

# **RISK** **2210 A.D.** **FRONTLINE**

## **MARS Season Rules**

### **Explanation**

In the not too distant future, the planet Mars is terraformed. With this new frontier, the old conflicts of Earth continue. You may have taken over the Earth, but can you become the first Warlord of Mars?

The Mars map provides new game play opportunities with a new game map and additional rules (neutral territories, 2 moons). The map is based upon an actual map of Mars taken by the Hubble telescope. The names of the land territories of Mars correspond with the named regions of Mars. The names of the water and lunar territories are the product of the author's imagination.

### **Setup**

Use all of the game pieces from RISK 2210 with the exception of the maps and territory card decks.

### **Rules**

Use the standard RISK 2210 game rules with the following exceptions.

#### **Neutral Territories**

- Players do not start in the neutral territories (gray spaces such as North Moab or Candor).
- These neutral territories are not part of a continent and so controlling all of them does not confer a continent bonus. They do count towards the total number of territories controlled however.
- North and South Moab wrap across the board (meaning North Moab borders both Sirenum in Amazonis and Apygia in Casius).

#### **Moons of Mars**

- Mars has two moons (Phobos and Deimos). You may invade onto the landing zones from your space stations as normal. You may also invade between the two moons through the moon gate between the Sea of War and Plato. This is the only way to connect directly between the two moons.
- You must control all of the spaces of both moons in order to collect the bonus from the Energy Extraction space command card.

#### **Nuclear Cards**

- When playing The Mother, Aqua Brother, or Nicky Boy use the charts on the Mars map in place of the charts on the command cards.

### **Tech Commander and Tech Command Deck**

The second season of RISK 2210 Frontline is the Tech Commander Season. In a world of advancing technology, one of the main supporters of technical research is the military. The Tech Commander and Tech Command cards represent technical advances that may take place by the year 2210. The rules for the Tech Commander and Tech cards are on the included rules sheet. Feel free to photocopy this sheet for your players.

### **RISK 2210 Championship Events**

Congratulations to Kevin LaPolla (Origins), Roger Sysel (Comic Con), Rick Loos (Gen Con), and Jeffrey King (WBC) our 2003 Risk 2210 Champions! Each of these winners took home crystal game boards and their own Risk 2210 leather championship bomber jacket.

Plans for the 2004 World Championships for Risk 2210, Axis & Allies, and Acquire are being finalized. Tell your players to keep an eye on our web site for more details soon!

### **Online League Survey**

There is an online survey set up at <http://www.wizards.com/survey/risk2210league.htm> for your Frontline members to let us know what they think. Please tell your players about this. This is a way for them to provide their play testing feedback directly to us. The more we hear, the better we can make these programs for you and your customers. Locations that have large numbers of respondents will be considered for future Avalon Hill premiere events.

### **Avalon Hill Web site**

For information about upcoming Avalon Hill titles, events, strategy articles, and message boards check out the Avalon Hill website at <http://www.avalonhill.com>.

### **Tournament Rules and Penalty Guidelines**

The updated RISK 2210 Tournament Rules and Penalty Guidelines reside on the web at <http://www.thedci.com>. Click on tournament rules and you will see them listed. Remember to use Rules Enforcement Level 1 for your store's non-championship events.



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# **RISK** 2210 A.D. FRONTLINE

## **Faction Season Rules**

### **Explanation**

Throughout history different factions have vied for control within various societies and governments. Each has their own agenda. Now choose which faction you think will help you win on the battlefield in Risk 2210!

### **Setup**

At the start of the game, the player who has been determined to go first, chooses which faction they want to play. That player takes that faction playmat and starts with the listed commanders, energy, and cards (if any). Then the next player chooses, and so on down the line.

### **Rules**

Each player starts with different Commanders, Energy, and possible Command cards based upon the faction they have selected.

In the event that you do not have access to the Tech Commander and Tech Command cards, replace all mention of them with the Diplomat Commander and Diplomat cards.

### *Specific Faction FAQs*

**What happens if I am playing HAVOC and I have lost my Nuclear Commander? Do I still get to use its ability?**

Yes you do (assuming that there are still Nuclear Command cards left in the Command deck).

**If I am playing TRANQUILITY can I get a free Diplomat Command card even if I don't purchase any Command cards? How about when I earn a free card for taking 3 contested territories?**

You must purchase at least 1 Command card on your turn in order to get a free Diplomat Command card. You do not earn this card for taking over 3 contested territories.

**If I am playing PRIMUS OCEANUS, how exactly does its ability work?**

Whenever you purchase or earn (by taking 3 contested territories on your turn) a Command card and choose it to be a Water Command card, you take the top 2 cards from the deck, choose 1 to keep, and then shuffle the other back into the deck. If you choose to purchase 2 or more Water Command cards on your turn, play through each card (choice and shuffle) 1 at a time.

**If I am playing SILICON KNIGHTS, how exactly does its ability work?**

When you are choosing to purchase Command cards on your turn, up to 2 of the cards you purchase can be taken from any Command card that has been discarded AS LONG AS it can be immediately played. This means cards such as Assemble MODS, Reinforcements, Assassin Bomb, or Energy Crisis. Cards which you hold onto and play later (such as Stealth MODs, or any of the Death Traps) cannot be chosen. Any card that is purchased in this manner is then removed from the game (after it is used) so that it cannot be purchased again.

**RISK 2210™ SWISS-STYLE PAIRING SYSTEM**



**Factions**

Miriam-Websters defines a faction as a party or group (as within a government) that is often contentious or self-seeking. This season we introduce factions to RISK 2210. The rules for these faction playmats are on the included rules sheet. Feel free to photocopy this sheet for your players.

**RISK 2210 Championship Event at gen Con So Cal**

Wizards of the Coast and Game Base 7 are proud to sponsor the Gen Con So Cal Risk 2210 Championship on Dec 11-14 in Anaheim, CA. Details on this event are on the Gen Con webi site at [www.gencon.com](http://www.gencon.com).

**Avalon Hill Frontline program expanding**

Satrtng in Jan 2004, the Avalon Hill Frontline program is moving to a monthly format and will be supporting other Avalon Hill games such as Acquire and Axis & Allies. Every month a new kit will come out supporting a favorite Avalon Hill game! Use these kits to introduce your customers to other games such as Acquire (In February) and Axis & Allies (in March)!

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## Invasion of the Giant Amoebas Rules

### Explanation

Giant Amoebas are invading random locations across the planet! Is it the first step of an alien invasion? Or is this the price man has to pay for years of dumping toxic waste into the environment? Either way, these creatures are yet another threat you have to deal with on your way to global domination!

### Setup

Shuffle and set aside the Invasion of the Giant Amoebas deck, the devastation markers, and the glass counters (which represent these amoebas) at the start of the game.

### Rules

At the beginning of each player's turn, before they calculate and collect their energy and MODs, that player must draw the top card from Invasion of the Giant Amoebas deck and must follow its instructions. If an Invasion (land, water, or lunar) card is pulled, then the defending player in that territory may retreat his or her units from that space to an adjacent space that they control before the Giant Amoebas attack.

Each Giant Amoeba attacks and defends with an eight-sided die. The player to the left of the active player always rolls the attack and defense dice for the Giant Amoebas.

A territory taken by Aliens does not count towards any player's bonuses or score. Also, if a player owning a continent loses a territory in that continent to Aliens, then that player does NOT control that continent (until they take that territory back).

If Giant Amoebas take over a territory that contains a Space Station, that Space Station is destroyed.

### *Specific FAQs*

**What happens if I draw an Invasion card and the Giant Amoebas end up attacking the player to my right, who rolls the dice for the Alien?**

If your opponent chooses to defend against the Aliens, then you (as the player to the left of the player being attacked) would roll the eight-sided dice for the Aliens.

**Do the Giant Amoebas ever move out of the spaces they have invaded into?**

No they do not. They will defend if they are attacked, but they do not invade out of spaces they control.

**If Giant Amoebas invade an opponent's space next to me, can I let him retreat his units out of that territory through one of my territories?**

No you cannot.

**Can we use Command Cards against the Giant Amoebas?**

No you cannot. They are immune to nuclear weapons and they appear unexpectedly so cards such as Stealth MODs cannot be used to defend their invasion.





**FRONTLINE**

**Risk 2210 Invasion of the Giant Amoebas Season**

Is Earth, being continuously monitored by forces bent on establishing the New World Order? Or are these creatures the result of years of toxic dumping? In either case, the Invasion of the Giant Amoebas has begun! This season we introduce the alien invasion rules to RISK 2210. Look at the included rule sheet for details. Feel free to photocopy this sheet for your players.

**RISK 2210 World Championship Qualifiers**

Qualifiers for the 2004 Risk 2210 Championship (being held at Gen Con Indy) will be starting in the Spring of 2004. Keep an eye on the Avalon Hill web site ([www.avalonhill.com](http://www.avalonhill.com)) for details of this and the 2004 Axis & Allies and Acquire championships as well.

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