USE CASE #		19		
Goal in Context	Attack to control a player's group			
Name	Attack t	Attack to control		
Preconditions	It is the	It is the player's turn. Group (to attack) is not Illuminati or con		
Success End Condition	Attracki	ing group now controls attacked group		
Failed End Condition	Attacke	acked group not controlled by attacking group		
Primary Actors	Attackir	acking group		
Secondary Actors	Attacke	Attacked group		
Trigger	Players	yers 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 Stru		
	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 minu	is 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		
	7 f	Special powers can be used to aid the attack		
	7e	Attacking/Defending team can spend money to aid		

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SUB-VARIATIONS	Step	Branching Action			
	8a	All puppets of target Group are captured by attacking group			
	8b	Half the captured Group's money goes to attacking group, half returned to bank			
RELATED INFORMATION					
Priority:	High				
Performance					
Frequency					
Channels to actors					
Create date		March 3, 2020			