

# Risk

- To win, you must launch daring attacks, defend yourself on all fronts, and sweep across vast continents with boldness and cunning
- Conquer whole continents
- Watch your enemies
- Fortify borders adjacent to enemy territories for better defence if a neighbour decides to attack you.

## **Equipment notes:**

- The game board is a map of 6 continents divided into 42 territories. Each continent is a different colour and contains from 4 to 12 territories.

## **Units:**

- Infantry (I) = 1
- Cavalry (C) = 5 I
- Artillery (A) = 10 I or 2 C

## **Cards:**

- 42 marked with a territory and a picture of Infantry, Cavalry, or Artillery
- 2 “wild” cards marked with all three pictures, but no territory
- 12 Secret Mission cards used only in Secret Mission Risk, page 13 (used only in the Secret Mission RISK variation)

## **Win conditions:**

1. Plan your next move
2. Right Army placement and trade
3. Occupy whole territory
4. Risk
5. Complete secret missions

### **Initial Army Placement:**

- # of Players = Starting Infantry
  - 3 Players: 35 I
  - Players: 30 I
  - Players: 25 I
  - Players: 20 I
- Roll 1 = die
- Highest roller goes first
- To claim territory, you must place 1 I
- Start to the left of the first player
- Everyone in turn places one army onto any unoccupied territory. Continue until all 42 territories have been claimed
- When all 42 territories claimed, everyone can place additional army on the territories that they have been claimed (no limit for units per territory)

### **Playing:**

1. Getting and placing new armies
2. Attack by rolling dice
3. Fortify Position

### **Getting New Armies (Start of Turn)**

- Territories: ( $\# \text{ territories you own} / 3$ ), round down.
- Minimum 3 armies per turn (Ex: 11 territories = 3 armies, 14 = 4 armies)
- Continents: Get extra armies for each continent you fully control (own all territories). Check values on the board's chart
- Risk Cards: Trade in matched sets for extra armies (see card rules)
- Card Territory Bonus: If you own the territory pictured on a traded card, get +2 extra armies

### Earning Cards:

- Earn 1 card at the end of any turn you capture at least 1 territory
- Max 1 card per turn

### Sets (Trade for Armies):

Collect 3 cards that are:

- 3 of same type (Infantry, Cavalry, Artillery) OR
- 1 of each type of OR
- Any 2 plus a "wild" card.

### Trading In:

- Trade sets at the start of your turn
- If you have 5 or 6 cards, you must trade in at least one set

### Army Values:

- The value increases with each set traded in by any player.
    - 1st set: 4 armies
    - 2nd set: 6 armies
    - 3rd set: 8 armies
    - 4th set: 10 armies
    - 5th set: 12 armies
    - 6th set+: 15 armies (each set after 5 is worth 15)
- **P.S.** *Track the number of sets traded by placing used cards under the board*

### Army Value After 6 Sets:

- 7th set: 20 armies
- 8th set: 25 armies
- Increasing by 5 each time

### Territory Bonus:

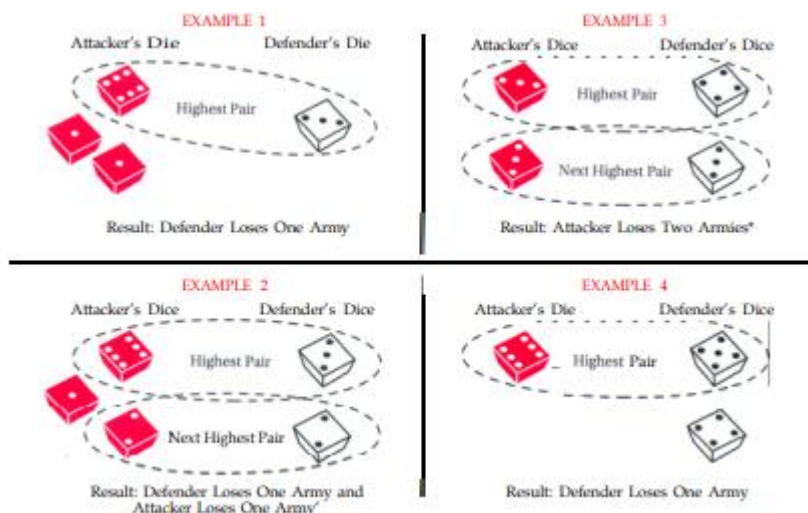
- If you trade in a card showing a territory you own, get +2 extra armies
- You must place these 2 armies on that specific territory
- Max 2 extra armies per turn from this bonus (even if multiple cards show territories you own)
- **Important: The set number (1st, 2nd, 3rd, etc.) is counted globally (by all players combined), not per player**

### To Attack:

- Announce the territory you are attacking from
- Then roll the dice against the opponent who occupies the opposing territory
- Before rolling, both you and your opponent must announce the number of dice you intend to roll, and you both must roll at the same time.
- The attacker, will roll 1, 2 or 3 red dice (must have at least one more army in your territory than the number of dice you roll)
- The defender will roll either 1 or 2 white dice (to roll 2 dice, defender must have at least 2 armies on the territory under attack)

### Resolve the Battle:

- Compare the highest dice from each player:
  - Attackers are higher: Defender loses 1 army
  - Defender's is higher (or tie): Attacker loses 1 army
- If both are rolled 2+ dice, compare the next-highest dice:
  - Attackers are higher: Defender loses another army
  - Defender's is higher (or tie): Attacker loses another army
- Defender wins all ties



**Capturing territories:**

- To capture territory place at least as many armies as the number of dice rolled

**Ending your attack:**

- You can end it whenever you want
- If you have captured at least one territory, first take the top RISK card from the draw pile (No matter how many territories you've captured on your turn, you may take only one RISK card)
- Fortify your position, if you wish
- Finally, pass the dice

**Eliminating an opponent:**

- If during your turn you eliminate an opponent by defeating his or her last army on the game board, you win any RISK cards that player has collected
- If winning them gives you 6 or more cards, you must immediately trade in enough sets to reduce your hand to 4 or fewer cards, but once your hand is reduced to 4, 3, or 2 cards, you must stop trading
- If winning them gives you fewer than 6, you must wait until the beginning of your next turn to trade in a set

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