

Risk - Alternate Rules

What's this?

An alternate version of Risk for 3 to 6 players, using almost all the same components. The alternate rules focus on shorter games with less reliance on randomness and fewer troops.

Components

- A regular Risk game, including the board, army pieces, and territory cards.
- 100-200 tokens for bidding (or a pad of paper to keep track).
- A token to mark who the "First Player" is.

What's different from regular Risk?

- The game ends after a set number of rounds.
- Players write down their moves, then the moves happen simultaneously.
- There's no dice rolling for combat.
- You bid on starting Territories.
- Territories can be left empty.
- There are limits to how many troops you may have on a Territory.

How does the game end?

- The game ends after a set number of rounds.
- The player with the most points at the end of the game wins (see "Ending the Game").

| Number of Players | Number of Rounds |
|-------------------|------------------|
| 3 | 7 |
| 4 | 5 |
| 5 | 6 |
| 6 | 7 |

Starting a Game

Each game begins with the following four steps:

1. Deal Objective Territories

- Deal everyone 3 Territory cards. These are their Objective Territories.

Objective Territories

- If you control your Objective Territories at the end of the game, they count for 3 points (as opposed to 1 point for Non-Objective Territories).
- Alternatively, Objective Territory cards can be traded in for an additional 2 troops, during troop deployment.

2. Bid for Starting Territories

- Everyone is given 20 tokens for bidding.
- Everyone bids on the remaining non-Objective Territories. These will become your Starting Territories.
 - Three Territories are revealed at a time.
 - Everyone writes down their bid (in tokens) for the set of Territories.
 - Everyone reveals their bid, and the player with the highest bid wins the set of three Territories. The winner loses tokens equal to their bid.
 - The process is repeated until all Territories are gone.
- Special Cases
 - **If no one bids**, no one wins the set of Territories. Return them to the box.
 - **If two or more players tie**, settle it with a die roll.
 - **If a player has no Territories at the end of bidding**, they must convert one, two, or three of their Objective Territories into Starting Territories. Converted territories no longer count as Objective Territories.

3. Assign the First Player Token

- The player with the most remaining bid tokens takes the “First Player” token.

4. Place Your Initial Troops

| Number of Players | Starting troops per Player |
|-------------------|----------------------------|
| 3 | 24 |
| 4 | 18 |
| 5 | 14 |
| 6 | 12 |

- Everyone writes down where they want to place their troops.
- You may place troops on **any** mix of their Starting Territories. You cannot deploy on Objective Territories - these will all remain empty at the start of the game.
- Everyone reveals and places troops at the same time.

Example Deployment

A player who owns the Starting Territories *Brazil, Peru, North Africa, Greenland, Siberia, and China* may have the following deployment for Stage 1:

- 1 Troop in Peru
- 3 Troops in Brazil
- 2 Troops in China

Playing a Round

Each round is split into four phases. Everyone participates in each phase.

1. Write down your Deployment Orders.
2. Write down your Troop Movement Orders.
3. Resolving your orders.
4. Clean up.

1. Write Down Deployment Orders

- Everyone calculates how many troops they can deploy.
- Everyone then writes down where they want to deploy troops. Troops can be deployed in **any** mix of Territories that already contain that player's troops.
- **Don't reveal your deployment yet!**

Calculating how many troops you can deploy

Add together:

- The number of Territories you own divided by three, rounded down - or two troops, whichever is larger.
- Plus troops for each Continent controlled:
 - +1 for Australia
 - +2 for South America
 - +3 for Africa / North America
 - +4 for Europe
 - +5 for Asia
- Plus two troops per Objective Country cashed in. Objective Countries that are cashed in no longer count for points at the end of the game.

2. Write Down Troop Movement Orders

- Everyone then writes down any number of orders for their troops. Each order includes how many troops are moving, where they're moving from, and where they're moving to.
 - Unlike Risk, you don't need to leave troops in a Territory; however, an empty Territory counts as unowned.
 - Troops can only move to adjacent Territories. For example, if you move 3 troops into Brazil, those same 3 troops can't move to North Africa in the same turn.

Example Orders for Deployment & Moving

A player controls 8 Territories, including all of Australia. This gives them a total of 3 troops. They additionally decide to cash in an Objective Territory card for 2 more troops, totalling five.

Here's an example of valid orders they might write down:

- *Deployment*
 - *2 troops in Brazil*
 - *1 troop in China*
 - *2 troops in North Africa*
- *Movement*
 - *3 troops from Brazil to Venezuela*
 - *1 troop from China to Mongolia*

3. Resolve Orders

Orders are resolved in the following sequence:

- **Deploying.** Deploy troops as specified, starting with the player who has the “First Player” token, then moving clockwise.
- **Troop Movement.** After each player has deployed, carry out movement starting with the player who has the “First Player” token, then moving clockwise.
 - Due to combat (or mistakes) you may be unable to move as many troops as they wrote down. In this case, move as many troops as possible.
- **Combat.** If a player moves troops into an occupied Territory, combat occurs. Resolve it immediately.
 - If both players have the same number of troops in the territory, remove all troops and leave the Territory empty.
 - Otherwise, the player with more troops has an advantage in combat. Remove all troops from the player with **fewer troops**. Then remove the same number of troops **minus one** from the player who has **more troops**.

Combat Example

Alice has 3 troops in Brazil. Bob moves 6 troops from North Africa into Brazil, outnumbering Alice 6 to 3.

- *Alice loses all 3 troops.*
- *Bob loses 2 troops (one less than Alice) leaving Bob with 4 troops in Brazil.*

4. Clean Up

There's two final steps to each round:

Supply

- After resolving all movement and combat, each player counts the number of Territories they own. This is their “Supply Number” and determines the maximum number of troops they can have on a single Territory.
- If any player has more troops on a **single Territory** than their Supply Number, remove troops from that Territory until it equals the Supply Number.

Move the First Player Token

- The First Player Token is passed to the left.
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Ending the game

- At the end of the final turn, each player tallies their score.
- The player with the highest score wins.
 - In the event of a tie, the player who played first on the final turn wins. (Note that turn order on the first and last turn will be the same.)

Calculating your score

- 1 point for each non-Objective Territory owned (you must have a troop on a Territory to own it).
- 3 points for each Objective Territory owned.
- Additional points for each complete Continent owned.
 - +1 for Australia
 - +2 for South America
 - +3 for Africa / North America
 - +4 for Europe
 - +5 for Asia

What to do with mistakes?

Mistakes happen. Here's how to resolve them:

1. **A player wrote down an illegal move or deployment.** Ignore it.
2. **A player wrote down an ambiguous move or deployment (for example, forgetting to specify the location or number of units).** Ignore it.
3. **A player wrote down a move or deployment by mistake.** It still happens.
4. **A player is trying to move more troops than they have in a territory.** Move as many troops as are allowed.
5. **A player deployed more units than they were allowed to.** Try to fill as many deployments as legally allowed, in the order they're written down. If a deployment can't be completely filled, partially fill it with the remaining troops.
6. **A player deployed fewer units than they were allowed to.** The player only deploys the units they wrote down. (In some diplomatic situations, it may in fact be in a player's interest to deploy fewer troops.)