transports are made more effective by investing in Rail Transport. If you have technology in rail transport, you can move greater distances, and even move through opposing regions, if those players permit it.

You can never transport through neutral regions.



TRANSPORT //

Move your army units between your regions and along sea lanes

ACTION:NEGOTIATE

DIPLOMATICALLY ANNEX A REGION

When you choose the Negotiate action, you may attempt to convert one neutral region to your side. The neutral region must border one you control (including by sea lane or sea zone). You may Negotiate with only one region per year.

To convert a neutral region, secretly look at the region's marker. If it is the same as your government, you may convert the region for free. If it is allied with your government, it costs 4 Production Points to convert the region. If it is hostile to your government, it costs 8 Production Points to convert the region.

If you choose to convert the region, reveal the region's marker and add it to your marker supply, then place a free infantry from your supply into that region. Then draw an action card, reshuffling the discard pile if one is not available. You may never hold more than five action cards at any time, so if you already have five, you must discard one if you wish to draw another.

If you don't convert the region (by choice or by inability to pay the cost), return the marker facedown to its previous position. This ends your Negotiate action.

Action cards drawn during a Negotiate action may not be played during that action.



NEGOTIATE //

Convert a neighbouring neutral region and gain an action card

ACTION:BURN

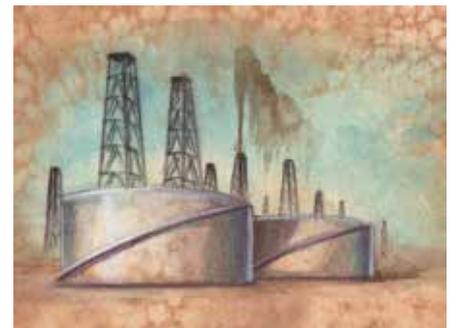
BURNING OIL

After the Autumn actions are concluded, each player has the opportunity to take a costly action in Winter. When you choose the Burn action, you must discard 5 oil certificates (not production points), or remove and discard an oil marker from a region you control.

Place your Winter marker on your government card in the Burn space. Then choose another action to take. You cannot take an action you have already taken that year. *Burning is the only way to take an action in Winter.*

This burning of an oil reserve is permanent, meaning you will not get oil production from it again. However, if you gain a new level of Oil tech, you could place another oil marker in that marker's former region.

After each player has been given the chance to Burn, the year ends.



BURN //

Burn oil to take an action in the Winter Time.

ACTION: BUILD

BUILD

When you choose the Build action, count up all your government markers gained from the regions you now control, and collect that many production points. You may then spend those production points on units, or save some or all of them for future Build actions. Population will give you extra regions for this purpose.

OIL

When you take a Build action, you will also get oil certificates if you have any oil markers in regions you control. You get 1 oil certificate per oil marker you control, regardless of who built it. Oil certificates can be used interchangeably with production points during Build actions, and can be burned during Burn actions. Oil technology will allow you to place more oil markers.

UNIT COST

Each unit has a cost in production points that must be devoted to its production, as shown on the Build Chart. If you don't have enough to build a unit, you cannot build it. Buying Units comes after you have collected the production points and oil certificates from the Build Action. You must immediately place all built army units in the region containing your capital and all navy units on your capital region's coastline.

BUILD CHART

You can build any number of basic units (infantry, artillery, and destroyers) you can afford. The other units are advanced units, and you can only build a maximum of one advanced army unit and one advanced navy unit per Build action.

You can build more advanced units if you have researched Mineral Technology. Your tech level in Minerals tells you how many total advanced units you can build on a Build action.



BUILD //

Collect income and add units to your forces.

INFANTRY (BASIC) // COST: 1



ARTILLERY (BASIC) // COST: 2

Opening salvo



PLANE (ADVANCED) // COST: 2

Blitz up to 3 regions



TANK (ADVANCED) // COST: 3

Blitz up to 3 regions, better chance to hit, flyover



DESTROYER (BASIC) // COST: 2

Transport One Infantry or Artillery



SUBMARINE (ADVANCED) // COST: 2

Opening salvo, coastal attack



BATTLESHIP (ADVANCED) // COST: 3

Better chance to hit.
Transport One Infantry, Artillery, or Tank.



CARRIER (ADVANCED) // COST: 4

Air Support, Transport One Plane.



ACTION: RESEARCH

RESEARCH

When you choose the Research action, you may choose one or more types of cards from the economics deck. These tech cards are ranked by tech level from 1 to 4 (though Population is always 1). When you select a tech, you must choose the lowest level card that you don't have in that tech; you may only get at most one tech level in each card per Research action. So if you have no Factories, you must take Factories 1. If you have Factories 1, you must choose Factories 2, etc.

CONVERT

You must then convert units into that tech. The lower left corner of the card lists your conversion options in specific unit numbers that must be removed from the board. So Rail Transport 1 requires you to remove either 3 infantries or 1 artillery from any region or sea. If you cannot pay, you cannot get the tech.

UPGRADE

When you want to upgrade to the next level in that tech, take the next level card and convert one line of units. Return your current tech card to the economics deck. You may only have one tech card in each tech level; The exception is Population, of which you may own as many as you want.



RESEARCH //

Add technology to your arsenal.

OIL TECH

LEVEL 0: You get 1 oil certificate per oil marker you control each year

LEVEL 1: Place one oil marker when you research this tech

LEVEL 2: Place one oil marker when you research this tech

LEVEL 3: Place one oil marker when you research this tech

LEVEL 4: Place one oil marker when you research this tech

FACTORIES

LEVEL 0: You may only build in your capital

LEVEL 1: You may build up to one region away from your capital

LEVEL 2: You may build up to two regions away from your capital

LEVEL 3: You may build up to three regions away from your capital

LEVEL 4: You may build up to four regions away from your capital

POPULATION

SPECIAL: Treat each population card as a region for purposes of building and winning the game. When you research Population, also draw an action card (cannot be used during this Research Action).

RAIL TRANSPORT

LEVEL 0: You may transport army units up to one region each

LEVEL 1: Each unit may transport one extra region

LEVEL 2: Each unit may transport two extra regions

LEVEL 3: Each unit may transport three extra regions

LEVEL 4: Each unit may transport an unlimited number of regions

MINERALS

LEVEL 0: Build at most one advanced army unit and one advanced navy unit per Build action

LEVEL 1: Build one extra advanced army unit and one extra advanced navy unit per Build action

LEVEL 2: Build two extra advanced army units and two extra advanced navy units per Build action

LEVEL 3: Build three extra advanced army units and three extra advanced navy units per Build action

LEVEL 4: Build any number of advanced units per Build action

RESOLVING BATTLES

After you have finished moving units in a Move, Blitz, or Navigate action, a battle may occur. Battles will result when your units end up in neutral or opposing regions or sea zones. You may resolve these battles in any order. You can only use army units in an army battle, and navy units in a navy battle.

The two players take turns, but the battle starts with the Defender as the Active Player.

STEP 1: DEPLOY (TURN 1)

SETTING THE LINE

As the battle begins, each player selects four units to form the battle line (starting with the defender). The rest of the units become the reserve, and they may be used as reinforcements later on in the battle. If either player has less than four units, all of those units push forward.

OPENING SALVO

If the attacker has any submarines in a navy attack or artilleries in an army attack, he or she starts as the acting player, but may only fire with their deployed submarines or artilleries in the first round of battle. The defender does not get this advantage.

STEP 1: RE-DEPLOYMENT (TURN 2+)

REINFORCING THE LINE

After each round of attacks, the new Acting Player must reinforce their line. Whenever a player re-deploys, the number of maximum units in their line goes up by one for both players. So the attacker and defender start at four units, then the attacker re-deploys at five units (maximum), then the defender at five units, then the attacker at six, then the defender at six, and so on.

You must fill any holes in your line that you can. Your battle line must contain the maximum units you are physically able to provide. Any units put on the battle line cannot be removed until they are destroyed or the battle ends.



DEPLOYMENT FOR AN UNOCCUPIED LAND REGION

If you end either a Move or Blitz action in a neutral region, you must fight that region's military.

Select an opponent to represent the Neutral Region. The Neutral Region Representative rolls one army die per year number to determine that region's units. Each rolled unit represents one unit in the region's army, with blanks representing no unit. For example, in Year Four, Neutral Region Representative rolls four Army Dice. The rolls result in two planes, a tank, and a blank. The Neutral Region therefore has an army composed of two planes and a tank.

If all of the Neutral Region's units are destroyed (or if the Representative rolls all blanks), you gain control of the region. If the Neutral Region's units destroy your attacking units, you do not gain control of the region, and it remains neutral and unoccupied. Victory or Defeat, the Neutral Region's units are removed from the game at the end of battle.

STEP 2: FIRE!

The acting player rolls one battle die (either an army die for an army unit, or a navy die for a navy unit) for each of his or her units on the battle line. Reserve units do not roll.

AIR SUPPORT

Each carrier also gets air support. The carrier's owner rolls one army die in addition to its navy die.

STEP 3: HIT OR MISS

For each die rolled that matches one of the acting player's units, a hit is scored. Only one die may be matched to each unit. In a navy battle, a carrier can score a hit with a plane symbol on its army die, and another hit on the carrier symbol on its navy die.

For example, if the acting player has a tank and three infantries on the battle line, and get two infantries on their four dice, two hits are scored. If, however, they get two tanks, only one hit (for the one tank) is scored.

STEP 4: DESTROY

For each hit that is scored, the acting player destroys one opposing unit. Opposing Units must be destroyed according to the hierarchy tables on the right. When the acting player has finished destroying (or not destroying!) Units, the other player becomes the acting player, and must reinforce their line. This cycle continues until only one player has units left in the region or sea zone. You cannot retreat from a battle!

DESTROYING TRANSPORTS

If a navy unit is destroyed, any army unit it carries is also destroyed. (A player may choose to lose a unit of the same type that is not carrying an army unit before losing the transport).

COASTLINE UNITS

If a region is conquered, any navy units on that coastline are destroyed.

DESTROYED CARRIER & AIR SUPPORT

If a carrier is destroyed, its associated army die is no longer used.

ARMY BATTLE

INFANTRY: Infantry Units are removed First.

ARTILLERY: If no Infantry Units remain, Artillery Units are removed Second.

TANKS: If no Artillery Units remain, Tank Units are removed Third.

PLANES: If no Tank Units remain, Plane Units are removed Fourth.

NAVY BATTLE

DESTROYER: Destroyer Units are removed First.

SUBMARINES: If no Destroyer Units remain, Submarine Units are removed Second.

CARRIERS: If no Submarine Units remain, Carrier Units are removed Third.

BATTLESHIPS: If no Carrier Units remain, Battleship Units are removed Fourth.

VICTORY OR DEFEAT

After an army battle, the victor controls the region or sea zone. Take the region's marker if it is a neutral region. If the attacker wins, the attacker takes a government marker (of any kind) from the defender. If the region contains an oil marker or capital, the victor takes control of it. If a player loses his or her capital, the game ends.

SET UP

STEP 1: SET UP THE BATTLEFIELD

MAPS

If you're playing with 2-4 players, you may use either the Pacific Theater Map, or the Western Theater Map. If you're playing with 5-6 players, add the eastern map, which includes Asia and Oceania.

LAYOUT THE GOVERNMENT PLACARDS

For 2-4 players, put out one Government Placard of each type.
For 5-6 Players, put out two Government Placards of each type.

CARDS

Shuffle the Action Deck and place it facedown by the board.

Separate the Economics Deck into five piles for each type (Factories, Minerals, Oil, Rail Transport, and Population). Place the cards in numerical order in each pile (smallest number on top).

STEP 2: CHOOSE YOUR GOVERNMENT

DETERMINE ORDER OF SELECTION

Each player rolls the two order dice. The player with the highest roll chooses his or her government components first, then the next highest, and so on. (Roll off if there is a tie.)



1 GOVERNMENT PLACARD



3 GOVERNMENT MARKERS



4 ACTION MARKERS



1 OIL CERTIFICATE



1 ECONOMICS CARD

FASCISM: Start with either Minerals 1, or Transport 1.

COMMUNISM: Start with either Factories 1, or Transport 1.

MONARCHY: Start with either Minerals 1, or Transport 1.

DEMOCRACY: Start with either Minerals 1, or Transport 1.



1 OIL MARKER



1 ACTION CARD



3 PRODUCTION CERTIFICATES

CITY UNITS



1 CAPITAL CITY

ARMY UNITS



12 INFANTRY



4 ARTILLERY



1 TANK



1 PLANE

NAVY UNITS



1 SUBMARINE



3 DESTROYERS

STEP 3: PLACING YOUR UNITS

PLACING YOUR CAPITAL

In order, place your capitals. Your capital is a fixed place from which you will build your units. It can never move or be destroyed, but it may be captured.

The first player chooses a region for his or her capital, which must be any region bordering at least one sea zone that is not the Arctic Circle. Places your capital, and an oil marker, in your chosen region. The next player must choose a different continent. This continues until each player has placed their capital.

PLACING YOUR ARMY UNITS

In the same order, each player places any number of starting units into their capital, and any two regions adjacent to that capital. An Adjacent region must be connected to the capital by a land border, an anchored sea zone, or a sea lane, and must be on the same continent as the capital.

PLACING YOUR NAVY UNITS

Each player's ships are placed as a group in the coastline next to the capital; they are not in any sea zone yet and cannot move to another region. A player who starts with Oil 1 places an oil marker in one of these regions.

STEP 4: THE REST OF THE WORLD

UNOCCUPIED REGIONS

After this setup, all unoccupied regions are considered neutral regions. Turn all the remaining government markers facedown, mix them up, and place one facedown on every neutral region. Do not flip them over.



STEP 5: TURN ORDER

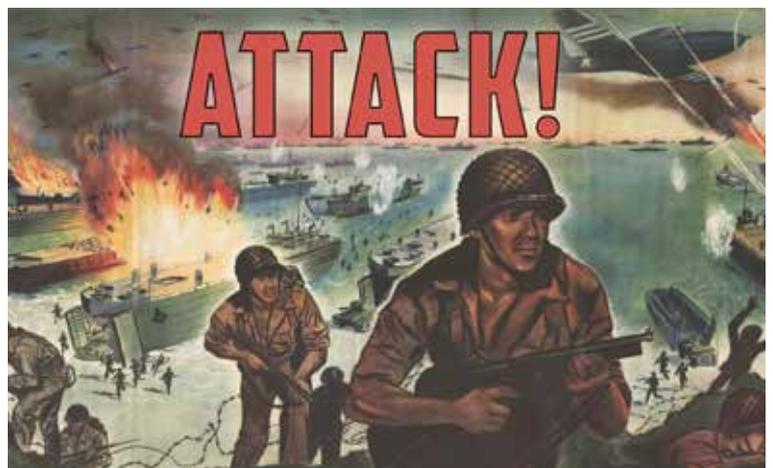
TURN ORDER

Once setup is completed, roll the order dice. Whoever gets the highest number takes the order dice, and turns the dice to the number of this year. On Year One, this requires turning one die to the "1" face; put the second die away until you need it on Year Seven.

The year's starting player then decides the turn order, choosing which direction (clockwise or counterclockwise) the order will go after that player goes first. This decision is made before anyone takes actions, and remains in effect for all actions during that year.

STEP 6: ATTACK!

You are now ready for global conquest. Now get out there and ATTACK! ATTACK! ATTACK!





FAQ

COMING SOON



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A NOTE FROM *THE DESIGNER*



// MIKE SELINKER

Mike Selinker & Sean Brown designed Attack! Deluxe. Artwork for the game was done by Paul Niemeyer.

In 2003, Eagle Games introduced a new way to fight. The 1st edition of Attack! stripped global war down to its basics, appealing to fans of complex war games and abstract strategy games alike. In theory, this game took place just before World War II began, but in reality, it didn't just take place everywhere, it could take place every when. In this way it hearkened back to classic games like Risk and Supremacy, reminding the players that the reason to battle was not to recreate an era of history, but rather to battle for battle's sake.

When it first came out, the game proclaimed that it would deliver on its great name. That first edition of Attack! didn't reward caution. You and I girded up for war and started wailing on each other. Simple, straightforward, and fun.

I became aware of Attack! as I was developing another world spanning battle game, the first revision of Axis & Allies in 18 years. That game was locked in place historically. It was early 1942: the December 1941 attack on Pearl Harbor had lit a fire under America, and Germany was at the height of its expansion. Axis & Allies staked its foot in the ground and said, this war, this time. And yet...

And yet it wasn't quite, because for a War Game set in 1942 to have any chance of being balanced, Axis & Allies needed to compromise. The Germans needed to get more resources than they had in reality, because despite millions of people working to decide the outcome, by 1942 the Allies had made most of the gains they needed to win the war. It's hard to imagine what the Axis could have done to win, assuming anything but inactivity from America and its European partners. So Axis & Allies put the Axis first, and a whole bunch of compromises with reality followed from there, all in the name of great game play.

Attack! doesn't even try to be historical, and so it starts from a point of balance. You're a nation, and you want to beat the other nations into oblivion. I'm not America, you're not Germany, and we're evenly matched. The only thing that makes you more capable of beating me is if you're smarter or luckier or more adaptable than I am.

When Sean and I started to redevelop the game for its 2nd Edition, we looked at both the base game and its expansion, and thought about what we wanted to keep. The combat system was excellent, for example, and the huge map (once you added the expansion to the base set) was awe-inspiring. But some things weren't awe-inspiring, and we pruned those away. This gave us the freedom to introduce new rules—new technology, new naval battles, and lots more—that made the game more flexible and more fun, and allowed us the supreme luxury of combining the base set and the expansion into one. This is all you'll ever need to conquer the entire world.

But maybe, after all that buildup, you still don't think this game's for you. Maybe you'd like something more methodical, realistic, or slow. If so, I'm sure someone will create a game called Defend! just for you. But if you like battle for battle's sake, as I do, you only need to know one word: **Attack!**



