MAYHEM 2210 A.D.

Explanation

Mayhem 2210 A.D. is a non-official fan expansion for Risk 2210 A.D. adding an event deck to the game.

General rules

Normal Risk 2210 A.D. Rules apply.

Setup

If you don't use the Tech Commander in the game, remove **R&D Halt** from the deck.

Additionally, use a 6-sided die with **Commander Gamble**:

- 1: remove a commander of choice
- 2: gain a Diplomat Commander
- 3: gain a Water Commander
- 4: gain a Space Commander
- 5: gain a Nuclear Commander
- 6: gain a Land Commander

Playing

Each player, before the Collect and deploy MODs and Energy phase, takes the top card from Mayhem 2210 A.D. deck and immediately plays it.