

## AGGRESSION

Players may attempt an **Aggressive Takeover**:

- Against a foreign Territory landed upon – **from** a Territory they own in the same quadrant
- When landing on their *own* Territory – **against** a foreign Territory in the same quadrant
- When landing on, *either* their own *or* a foreign Territory, and aggression is made possible from another quadrant through use of an OPs card.

sample  
OPs card

Opportunity	
Network Infiltration in	 or  or 
By Agents from	 or  or 

## ASSESSMENT OF STRENGTH

The Aggressor starts with the **red 8-sided die** and *one 6-sided die*.

The Defender starts with the **white 10-sided die** and *two 6-sided dice*.



Players receive additional 6-sided dice to roll according to the following three criteria:

- NETWORK SECURITY:** Players receive one additional 6-sided die for **each** NS-Unit on their Territory involved in an Aggression Scenario.
- ECONOMIC SUPERIORITY:** The player with the greater level of Economic Development on their Territory receives one extra die. If players have an equal level of E-D, then the player with more R-Units (excluding NS-Units) on their Territory receives an extra 6-sided die to roll. If a tie still exists, BOTH players each receive an extra die to roll.
- NI-AGENT SUPERIORITY:** Players receive one extra 6-sided die when they have Agent Superiority (more Agents than the other player) on one of the Territories involved and **two** extra 6-sided dice with NI-Agent Superiority on *both* Territories involved. *See side 3 for details.*

## Engagement

The Aggression Scenario begins with both players rolling all of their dice together after the assessment of strength. Each roll of the dice is called a Battle Round.

- The loser of each round loses one 6-sided die to roll in the subsequent round.
- Players continue to roll round for round until one player has lost all of their dice, and consequently their Territory to the victor.
- The loser of the engagement must remit the defeated territory's Title and R-Units to the Victor. NS-Units and Economic Development are assumed destroyed and must be returned to the Administration.
- An Aggressor's turn ends whenever losing an Aggression Scenario. A victorious Aggressor may always immediately attempt to takeover any other territories in the same color group as the territory defeated.

**Winning Battle Rounds:** The winner of a Battle Round is the player with the higher Roll Value, determined by the number on the eight or ten-sided polygon, which may be doubled, tripled, quadrupled or quintupled according to the result among the six-sided dice (*see examples below*).

**Rolling doubles among the 6-sided dice** serves to double the polygon figure...



$$\text{Result} = 2 \times 4 = 8$$

(by virtue of the double sixes)

**Rollings triples** triples the figure...



$$\text{Result} = 3 \times 8 = 24$$

(3 x 8 by virtue of the triple fives)

**(Four of a kind and two pair serve to quadruple the polygon figure. Five of a kind and a full house serve to quintuple the figure.)**

**Tie Rule:** When the Roll Values are equal, the player having rolled *fewer* 6-sided dice in the Battle Round wins the battle. If the number of dice rolled was also equal, the Defender is the victor.

**Luck running out rule:** When a player has just one 6-sided die left and apparently no chance to roll doubles, the polygon figure may be doubled when its value is the same as the 6-sided die.

**Example:**



**Result = 8**