

Risk: Blitzkrieg

Each player represents a post-apocalyptic dictator making a ploy for world conquest. The majority of the world starts out owned by "the natives", who resist player actions but do not take actions themselves. Unlike classic Risk, each player has a bank account, and can save resources between turns. Combat is fast and does not involve dice.

Victory

To win, you must eliminate all other players. Note that some territory may remain in native hands during the entire game.

Trade

You can trade ownership of troops, territories, resources, and resource dice at any time. Prices are set by the open market.

You can also declare yourself friendly to another player, or declare yourself unfriendly to them again.

Table talk (including alliances, threats, coercion, whining, pleading, backstabbing, and other verbal tirades) is not only allowed, but encouraged.

Versions

Risk: Blitzkrieg is designed to be adaptable; you can use the paraphernalia from classic Risk or Risk: 2210 AD without modification, and the modifications needed for any other set should be minimal.

Risk: 2210 AD territory cards are marked with MODs, not troop types; Risk: Blitzkrieg refers to the classic Risk troop types, which translate as follows:

MOD 1 = infantry

MOD 3 = cavalry

MOD 5 = artillery

Before Play

Shuffle the territory cards, including the infantry/cavalry/artillery wildcards, into a single territory deck. Territory cards are used to randomly select starting territories, but once play begins, they're simply used to represent ownership.

Devastation (Optional)

Draw four cards from the territory deck, and place a devastation marker on each. These territories are post-apocalyptic wastelands. They effectively do not exist; for example, if one of the territories in North America is devastated, and you own all the other territories in North America, you gain resources for owning the entire zone.

(Devastation markers come with Risk: 2210 AD.)

Holy Land (Optional)

If you're playing with society types, draw a card from the territory deck, and place a holy marker on it. This is The Holy Land.

Society Types (Optional)

Each player chooses a society type. This determines some stats, and can give them a special ability or disability. If you're playing with society types, you should also play with diplomat special troops.

* Dictatorship: This is the "basic" society type, with no strengths or weaknesses. You are Dictator-For-Life, and your society's Morale is 3.

* Corporate State: You are CEO of a for-profit society. Your society's attention to the bottom line gives you 1 bonus resource each time you roll for resources, but your society's Morale is 1.

* Fanatic Theocracy: You are High Priest, High Priestess, Pope, etc. of a religious society that values absolute devotion. Your society's Morale is 5, but you pay double to raise a diplomat or use his special actions.

* Geotheistic Theocracy: You are High Priest, High Priestess, Pope, etc. of a religious society that values The Holy Land. If you own The Holy Land, your society's Morale is 7, otherwise it's 1.

* Free-Love Utopia: You are the coolest cat in a loving and low-violence society. In order to move into guarded unfriendly territory, or make a surprise attack, you must pay 3 extra resources. However, your Morale is 5, you only pay half to raise a diplomat or use his special actions, and once you've wiped out a defending force you can conquer the territory without having troops there(your civilians establish "facts on the ground").

Starting Positions

Each player starts with one resource die. They can gain more later, so each player should have an actual die.

Deal two territory cards to each player. These are the territories they start with, or possibly wildcards worth 6 resources each; if a player got two wildcards, they take resources for both and draw another territory card to be their starting territory. If a player got two territories and doesn't want one of them (perhaps it's too close to another player), they can trade it to another player, or "pawn" it for resources based on the troop listed: infantry=1, cavalry=2, artillery=3.

Each player starts with two divisions, placed on their starting territories as desired.

Turn Order

Each player rolls one die for turn order; highest goes first. In case of a tie, those tied roll again, and the highest of them goes first. Turns proceed leftward from there.

Territory Cards

Spread out all remaining territory cards face-up. You will not need to draw territory cards again; instead, they're used to mark ownership of territories.

At The Beginning Of Your Turn

Resources

At the beginning of your turn, you gain resources. Roll your resource dice to determine how many; also, add any zone completion boni. These are awarded for owning all territories in an entire zone, and are as follows:

North America Zone: 5

Europe Zone: 5

Asia Zone: 7

South America Zone: 2

Africa Zone: 3

Australia Zone: 2

US Pacific Water Zone(Risk: 2210 AD map): 2

North Atlantic Water Zone(Risk: 2210 AD map): 2

South Atlantic Water Zone(Risk: 2210 AD map): 1

Indian Water Zone(Risk: 2210 AD map): 2

Asia Pacific Water Zone(Risk: 2210 AD map): 1

Sajon(green) Lunar Zone(Risk: 2210 AD lunar map): 4

Cresinion(orange) Lunar Zone(Risk: 2210 AD lunar map): 2

Delphot(purple) Lunar Zone(Risk: 2210 AD lunar map): 2

These are the same as listed on the maps. Risk: Blitzkrieg calls all continents/colonies/etc. "zones".

It's customary, but hardly required, for a player to stack together all the cards in a complete zone.

During Your Turn

During your turn you may take as many actions as you can afford. When you are out of resources, or decide to save the rest, declare to the next player that it is now their turn.

Raise Troops

Raising troops is common at the beginning of most turns. All other actions are taken via your divisions. New divisions are immediately ready to move and fight, and that's usually the next step. At any time during your turn, you can raise divisions, subject to the following limits:

- * Each division costs one resource to raise.
- * Divisions can be raised in any territory you own.

Raise Emplacements & Special Troops (Optional)

Special troops have their own rules, and generally cost more to raise.

Emplacements are different enough that they don't count as troops, and cannot move; if a territory with an emplacement is sold to the natives, the emplacement is destroyed. If a territory with an emplacement is conquered, the new owner takes over the emplacement.

Space centers(Risk: 2210 AD space station models) are emplacements that cost 4 resources to raise. (If sold to the natives, they're worth 4 resources.) They can take two special actions:

- * Civil Transport - Allows one Move Troops Within Friendly Territory to skip from the center's territory to any friendly territory, as if they were linked. Costs 1 resource.

* SB Dropship - Allows one Move Troops Into Unfriendly Territory to skip from the center's territory to any unoccupied unfriendly territory, as if they were linked. Costs 1 resource.

A general(Risk: 2210 AD land commander model) is a special troop that costs 3 resources to raise. Each player can only have one general at a time. In combat, a general counts as 1D6 divisions(or 1D8 in land territories), and he ignores any losses that don't kill him outright. For example, if a general moves alone into unfriendly territory with 2 divisions, and he rolls a 4, the 2-division army is wiped out, he ignores the loss of 2 since he rolled 4, and the fight ends with him standing alone, ready to conquer. If sold to the natives, he rolls as if in combat to determine how many divisions he counts as.

An admiral(Risk: 2210 AD naval commander model) is similar to a general, but counts as 1D8 in water territories and 1D6 elsewhere.

A marshal(Risk: 2210 AD space commander model) is similar to a general, but counts as 1D8 in moon territories and 1D6 elsewhere.

A diplomat(Risk: 2210 AD diplomat model) is a special troop that costs 4 resources to raise. Each player can only have one diplomat at a time. He counts as one division in combat. (If sold to the natives, he's worth 4 resources.) Once per turn, he can make a memetic attack on any territory, at a cost of 2 resources. The targeted player must roll 1D8, and if the result is greater than their morale(which is 3 if you aren't playing with society types) plus the divisions on the territory, it "goes native"; this follows the rules for selling the territory to the natives, except they don't get paid. If a player's last territory is lost to a memetic attack, noone gets their resource dice.

Move Troops Within Friendly Territory

You can move an army(a group of one or more divisions) arbitrary distances within friendly territory, subject to your budget. It costs 1 resource to move up to ten divisions one or two territories; a large army thus costs 1 per ten divisions or fraction, per two territories or fraction in the move. At a certain point, it becomes cheaper to raise a new army at the destination.

Note that another player may declare themselves friendly to you, generally as part of an agreement for you to do the same(but sometimes in exchange for payment). It's thus possible for your troops to move through friendly territory you don't own.

Move Troops Into Unfriendly Territory

You can move an army from a friendly territory into an adjacent unfriendly territory, at a cost of 1 resource per division. This is often a prelude to combat, and usually a prelude to conquest, but if the territory has no unfriendly troops you can skip to conquest, and if your troops are all killed you can't conquer(even if the unfriendly troops are also all killed).

If the unfriendly territory has unfriendly troops, you must fight.

Note that you cannot end your turn or take any other action with troops in unfriendly territory; attack with fewer divisions if you can't afford to conquer the territory.

As noted under Move Troops Within Friendly Territory, another player may declare themselves friendly to you; this means their troops are not unfriendly troops, and they can coexist with yours.

Fight

Combat isn't technically an action initiated by the player; nevertheless, much of this game is about starting fights. In order to start a fight, move your troops into a territory occupied by unfriendly troops.

Combat is resolved simply:

- * Equal armies annihilate each other.
- * A smaller army is wiped out.
- * A larger army is reduced by the size of a smaller army.

Thus, for example, if you move a 7-division army into a territory occupied by an unfriendly 6-division army, you lose six divisions and they lose six divisions(their entire force), leaving one of your divisions.

Conquer

If you occupy a territory you don't own, and you've already killed any defending force, you can spend 1 resource to conquer the territory; take its card from the territory card pile, or from its previous owner.

You can't conquer a territory also occupied by friendly troops unless their player agrees. (You can declare yourself unfriendly to them and fight them, however.)

If you leave another player with no territory and no troops, you have eliminated them. You get their resource dice(which don't yield resources until you next begin a turn), though resources they have banked cease to exist.

Surprise Attacks

If you have an army in the same territory as a friendly army, you can turn on them, dealing bonus "damage". Their army is reduced by **twice** the size of yours, while yours is reduced by the size of theirs as normal. Ignore negative results. For example, if a 3-division army turned on a 5-division army in the same territory, the 5-division army would be wiped out(reduced by six), and the 3-division army would be wiped out(reduced by five). Once you've executed a surprise attack, you presumably become unfriendly to each other, and surprise attacks only work on friendly troops.

Sell Territories Back To The Natives

You can give up ownership of a territory for 1 resource; turn in the card. Repeatedly conquering and selling back a single territory is not against the rules, but it is rude(and usually expensive). If you had troops in the territory, they are also sold to the natives(as slaves), for 1 resource per division. If you had an emplacement in the territory, the emplacement is destroyed(turned into an apartment building or such) unless its rules state otherwise.

Action Cost Summary

Raise troops: costs 1 resource per division

Raise emplacements & special troops: costs 4 resources per space center, 3 resources per general/admiral/marshal, or 4 resources per diplomat

Move troops within friendly territory: costs 1 resource per ten divisions(or fraction) per two territories(or fraction)

Move troops into unfriendly territory: costs 1 resource per division

Combat: costs lives, not resources

Conquest: costs 1 resource for 1 territory

Sell territories (and troops) back to the natives: pays 1 resource per territory, plus 1 resource per division you had there

Illuminati (Optional)

A player may choose to play the leader of an Illuminated group, rather than a conventional society. They don't follow any of the normal rules.

Starting Position

Illuminati start with one Illuminated Eye and one Movement Die; after all normal players have determined their starting positions, Illuminati place their Eyes as they please.

Each Illuminatus will later need two five-sided pyramids.

Turn Order

Illuminati roll for turn order among themselves, but all go after the normal players.

During Your Turn

On an Illuminatus's turn, they roll their Movement Dice and may move their Eye a total number of territories equal to the roll. Unlike resources, movement can't be saved between turns, but this total movement can be mixed with actions as desired within a turn.

More importantly, they may use their influence to force any normal player to perform any action they could normally perform. An Eye grants direct influence over the territory it's in. A Pyramid grants indirect influence over the normal player who owns the territory it's in, but doesn't grant direct influence. Illuminati never own territory, but merely influence things.

If another Illuminatus has influence, they may be able to intervene. Direct influence simply beats indirect influence; if multiple Illuminati have the same type of influence over the territory, roll a die for each of them. Each source of influence (Eye or Pyramid) grants one die. If one Illuminatus rolls highest, they determine whether the action occurs; if they tie, the action doesn't occur.

Emplacements & Special Troops

An Illuminated Eye is a special troop that can't be built or destroyed (though it can be "killed"). It may not start a fight, but may be considered hostile by troops that can start fights. It can't be surprise attacked. Roll 1D8 to see how many divisions it counts as, and it ignores damage that doesn't kill it. If killed, it isn't destroyed as normal, but instead becomes a "dead" Eye; if a "live" Eye gets to the same territory, it can automatically take over the "dead" Eye as a new "live" Eye. The Movement Die goes with it; an Illuminatus with multiple Movement Dice rolls them all, and distributes the total movement among their Eyes as they see fit.

If an Illuminatus loses their last Eye, they're defeated, like a normal player losing their last territory. All their Pyramids become "dead", and an Eye can take them over, just like their "dead" Eye.

Pyramids (INWO World Domination Kit "link pyramid" models) are emplacements that confer Illuminated control over the normal players. However, like all things that cost resources, Illuminati can't directly build them. In order to attempt to build a Pyramid, you must have 6 resources ready to spend; then roll 1D6. On a 1, the Pyramid is built, and you don't need to spend any resources. On any other roll, you must spend that many resources, and the Pyramid isn't built. (The average cost of a Pyramid is 20 resources.) When a Pyramid is built, any Illuminati with influence over the territory may check influence to control it. Thereafter, it'll remain theirs until their last Eye is defeated.

Pyramids aren't destroyed under any circumstance; they can be in native hands, though they're pretty ineffectual there, and will remain if that territory is conquered.

Appendix: Tips & Tricks

* If another player has a zone completed, and you don't mind pissing them off (or they already hate you), conquer one territory from their zone, to "break the zone". Even if they retake it, they don't get the zone completion bonus unless they own it all at the beginning of their turn.

* You can buy territories before rolling for resources; if they complete a zone, they won't come cheap, but they're often worth it.

* "Steamrolling" can get you long distances in the middle game: send one division (a "scout division") into a natively-owned territory, conquer it, and sell back the territory it came from. Then repeat. This lets you move through unfriendly unoccupied territory at 1 resource per territory. When you get where you're going (possibly leaving a few territories owned), raise troops as needed.

* War costs money. If you get involved in a prolonged battle with another player, all the other players will be making money and taking land while you blow money on the war. Whenever possible, save up resources and build up troops on the border, then make a single decisive strike.

* If another player is rich, they'll be able to afford a lot of war if you piss them off... ..as long as you leave them alive.

* Some players fortify their borders heavily, leaving their chewy center unguarded (or lightly guarded). Other players fortify their entire domain, blowing money on divisions that never matter and on retaking the borders they can't afford to toughen up.

Regional Tips & Tricks (Classic Risk map)

* Alaska connects to Kamchatka. This is a weakness, not a strength, for both Asia and North America.

* North America and Europe are not easy to take, and are hard to hold. They are, however, excellent bases to attack from, if you can maintain "breathing room".

* Don't get involved in a land war in Asia. Asia is very hard to take and very hard to hold. If you can hold Asia, you already have what you need for victory. Late in the game, when you inevitably try, you must hold the Ukraine first.

* South America is easy to take, and easy to hold. This makes it a good "cash cow" early on; complete the zone, avoid making enemies, and let some money roll in.

* Africa is a decent cash cow early on, but the northern parts end up as a battlefield between players holding Europe and parts of Asia, so later on your zone will keep getting broken and you'll be trapped up against South America. ...Unless you also own South America, in which case as soon as it becomes a problem, sell off Africa and get ready to attack North America.

* Australia is generally hard to take because you have to go through Asia, but it's easy to hold, so it makes a good cash cow if you start close enough.