

Of The People

These are alternate rules for the board game Risk. These rules are intended to play 2-4 players using the components available in the game and Will Cards that can be downloaded and printed or a table with similar options is available in this booklet. The rules given here are intended to play a faster game, use the existing components as much as possible, reduce the slower tedious parts of play and to allow for an exciting game for two players.

Changes

There are changes to the components that are used in Of The People (OTP) but some pieces like how dice are rolled or how individual armies work remain unchanged.

The first and most important change is the role of what was the tens army token. Regardless of it's shape, it now represents a civilian population of undefined size. Only one can be placed on any territory and it represents a sizable population in that territory. Once placed, this token cannot be moved but it can be changed or destroyed.

The second most important change is the role of the cards. You will still receive cards during play but you

will get them for ignoring the Will Cards. Cards are used to place your first Civilian Token. Afterwards they can be used to gain more armies if you take over that territory through combat or they can be used to start a rebellion in an opponent's territory. You can hold onto up to five cards in your hand at any time.

The token denoting five armies now acts as an elite army. The cost of placing an elite army is five regular armies as normal. A battle using one of these tokens takes off five regular armies or one elite per high die. However if a regular army gets a high die on the elite army it is removed. The elite army is never broken up into individual armies.

Set Up

If there are only two players, select a color to be a neutral nation. The neutral nation will follow the set up process with a few modifications. There may be many neutral nations on the board later in the game so this is not an unusual situation.

All players select a color to represent their nation.

In the first turn, shuffle the deck of territory cards and deal out three cards to each player. Neutral nations only get one territory card. Player select one territory from their cards to place a Civilian Token on and then return the cards to the bottom of the deck.

Neutral nations place a Civilian Token on the territory their card indicates.

Next, each player places five of their armies on the starting territory. Do the same for a neutral nation if any.

To determine who goes first, each player rolls 2d6. If there is a tie, those players roll again until there is a winner. The highest roll goes first and play follows around the table clockwise (to the player's left).

Winning

There are two win condition options that should be decided at the start.

For a shorter, more aggressive game, the player that places ten civilian tokens first and keeps them on the board for one round wins.

For longer more defensive games, the player that removes all other nations from the board wins.

Play Sequence

For each nation, draw a Will Card. This card gives the player the will of the people. Sometimes they will be aggressive, others they will be concerned with growth or defense.

The player declares if they will follow the will of the people or dominate them by ignoring the card and drawing more resources from them. Dominating the people allows the player to draw one card from the territory deck.

If the player dominates and another player has a territory card that can be used as a spy, they lay the card on the table and declare there is a revolt in that territory (see Revolutions).

The player then decides to draw reinforcements or expand their civilian population.

If they take reinforcements, they get one army for each of their civilian tokens on the board. If they have a territory card and they occupy that territory, they may turn in that card and place five armies or an elite army on that territory. If they occupy an entire continent with either civilian tokens or armies they draw the stated number of armies for that continent and place them anywhere they desire within it's borders.

If they decide to expand their civilian population to a new territory it must be free of any enemy tokens and be adjacent to an already existing Civilian territory.

The player may advance their armies into any unoccupied territories. Once a territory has been occupied, it cannot be left vacant. at least one army must remain on that territory.

Once per turn, armies may be moved along any chain of the player's occupied territories as far as desired. This is called their railroad movement.

The player may attack as many times as desired. See *Attacking and Defending*.

The player's turn may end at any time. If they have taken at least one territory, they may draw a territory card.

Pass the Attack Dice (red) to the next player.

Reinforcements

All reinforcements are collected after the Will Card is resolved. This includes reinforcements from civilian tokens and cards.

Attacking and Defending

On a player's turn, they may attack any enemy occupied territory with their armies that is adjacent to one of their occupied territories as long as such an attack would not have the chance of leaving their

territory vacant. They must reserve at least one army to remain in the territory.

The attacker rolls one red die (1d6) for each army that is going to engage in this battle up to three (3d6 max). They can have more in reserve in the territory for further attacks.

The defender rolls one white die (1d6) for each defending army in the territory up to two dice (2d6 max).

Select the highest die roll in the attackers dice and compare it to the defender's highest roll on the white dice. If the attacker's dice is higher than the defenders, the attacker won a battle. If the defender's die is equal or greater than the attacker's, the defender wins a battle.

If both the attacker and defender rolled a second die, select the second highest die roll from both and compare them the same way as the first pair. The winner of the contest wins a battle.

If the attacker and defender have only regular armies in their territories, one enemy army is removed for each battle.

When a territory is attacked and it's armies are reduced to zero the attacker moves armies onto the

territory. They must move at least as many armies as they attacked with (how many attack dice were rolled).

If there is an enemy civilian token on a territory that is taken in battle, the attacker decides if they will keep the token or remove it from play. If they keep it, they change it to their color.

Elite Armies In Battle

Elite armies are powerful units in a battle. If a territory has one of these units, winning one battle takes off up to five regular armies. If the territory has two of these units each battle won removes five regular armies for a potential total of ten.

If there are no regular armies left, losing a battle even against a regular army removes an elite army.

Elite armies are never broken up into regular armies. When examining sizes of an opponent's army, elite armies count as one (some Will Cards require this).

Revolutions

If any player has a territory card that is under control by the current player and dominate the people (ignore the will card), that player can try to incite a revolt on that territory.

The player inciting the revolt shows the territory card they are starting the revolt in. Discard the territory card.

Next the player inciting the revolt rolls 1d6. If the roll is higher than the number of armies and civilian tokens in the territory, all tokens are changed to a random color that is not being used by the players. This territory becomes a neutral nation.

Neutral Nations

Any nation not directly under the control of a player is entered into the turn order according to when they start in the game. When an Neutral Nation is created, rotate the available token colors until all have been put in play.

At the start of an Neutral nation's turn, draw a Will Card. The Neutral Nation must follow the will card to the best of it's ability. If there's no way to follow the card, the neutral nation does nothing. All the players at the table view the card and discuss how it can be followed.

Players alternate controlling a neutral nation. Take one army from this color's storage to indicate who has controlled the neutral nation. Once everyone has had a turn controlling a neutral nation, return the armies to storage and restart the rotation.

If the card indicates an neutral nation attacks a player nation, the player being attacked rolls to defend. The player to the right of the player rolls for any attacks.

Territory cards held by neutral nations are handled in a first in first out (fif) manner. They hold onto five cards at a time and the oldest card is discarded when a new one is acquired. A neutral nations cards are always face up and if a face up card could be used to start a revolt, any player can use it.

If a player's nation is eliminated they may take over a neutral nation of their choosing.

Territory Cards

Players can draw up to two territory cards per turn. They can get one card for ignoring a Will Card and one for taking over at least one territory. This includes vacant territories.

Cards can be used in a number of ways. If the nation holds the territory on the card at the beginning of their turn they get five armies or one elite army on that territory and the card is discarded.

If a player ignores the Will Card and an opposing player has any card in their territories, they may attempt to start a revolt. (see Revolutions).

If a player turns in a set of cards, either three of a kind or three different cards (soldier, cavalry, cannon) they may place a civilian token next to an existing civilian population or on one of their territories held by armies.

The Will of The People Cards (Will Cards)

Will cards represent what the populace wants to do, this can include the popular opinion or ideas pushed by politicians.

At the beginning of each turn, draw a will card or roll on the table below. If a player nation ignores the card they can open themselves to revolts incited by spies. If the actions of a Will Card cannot be completed by the nation, it is considered the same as if the card was ignored. Even if the player intended to follow the card, at the point they are not able to follow the card, the other players can try and start a revolt.

Some cards say to use a certain fraction of reinforcements to attain a goal. This refers to the number of armies that the player gained in that turn. If the player is following that card, they must use at least that number of armies rounded down.

Some cards say to use a certain fraction of available armies. This refers to the number of armies in all territories except for one army in each territory. If the player is following that card, they must use at least that number of armies rounded down.

2d6	Will of The People Action
2-3	Take a reinforcement of regular armies. Take over the territory nearest to the nation's largest troop stockpile.
4	Take a reinforcement of regular armies. Spend 1/2 of all available armies to capture the closest continent with the fewest enemy armies.
5	Take a reinforcement of armies, taking as many elite armies as possible. Spend all reinforcements taking over a territory with high strategic value and the fewest troops.
6	Place one civilian token next to an existing civilian territory in a territory that is guarded by the most armies. If there is an unclaimed territory to expand into, do so.
7	Take a reinforcement of regular armies. Spend 1/3 of available armies to attack an opponent with the fewest armies.
8	Take a reinforcement of regular armies. Take over one territory of little strategic value and the fewest enemy troops. Take a card and wait.
9	Place one civilian token next to an existing civilian territory in a territory that is guarded by the most armies. If the nation has a territory card along it's borders expand towards it using 1/2 of available armies.

10	Take a reinforcement of armies, taking as many elite armies as possible. Spend all available reinforcements attacking the nation with the most armies at their weakest available territory.
11-12	Take a reinforcement of regular armies. Spend all available reinforcements expanding the boarder of the nation. If the Nation has a territory card, direct this expansion toward the closest held card.

Optional Rules

The treaty

If a player has a territory card held by a neutral nation they may use it to form a treaty. Any armies or civilian tokens may be used by the player that turn as if they were their own. This means a treated civilian token gives them an extra reinforcement or they can expand a civilian token off of it. Armies on the territory can attack like they were the player's armies.