APOCALYPSE

Players: 2-5

Requirements:

- RISK Set
- 4 types of counters *(Headquarters, Supplies, Closed Borders, Special)*

APOCALYPSE is an apocalyptic variant of the popular RISK board game. Players once vying for world domination find themselves faced with an apocalyptic scenario that they must work together to prevent. However, the world is ever ripe for conquest once the apocalypse is dealt with, and players will want to position themselves to take over once the threat passes. Will players be able to put aside their differences long enough to fend off the apocalypse, or will their strategic betrayals doom us all?

Post Apocalypse

Players should decide before the game begins whether the game will end when the apocalypse is prevented or whether the players will vie for world domination after the apocalypse ends. Players may want to wait until after the apocalyptic scenario is chosen to make this decision, as certain scenarios (such as **METEORS**) are quicker and better lend themselves to continued play post-apocalypse.

Notes

- Whenever choosing territories at random, use the territory cards to do so.
- Some numbers vary according to the number of players. "Players start with (40/30/25/20) armies each" means that players start with 40 armies each if there are two players, 30 armies each if there are three players, 25 armies each if there are four players, and 20 armies each if there are five players.
- The maximum number of players is five. The sixth color is used for apocalytes.

Set Up

Each player starts with (40/30/25/20) armies. Divide the territories evenly between the players. This can either be done by dealing out the territory cards or by letting players select territories in turn. Mark each territory with a single army. Once all territories are marked, players may spread additional armies amongst their territories as they see fit.

After all troops are allocated, each player takes the territory cards for the territories that they control. Each player randomly selects five of these cards and chooses from them to place their headquarters and their supplies. They may only place one of each token per territory. Each player starts with (3/2/2/1) headquarters and (4/3/2/2) supply tokens. After headquarters and supplies are placed, choose an apocalyptic scenario by rolling a die, with the following results:

1. Zombies
2. Plague
3. MUTANTS
4. ALIENS
5. DEMONS
6. METEORS

Consult apocalypse-specific rules for additional set up before play begins.

Territories

In **APOCALYPSE**, more than one player can occupy a territory at the same time. The player with the most troops in the territory is the owner of the territory. The owner's troops in a territory will be referred to as the "controlling troops". If the apocalytes ever have the most troops in a territory, or if there is a tie between players for the most troops in a territory (which can only occur due to apocalyte attacks), then the territory is considered unowned.

The owner of a territory controls all supplies in that territory, regardless of who brought the supplies into the territory.

Movement

Each player gets three movements per turn. A movement consists of moving troops (and sometimes supplies) from one territory to an adjacent territory. Players may only move their own troops. Supplies must be moved with troops, and can not be moved alone. In order to move troops or supplies into territories which they do not own, players must get permission from the owner of the territories.

With permission from the owner, players may move equal or superior troops through territories which they do not own. However, players may never end their turn with equal or superior troops in a territory which they do not own. Even if a player wishes to give control of a territory to another player, the local governments will be unwilling to cooperate: players can not gain control of a territory (nor make a territory unowned) through troop movements.

Note that if a player moves supplies into a territory which they do not own, the owner gains control of the supplies. Players may remove supplies from territories which they do not control, but only with the owner's permission.

Movement in and out of unowned territories is unrestricted. Any player can remove supplies from unowned territories.

A player may not abandon a territory: if a player controls a territory, they must not make a movement that causes them to lose control of a territory. The exception to this rule is when the movement causes the territory to be owned by the apocalytes. Players are allowed to abandon territories to the apocalytes.

Only one supply token may be moved per movement action. Only two of the three movements per turn may move a supply token.

Attacks

Attacks in **APOCALYPSE** are similar to attacks in normal RISK. Inter-territory attacks consist of an attack from one territory to an adjacent territory. Intra-territory attacks consist of an attack within a territory. Only territory owners may initiate inter-territory attacks.

When the owner of a territory initiates an attack, they choose how many armies to attack with (maximum 3). The defender chooses how many armies to defend with (maximum 2). The attacker gets one die for each attacking army, the defender gets one die for each defending army. Both players roll their die, and pair their die highest against highest and second-highest against second-highest (if applicable). Each pair where the attacker's die was higher is deemed one "success" for the attacker. Each pair where the defender's die was higher is deemed one "success" for the defender. Unless otherwise noted, ties count as a success for the defender. For each attacker success, remove a defending troop and visa versa. If the defending troops are eliminated, the attacking troops move into and take control of the target territory. The attacker may move any number of troops into the target territory, with the following restrictions:

- Players must move at least as many armies as they attacked with. If they attacked with three armies (and thus rolled three die), then they must move at least three armies.
- Players must leave at least one army behind in the territory which they attacked from. Territories may not be abandoned.

If a player has a supply token in the territory being attacked or defended, the player may re-roll their lowest die after the die have been rolled, before the attack is resolved. If the player has two or more supply tokens in the territory being attacked or defended, the player may re-roll two die (either the two lowest die or the lowest die twice) after the die have been rolled, before the attack is resolved.

A player may continue attacking other players until they have no troops left to attack with. However, a player may only attack apocalytes three times per attacking territory, as the apocalytes are harder to track down and engage.

If a player makes an inter-territory attack into a territory where they have troops then ties go to the attacker. Furthermore, attackers may count troops in the target territory as attacking troops.

In intra-territory attacks between players, ties always go to those with the more troops, or defender in the case of unowned territories. Ties go to defenders in intra-territory attacks between players and apocalytes.

Sometimes ties are indecisive. If this is the case then ties result in no lost armies.

Closing Borders

Attacks may not be made through closed borders. There are two ways to close a border: spending supply tokens or opposing attacks. The border barricades are either weak or strong, depending upon how many supplies were used to close the border. Troops can not be moved through closed borders. Players can remove barricades on territories that they control at he beginning of their turn.

Spending Supply Tokens

A player may choose a territory which has made no attacks yet this turn and which has at least one supply token and no apocalytes and choose to close one of the borders of that territory. Closing the border in this manner requires removing one or two supply tokens, and prevents the territory from initiating attacks this turn. Removing one supply token results in a weak barricade, removing two results in a strong barricade.

Opposing Attacks

When an inter-territory attack or apocalyte movement is declared into a territory which contains at least one supply token, the defender may attempt to close the border. Roll a normal attack from the attackers to the defenders, ignoring the effect of the defender's supply tokens. If there is one supply token in the defending territory, the attackers need one success to break the border. If there are two or more supply tokens in the defending territory, the attackers need two successes to break the border.

Remove defending armies as if the attack were a normal attack, but do not remove any attacking armies. If the attackers break the border, proceed as if the border was not opposed. This does not count as one of the apocalyte's three attacks. If the attackers do not break the border, the border is closed with a weak barricade (if the player spends no supply tokens) or a strong barricade (if the player spends a supply token).

Breaking Borders

A territory can not attack an adjacent territory if the border is closed, but a territory may attack the border barricades. When attacking a border barricades, roll a normal attack as if the defenders had at least one supply token. One success is necessary to break a weak border barricade, two successes are necessary to break a strong border barricade. Remove attacking troops as normal, but don't remove any defending troops when a border barricade is attacked. Attacking a border barricade does count as one of the three apocalyte attacks. Once a border is broken, a full turn must pass before the border can be closed again.

Headquarters

Unless otherwise noted, a headquarters token is counted as a supply token if there are no apocalytes in the territory. Headquarters tokens may never be spent or moved. If a player conquers a territory with a headquarters, then the player either commandeers or razes the headquarters. A player may never control more than (3/2/2/1) headquarters at a time. If a player conquers a territory with a headquarters and would control more than (3/2/2/1) headquarters, the headquarters is razed. Otherwise, the conquering player gains control of the headquarters.

Apocalytes

The apocalytes (zombies, infected, mutants, aliens, demons, or rioters) follow special rules, varying by the type of apocalytes. The apocalyte's turn comes before all player's turns, and the apocalyte's movements are determined by the scenario-specific rules outlined below.

Territories with both apocalytes and players are termed "contested territories". Territories containing only apocalytes are termed "fallen territories". Territories which contain player armies (contested or not) are termed "player territories". All rules below hold true unless noted otherwise in the specific rules below.

- Apocalytes take the first turn, but receive no reinforcements on the first turn.
- Apocalytes move first and attack second. Fallen territories move, contested territories attack. All attacks are intra-territory.
- Fallen territories move towards player territories, choosing targets at random.
- If the target territory has a closed border, the apocalytes will attack the border.
- Apocalytes make at most three attacks per territory per turn.
- If apocalytes control a headquarters, it is unusable but not razed.
- If apocalyte movement is determined randomly, roll a six sided die. On a one or two, move a single apocalyte army. On a three, move half the apocalytes rounded down. On a four, move half the apocalytes rounded up. On a five or six, move all the apocalytes save one.
- Apocalytes always attack the owner of a territory, ignoring other players in a territory. If a territory has no owner, apocalytes attack one of the strongest players at random. If control of a territory changes due to apocalyte attacks, further attacks will be against the new owners.
- If a territory has an army turn in to an apocalyte and there are multiple players in the territory, the player who loses an army is chosen at random.

Player Turns

Each player's turn begins with the building phase. In the building phase, the player has three options:

1. *Reinforce*

   Count all territories controlled by the player and containing no apocalytes. Divide by three and round down. The player gets this many troop reinforcements (minimum one) to place in territories containing no apocalytes. If all territories owned by the player contain apocalytes, the player gets no reinforcements.

2. *Prepare*

   Create a supply token at a headquarters territory owned by the player and containing no apocalytes.

3. *Rebuild*

   A player may rebuild a headquarters by turning a supply token into a headquarters token in a territory which they own, which is not already a headquarters, and which contains no apocalytes. This can only be done if the player controls less headquarters than when the game began (3/2/2/1). There may never be more than (6/6/8/5) headquarters on the map at any one time.

Once the player has completed their building phase, they begin their main turn. In their main turn, they may initiate attacks from any territory which they own and they may take three movement actions. The movement actions may occur before, between, or after the attacks. A player may also choose to forgo attacks from a territory in order to close a border. Only two of the three movement actions may move a supply token. See the movement, attacking, and border closing sections above for more details.

   If a player moves in to an unowned territory containing apocalytes, the player *must* engage the apocalytes in at least one attack. This attack counts as one of the three attacks that that territory may make against apocalytes this turn.

Zombies

Outbreak! The world is caught flatfooted by armies of the undead.

Set Up

Choose six territories at random. Place five zombies in each territory. Proceed with the first zombie turn. Ignore the effects of supplies for the first turn, as the world is caught flat footed by the zombies.

Reinforcements

Zombies constantly eat the locals and increase their forces. Each turn, add one zombie to each territory which is controlled by only zombies.

Zombie Turns

First, find all fallen territories which border zombie-only territories. Equalize the number of zombies in connected fallen territories.

   Then, find fallen territories which border player territories. Select a player territory at random, and determine zombie movement at random as described in the apocalyte section above. Remember that players may attempt to oppose zombie movement by closing the borders, as described in the border closing section, above.

   Finally, find all contested territories and preform intra-territory attacks.

Combat

Whenever a player army is lost in combat with a zombie army, the player army turns in to a zombie army.

Plague

A deadly virus is sweeping the globe. It spreads by air and it is 100% fatal. Can humanity contain the outbreak long enough to find a cure?

Set Up

Choose a territory card at random. Place one infected "army" (unit) in this territory. Proceed with the first infected turn. Do not remove any infected in the first turn.

Infected Turns

In each contested territory, roll an intra-territory attack. Instead of removing armies, replace all player armies that would be removed with infected armies.

Once this is done, identify all player territories with no infected but sharing an open border with a contested or fallen territory. Roll a die. If the result is greater than three, turn one of the player armies in the target territory into an infected army. If the target territory has a supply token, the roll must be greater than four. If the target territory has two or more supply tokens, the roll must be greater than five. This action does not count as a movement, and can not be opposed by closing the border. The borders must be closed ahead of time by spending supply tokens.

Finally, for each fallen territory, roll a die. If the die is six, remove half the infected units, rounded up. If this results in the removal of the last infected unit, the territory becomes barren. Mark it with a special counter, it may not be entered except by players with the cure.

Finding a Cure

The infected may not be attacked as normal. Rather, territories with at least one supply token bordering or containing the infected may make one attack against the infected per turn. Roll against two defense die, do not remove any armies as result of the attack. If there are two successes, roll two die. On doubles, a part of the cure is found. Players may choose to share this information or keep it secret. A player needs three parts to complete the cure. Players with the cure are treated as having two supply tokens in all territories when the infection spreads. Players with the cure can attack the infected. Do not remove attacking armies as result of such attacks. If infected would be removed as result of the attack, replace them with attacker armies instead.

MUTANTS

Nuclear war occurred, and twisted mutants rose from the wreckage near ground zero. Now they're hell-bent on destroying humanity at any cost.

Set Up

Choose four territories at random to be ground zero. Remove all player armies and tokens. Place one mutant army at each ground zero location. Proceed with the first mutant turn. Mutants *do* get reinforcements on the first turn.

Mutant Reinforcements

Half of any player armies at ground zero, rounded up, become mutants. If player armies ever move into or through ground zero, half of the player armies rounded up immediately turn to mutants. In each territory bordering ground zero, turn up to two player armies into mutant armies. If the territory contains a supply token, only one army turns. If the territory contains two or more supply tokens, no armies are turned.

Mutant Movement

Fallen territories select a target from player territories at random. If a fallen territory's movement would result in the mutants being outnumbered, the mutants procreate instead of moving. Otherwise, they send just enough units to outnumber the territory owner. Similarly, mutants in contested territories only attack if mutant troops equal or outnumber the owner's troops. Otherwise, they procreate. Mutant procreation yields one mutant in contested territories and two mutants in fallen territories. Fallen territories which do not border player territories reinforce towards the nearest contested territory. Mutants will never enter ground zero, and will always abandon ground zero with a movement, even if it results in the mutants being outnumbered. Ground zero may be abandoned by both mutants and players through movements.

Mutant Combat

Mutants can take control of headquarters and supply tokens and use them like players. If mutant forces outnumber player forces in a territory, the mutants control the supply tokens and headquarters. If mutant forces equal player forces, neither force can use the supply tokens or headquarters. Mutants can use up to three defenders when defending.

ALIENS

Earth is being invaded by extraterrestrials lead by an alien mothership. The aliens seek to consume Earth's resources and annihilate mankind.

Set Up
Select a territory at random. Remove all player armies and tokens. Place a special counter (the mothership) and fifteen alien armies. Proceed with the first alien turn.

Alien Reinforcements
At the beginning of the aliens' turn, place three alien armies on the territory with the mothership. For each supply counter in a fallen territory, remove the counter and add three alien armies at the territory with the mothership. For each headquarters in a fallen territory, remove the counter and add five alien armies to the territory with the mothership. If the mothership is destroyed, supply and headquarters tokens are not removed and no new alien armies can be placed.

Alien Movement
Alien movement is selected randomly, as described in the apocalyte section above. If the movement roll is greater than three, the mothership moves with the alien armies. Fallen territories bordering only other fallen territories reinforce towards the mothership. If the mothership is in a territory with no alien troops, it will move towards the nearest fallen territory *before* the reinforcement phase.

Alien Combat
Alien combat is treated as normal combat, with one exception. If the alien mothership is present, then when an alien army would be removed, roll a die. On a roll greater than three, the alien army is not removed. If the engaged player territory contains a supply token, the roll must be greater than four. If the engaged player territory contains two supply tokens, the roll must be greater than five.

Mothership Combat
If all alien armies at the mothership token have been defeated and a player has armies in the same territory as the mothership, the player may attack the mothership. They must roll one attack die against two defense die. If they succeed, the mothership is destroyed.

Demons

Portals have been opened, and demons now ravage the earth. Can humans close the portals before humanity is destroyed?

Set Up

Choose four territories at random. At each territory, place a special counter marking a demon portal and a single demon. Proceed with the first demon turn.

Demon Reinforcements

Select an open portal at random each round. A new demon enters through that portal.

Demon Movement

Each demon moves individually. They select targets from adjacent player territories at random and may abandon fallen territories. If there are no adjacent player territories, demons move towards the nearest player territory.

Demo Combat

Demons attack and defend individually, but always roll three die and choose the highest as the one die to resolve the attack. Demons kill three troops when they succeed in an attack. Demons can never be defeated when they are attacking, only when they are defending. If a player gets a success against a defending demon, they must roll two die. On doubles, the demon dies. Any supply tokens in fallen territories are immediately incinerated by the demons.

Closing the Portals

To close a portal, players must have four supply tokens in the same territory as the portal for a full turn, at which point the supply tokens will be sacrificed and the portals closed. Headquarters do not count as supply tokens for this purpose.

METEORS

A giant meteor is going to collide with earth. Fragments of it fall across the globe and wreak havoc while the world scrambles to destroy the meteor, before it's too late...

Meteorites

No set up is required for **METEORS**. Rather, at the beginning of each round (including the first), choose three territory cards. A meteorite annihilates the first. Remove all armies and counters on the annihilated territory, mark it with a special counter. Players may never move in to annihilated territories. Add a rioter to the second and third territories chosen, as well as to each territory bordering the annihilated territory. After the meteorite hits, proceed with the rioter's turn.

Rioters

Rioters never attack, they only defend. Rioters get to roll an extra defense die when defending. During the rioter's turn, rioters in contested territories may convert an army into a rioter, and rioters in fallen territories may convert an army in a neighboring territory with open borders into a rioter. To see if an army is converted, roll a die. If the result is equal to or greater than 6 minus [1/3 of the number of meteorites struck, rounded down], then a rioter is converted. If the territory in question has a supply token, the result must be one higher, maximum six. If the territory has two or more supply tokens, the result must be two higher, maximum of six.

Destroying the Meteor

Destroying the meteor requires a lot of resources. In this scenario, only (2/2/1/1) supply token may be moved per turn. Furthermore, supplies can not be moved through our out of a territory which contains rioters. Players must have eight supply tokens in an uncontested territory for a full turn in order to launch a missile to stop the meteor. Headquarters do not count as supply tokens for this purpose. The territory must remain uncontested for the full turn before the missile can be launched to destroy the meteor.