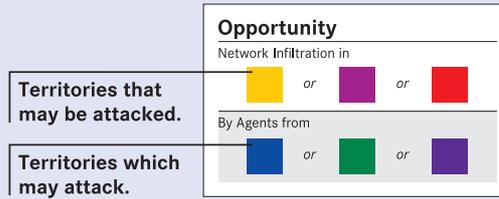


QRC SIDE 4 – AGGRESSION!

Players may attempt an Aggressive Takeover:

1. Against a foreign Territory landed upon – **from** a Territory they control (domestic Territory) in the same quadrant (between the same two O.R.S.S. bases)
2. When landing on their *own* Territory – **against** a foreign Territory in the same quadrant (*from the Territory landed upon*)
3. When landing on either a domestic or a foreign Territory, and aggression is made possible from another quadrant through use of an OPs card.
EXCEPTION: USA and Canada can attack one another without use of an OPs card!

Sample Opportunity Card

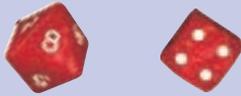


Land on any Territory in the top row color groups and **attack from** any Territory you control in the bottom row color groups
OR
land on any Territory in the bottom row color groups that you control and attack any Territory in the top row color groups (*from the Territory landed upon*)

Opportunity cards can only be used if a player controls a Territory in one of the color groups in the bottom row.
If necessary, refer to the Opportunity Card Color Chart on page 22.

ASSESSMENT OF STRENGTH

The Aggressor automatically receives the **red 8-sided die** and *one 6-sided die*.



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



the 0 = 10!

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

1. **NETWORK SECURITY UNITS:** Players receive one additional 6-sided die for each NS-Unit on their Territory involved in an Aggression Scenario.

2. **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.

- 3a. **NI-AGENT SUPERIORITY:** Players receive one extra 6-sided die when they have Agent Superiority on **one** of the Territories involved and two extra 6-sided dice when they have NI-Agent Superiority on **both** Territories involved. *See page 16, QRC side 3 for details.*

- 3b. **TERRITORY SUPERIORITY:** Only when deciding to play without Agents: The player whose Territory has the higher point value receives an extra die. If **both** Territories have the same point value, **both** players receive an extra die to roll.

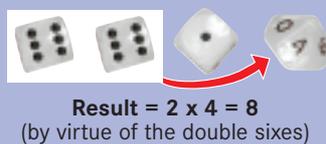
ENGAGEMENT

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.

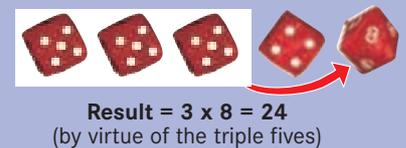
- The loser of each round loses one 6-sided die to roll in the subsequent round.
- Players continue to roll round for round until one player has lost all of their dice, **including a final roll of the polygon alone**, and consequently their Territory Title **and its Point Value to the Victor**.
- The loser of the engagement must also remit all R-Units (except NS-Units) and EDs present 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 take-over any other Territories in the same color group as the Territory defeated, **from the same Territory, even if an OPs card had been used. When continuing aggression, the Governor figure remains on the Territory it originally landed upon.**

Winning Battle Rounds: The winner of a Battle Round is the player with the higher Roll Value, determined by the number on the 8 or 10-sided polygon, which may be doubled, tripled, quadrupled or quintupled according to the result among the 6-sided dice (*see examples below*).

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



Rolling triples triples the figure...



(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 that of the 6-sided die.

