

Risk Rules

risk.kekskurse.de

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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 territories, one per round
- ☐ The Cards are mixed and given to the Player, each Player put one army in each of the territories

1.2 Start Armies

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

2 Beginning of the Round

2.1 Reinforcement

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

2.2 Bonus of the Cards

In the new Version of the Game the number of the extra Armies 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 type (person, rider, cannon) or 3 different types 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 uses the card, the Player gets 2 more armies which can be 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 before he/she rolls the dices how many armies attack, the possible numbers are 1, 2 and 3.

3.2 Defend

- ☐ The Person who defend can decide before the attacker rolls the dices how many armies should defend, the possible numbers are 1 and 2
- ☐ The Person who defend can decide after the attacker rolls the dices how much armies 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 defender, the second highest again from the attacker vs the second highest from the defender

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 second 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 Movement

- ☐ At the end the Player can move armies from one territory to one neighbouring territory, the Player can do this only one time
- ☐ At the end the Player can move armies from one 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 one 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 these 3 options:

- ☐ The Player can move any army
- ☐ The Player can only move armies which was not attacking in this round.