HYBORIAN RISK

RISK 1999 rules apply except where noted:

MAP
- all **AREAS** are individually named, and **TERRITORIES** are made up of color groups {2 – 5 areas}. 8-sided stars are **FORTRESSES**.

SET UP
– remove the two wild cards {Conan and Thoth-Amon} and deal the rest to all players as evenly as possible. Each player puts one army in each Area on his cards, then divides his remaining armies into two equal piles and places each group on one face-down card. Reveal and place all armies simultaneously on corresponding Areas. Return all cards to deck.

REINFORCEMENTS
– on the first turn {only}, each player receives 3 armies and may only make attacks from 1 Area. On following turns, reinforcement pools are drawn as follows:

Fortress:
place two armies in each Area you control with a Fortress.

Minimum:
each player gets at least 3 armies {not a base number} even if they don't have enough areas Areas or Territories - this doesn't include Fortress armies or card sets.

Areas & Territories:
count all Areas you control and divide by 3 {rounding down}.

This number is your army pool base. Add 1 to your pool for each Territory. Each card set turned in is worth 10 armies **or** 3 Leaders - add these to your pool. Place all Reinforcement pool armies in one Area you control. Leaders may be placed in any Area you control.

Card Sets:
3 cards with 3 different symbols, 3 with the same symbols, or any 2 symbols and a Wild Card make a set. Card sets are turned in at the beginning of your turn. If you have 5 or more cards at the beginning of your turn you must turn in sets until you have 5 or less cards. If you control the Area on a card you turn in, place 2 armies in that Area.

LEADERS
– you may never have more than 3 leaders in an Area. Players begin the game with 2 Leaders, 1 with each large army {use the 10-army counters}. Leaders make it possible for the attacker to roll 4 dice and /or the defender to roll 3, but Leader options must be declared prior to rolling dice. A Leader may never cause more dice to be rolled than units in an Area without a Leader could roll, and are considered regular army units for losses, etc.

A Leader may retreat to an adjacent friendly Area before any round of combat if there is at least 1 army still in the Area being retreated from. A Leader may not attack by itself if alone. 2 Leaders alone on attack may only use 1 die, but may reroll it. If 3 Leaders attack alone they can roll 2 dice and reroll 1. If 2 Leaders defend alone they may roll 2 dice and reroll 1. If 3 Leaders defend alone they may roll 3 dice and reroll 1, but all 3 will die if all 3 rolls are beaten.

END OF TURN
– armies in 1 Area may be moved to an adjacent Area you control. Additionally, you may move a different group of armies if it contains a Leader from 1 Area to an adjacent different Area you control.