

USE CASE #	19			
Goal in Context	Attack to control a player's group			
Name	Attack to control			
Preconditions	It is the player's turn. Group (to attack) is not Illuminati or con			
Success End Condition	Attacking group now controls attacked group			
Failed End Condition	Attacked group not controlled by attacking group			
Primary Actors	Attacking group			
Secondary Actors	Attacked group			
Trigger	Players choose Attack to Control suboption from Attack menu			
DESCRIPTION	Step	Action		
	1	Player chooses to Attack to Control		
	2	Player chooses group to attack with		
	3	Player chooses group to attack		
	4	Success of attack is determined		
	5	Dice 1 is rolled		
	6	Dice 2 is rolled		
	7	Outcome of attack is determined		
	8	If attack is succesfull target Group is captured and added to attacker's Power Structure		
	9	Player is given option to transfer any or all of its treasury to the captured Group		
	10			
	11			
	12			
EXTENSIONS	Step	Branching Action		
	7a	Sum must be less than attacking group's power minus defending group's resistance		
	7b	A roll of 11 or 12 is automatic failure		
	7c	Aiding of attack is determined (see Aiding attacks use case)		
	7d	Power structure position is determined		
	7e	Number of alignments is determined		
	7f	Special powers can be used to aid the attack		
	7e	Attacking/Defending team can spend money to aid		

[illegible]

