Risk Rules

risk.kekskurse.de

August 22, 2016

1 Beginn of the Game

1.1 Start Territory

☐ The starting player is selected by the roll of the dices. After this, each player can choose their terretories, one per round
☐ The Cards are mixed at and give to the Player, each Player put one armie in each of the territorys

1.2 Start Armies

☐ There are no start armies, the first round starts with the reinforcment
☐ The number of the start armies are _____, in the first round nobody gets a reinforcment
☐ The number of the start armies are _____, in the first round only the last Player gets a reinforcment
☐ The number of the start armies are _____, in the first round only the two last Player get a reinforcment

2 Beginning of the Round

2.1 Reinforcement

☐ Number of territory divided by 3 + Armes per Continent + Bonus for the Cards.

2.2 Bonus of the Cards

In the new Version of the Game the number of the extra Armys is predefined by the Stars on the Border.
☐ The number of armies based only on the Numbers of the stars

In the old Versions
☐ If you have 3 cards of the same typ (person, rider, cannon) or 3 different typs you get 7 armies
☐ If you have 3 cards of the person you get 6 armies, if you have 3 cards of the rider you get 7 armies, if you have 3 cards of the cannon you get 8 armies, if you have 3 different types you get 10 armies

In both Versionen
☐ If the territory of the card is owned by the Player who use the card, the Player gets 2 more armies which can placed in any territory of the Player
☐ If the territory of the card is owned by the Player who uses the card, the Player gets 2 more armies which are placed in the territory on the card.

3 Attack

3.1 Attack

☐ The Person who attacks can decide bevor he/she role the dices how many armys attack, the possible numbers are 1, 2 and 3.

3.2 Defend

☐ The Person who deffend can decide bevor the attacker roles the dices how many armies should defend, the possible numbers are 1 and 2
☐ The Person who defend can decide after the attacker rols the dices how much armys should defend, the possible numbers are 1 and 2

3.3 Evaluation of the Dices

☐ The highest number of the attacker vs. the highest number of the deffender, the second highest again from the attacker vs the second highest from the deffender

3.4 If the attack win

☐ The Player can only move the numbers of Armies from the Attack (maximum 3)
☐ The Player can move as much armies as he/she wish, the minimum is the numbers from the Attack

3.5 If the attack win

☐ The Player can use the Armies after the Attack to make directly a secound attack
☐ Each Armie can only attack and move to one territory in one round, no more attacks after it

4 End of the Round

4.1 Movmend

☐ At the end the Player can move armies from on territory to one neighbouring territory, the Player can do this only one time
☐ At the end the Player can move armies from on territory to one neighbouring territory, the Player can do this as often as he/she wants but only once with each army
☐ At the end the Player can move armies from on territory to another one as long as there is a land bridge between, the Player can do this only one time.

and for any of this 3 options:

☐ The Player can move any armie
☐ The Player can only move armies wich was not attacking in this round.