Risk Remix

A Rules Variant by David Thiel (thielavision.com)
Version 1.0

Warning: This document includes spoilers for all *Risk Legacy* sealed envelopes and trays (with the exception of the "Do Not Open. Ever." packet). **STOP READING NOW** if you wish to remain unspoiled.

This variant is intended to prolong the life of your completed copy of *Risk Legacy* and to provide a randomized board for those who might want to play in an endgame environment without going through an entire campaign.

Risk Remix Components

Risk Remix utilizes components from both standard *Risk* and *Risk Legacy*. You should open all envelopes and trays in your copy of *Risk Legacy* before attempting to play *Risk Remix*. (Exception: the contents of the "Do Not Open. Ever." packet are not required.)

You'll need:

Risk (any standard version)
- Gameboard
- Territory deck (42 cards, no wild cards)

Risk Legacy
- Rulebook (with all "new rule" stickers attached)
- Faction armies and HQs
- Mission deck (includes 6 cards: Unexpected Attack, Urban Assault, Superior Infrastructure, Amphibious Onslaught, Reign of Terror and Imperial Might)
- Event deck (includes 15 cards: Agent of Chaos [x3], Join the Cause [x3], Control the People [x2], Beam Down [x2], Resistance [x2], Mysterious Island [x2], Riots [x1])
- Coin card deck (includes 10 cards)
- Sideboard
- Red Star tokens
- Missile tokens
- Dice

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Print out the following and mount onto cardboard or thin foamboard:

- Faction cards (x7)
- World Capital (x1)
- Major City (x5)
- Minor City (x6)
- Ruin (x3)
- Ammo Shortage (x3)
- Bunker (x3)
- Biohazard (x3)

- Mercenary (x3)
- Fallout (x1)
- Alien Island (x1)

Risk Remix Rules

Risk Remix uses the **Risk Legacy** rulebook (with all "new rule" stickers attached), with the following changes and exceptions.

Risk Legacy Rules Not Used in This Game:

- Fortifications (exception: Die Mechaniker's green power functions normally)
- Homeland
- Lead Faction
- Bringer of Nuclear Fire
- Mercenary draft cards (from the German exclusive expansion)

Set-Up

Shuffle the Territory Deck and draw the top card. Place the World Capital in that territory.

Draw more 5 territory cards. Place one Major City in each of these territories. Major Cities may not be adjacent to each other or the World Capital; if a card is drawn that is adjacent to another territory containing a Major City or World Capital, discard it and redraw.

Draw 6 more territory cards and place one Minor City in each of these territories. Minor Cities may be adjacent to other Minor Cities, Major Cities and the World Capital.

Draw 3 territory cards and place one Ruin in each of these territories. Ruins may be adjacent to other Ruins, Minor Cities, Major Cities and the World Capital.

Place the Alien Island in one of the "ocean" portions of the board, connecting to two territories as agreed upon by the players. If no agreement can be made, roll a die and place it as follows:

- 1-2   Connect Eastern United States and Western Europe
- 3-4   Connect Eastern Australia and Argentina
- 5-6   Connect Madagascar and Western Australia

Reshuffle the Territory Deck.

Draw 3 territory cards and place one Bunker scar in each of these territories. Do the same for Ammo Shortage, Biohazard and Mercenary scars. There may be only one scar per territory, but a scar may coexist with a Ruin, City or World Capital.

Draw 1 territory card and place the Fallout scar in that territory. The Fallout scar should be placed in a territory containing no Ruins, Cities (including the World Capital), or other scars. Keep drawing cards until an empty territory is revealed.

Reshuffle the Territory Deck and place it in the appropriate space on the sideboard. Draw the top 4 territory cards and place them in the four numbered slots. Shuffle the Mission and Event decks and place them on the sideboard, along with the Coin deck.

Lay out all draft and faction cards, and draft them as per the **Risk Legacy** rules. (The Mercenary draft cards exclusive to the German edition of **Risk Legacy** are not compatible with this variant.)

Each player in turn sets up his initial pieces as per the **Risk Legacy** rules. As no player is considered to have "placed" a Major City, all players must start in an unmarked territory (one with no City, Capital, Ruin or scar).

Give each player 3 Missile tokens. These may be used to modify die rolls or to activate a faction's brown power as per the **Risk Legacy** rules.

Turning in Cards for Troops

Risk Remix is played with an unmodified Territory Deck. All territory cards are therefore worth a single resource, with the following exception: if a player turns in a card depicting a territory he currently owns (whether or not he owned that territory when he initially drew the card), it is worth two resources.

Drawing Resource Cards

As the Homeland rule from **Risk Legacy** is not used, players must draw a resource card featuring a territory that they currently own. If none is available, a Coin card must be drawn instead. (Note that as a standard Territory Deck is used, Alien Island does not have a corresponding card. However, some editions of **Risk** include one or more wild cards; use a wild card, if available, for Alien Island.)

Event Cards

As the Territory Deck is unmodified, an alternate method of determining whether Event cards enter play must be used. Each time a resource card is drawn and a new card is placed in the #1 slot on the sideboard, roll 1 die. On an even result, draw the top Event card.

Note: The "Mysterious Island" Event should be interpreted as if it read "Whomever controls Alien Island may take a territory card."

Khan Industries

At the start of your turn, place one troop in each territory that has an HQ you control.

When defending, you are unaffected by Ammo Shortage scars.

Activate as a player draws a resource card. That card cannot be drawn. The player can draw any other eligible card.

When placing recruited troops, you can place them into no more than 2 territories.

When recruiting troops, turn in 10+ resources for troops to earn 1 red star.

Enclave of the Bear

The defender subtracts 1 from his lower defense die in the first territory you attack during your turn.

You may place some or all of your recruited troops into one unmarked, unoccupied territory. This is not an expansion.

Activate before a combat roll. Dice rolled for combat in that territory can't be modified for the rest of the turn.

You do not add population when recruiting troops.

Knock out or eliminate a player who has 3+ resource cards to earn 1 red star.

Saharan Republic

You can make your maneuver at any point during your turn.

You gain one extra troop in Mercenary territories.

Activate before you would take a coin card. You may take any 1 face up territory card instead.

You lose 1 extra troop when expanding into empty cities.

Control all the Bunker and Mercenary territories to earn 1 red star.

Die Mechaniker

Your starting HQ is always treated as Fortified when you defend it.

At the start of your turn, you may move one HQ you control to an adjacent territory you control. HQs cannot share a territory.

Activate at the start of your turn. Place 2 troops in every HQ you control.

You can only maneuver into adjacent territories.

Control the World Capital and 3 major cities to earn 1 red star.

Imperial Balkania

When recruiting troops, round up when dividing your territory and population by 3, not down.

As long as you expanded into a city territory, you draw a resource card, even if you didn't conquer a territory.

Activate at the start of another player's turn. Deny that player 1 continent bonus, your choice.

You cannot have more than 2 coin cards. You must keep coin cards face up in front of you, not in your hand.

Control 2 continents at the start of your turn to earn 1 red star.

Mutants

Bio-hazard and mercenary scar effects are reversed for you.

You don't lose troops in the fallout territory.

When attacking, your 6's beat the defender's 6's.

Add 1 resource when turning in cards. You lose 2 extra troops when expanding into empty cities.

Controlling all bio-hazard territories and the fallout territory earns you 1 red star.

Aliens

You do not lose troops when expanding into empty cities.

When recruiting, you get 2 extra troops if you control Alien Island and 1 extra troop for each ruin you control.

Controlling every city on the board earns you 2 red stars.

ALIEN ISLAND