

Risk Two Player Game Rules

Random Start with Multiple Active Neutral Armies

First, even though there are only 2 players, you'll still have 6 armies on the board. Each player will control one army, and there will be 4 neutral armies. The neutral armies will be active and can be allied with one player or the other. There will be times when you'll want to avoid them, and times you'll want to attack them (or attack WITH them!). Unless otherwise noted, all of the rules of 3-6 player RISK apply here.

SETTING UP:

Have each player choose a color army. The remaining four colors will be the neutral armies.

- Each player receives 36 soldiers.
- Each neutral army receives 20 soldiers, 1 cavalry, and 1 commander.
- Deal a stack of 9 territory cards to each player. Turn over the top card of each pile to determine capitol placement. Turn over the next four cards from each player's pile to determine city placement. Players look at their cards, then each places 1 troop into territories with 1 star on the card and 2 troops into the territories with 2 stars on the card.
- Deal a stack of 6 territory cards to each of the three neutral armies. Turn over the top card of each pile to determine capitol placement. Turn over the next two cards from each neutral army's pile to determine city placement (One neutral will only have 1 city). Place 1 or 2 troops from each neutral army into each of its territories (depending on the number of stars shown on the cards).
- Place two armies at every capitol and the cavalry and commander at each neutral army's capitol.
- Roll the dice to see who places reinforcements first. High roll wins. Players then alternate. Each player places 3 soldiers in their territories, and also places 1 soldier for each neutral army.
- Take all of the territory cards and shuffle them together.
- Deal four stacks of 2 cards facedown. Place one soldier from each of the four neutral armies on a pile and set them to the side of the board. Place the remaining cards face down near the game board.
- Players then roll to see who goes first. High roll wins.

Play the game as usual with the off-turn opponent rolling the dice for the neutral army as needed. The neutral army will always roll the maximum number of dice possible. Defense of the neutral capitol and surrounding neutral territories receive a +1 to one of the die rolls for each battle of an invasion, because of their commander.

ACTIVE NEUTRALS

In this version of the game, neutrals act as more than just roadblocks - they can become allies of one of the players and switch alliances throughout, the game.

Neutrals have three statuses - Uninvolved, Allied with Player 1, or Allied with Player 2.

Place a cannon (for each neutral) near the gameboard to keep track of each neutral's status. Neutrals start as uninvolved, so point the cannon away from both players. As a neutral changes status, point its cannon towards the player who allies with it.

Neutrals can not achieve objectives. Players controlling a neutral ally when an objective is met do not earn the objective.

TURN ORDER

Your turn order is similar to Global Domination RISK but with a few extra steps. The new steps are in italic.

- 1 *Bribe Neutrals*
- 2 Receive Reinforcements
- 3 *Reinforce Allies*
- 4 Combat
- 5 Fortify Your Position
- 6 *Fortify Your Allies*
- 7 Collect a Territory Card

STEP 1: BRIBE NEUTRALS

At the start of your turn, you may give a Territory card to a neutral to make it more favorable to you. Move that neutral's cannon one position closer to you, meaning an ally of your opponent becomes uninvolved (the cannon points away from you and your opponent) and an uninvolved neutral becomes your ally (the cannon points towards you). Place any Territory card(s), used to bribe a neutral, facedown under that neutral's cannon. This card(s) now stays with that neutral.

- You may give two cards to a neutral in a turn to move them two places.
- You may give cards to more than one neutral. Move all of the neutrals' cannons that you've given cards to.
- You cannot give a card to a neutral that already has 5 cards - this neutral can no longer be bribed.

STEP 2: RECEIVE REINFORCEMENTS

You receive and place your reinforcements as usual. Do not count territories or continents controlled by your allies when determining your reinforcements.

STEP 3: REINFORCE ALLIES

Each of your allies may also receive reinforcements if you want. Choose an ally, roll 1 die, and place that many units into that ally's territories. You may put the units into one territory or divide them among several territories held by that ally. Repeat for all of your allies that you want to reinforce.

- You do NOT have to reinforce an ally.
- Allies do not count territories when determining reinforcements.
- Allies do not get bonuses for holding continents.
- Allies do not turn in territory card sets for reinforcements.

STEP 4: COMBAT

On your turn, you may attack with allied troops as if they were your own. These troops may attack your opponent, other neutrals or other allies.

Attacking neutrals or attacking with an allied army may cause them to move closer to your opponent.

After you finish an invasion into a neutral's territory (whether you conquer it or not) and/or after you finish an invasion using an allied army, roll 1 die. On a roll of 1-4, move that neutral's cannon one position away from you. On a roll of 5 or 6, the neutral or ally keeps its current status.

If you use an ally to attack another neutral, roll for both but roll one at a time.

If you eliminate a neutral, you get all of its Territory cards, if any. If you use an ally to eliminate a neutral, you (not the ally) get the eliminated neutral's Territory cards.

STEP 5: FORTIFY YOUR POSITION

After all attacks are finished, fortify your position the same way as in Global Domination RISK.

STEP 6: FORTIFY YOUR ALLIES

You may make one "free move" for each of your allies. fortify these troops using the same rules as in Global Domination RISK.

STEP 7: COLLECT A TERRITORY CARD

Allies do not get cards for conquering a territory. You get no card for using an ally to conquer a territory. You only receive a Territory card for conquering a territory with your own troops.

WINNING CONDITIONS:

The first player to meet any of the following conditions wins the game.

- Control at least 30 territories at the end of your turn.
- Eliminate the other player.
- Achieve 4 objective