

# RISK 2210 A.D. TOURNAMENT RULES

## Ambiguous rule clarifications

### ➊ Hidden Energy:

When played, the Hidden Energy card (**unlike Scout Forces**) is visible to all players.

### ➋ Buying space stations:

You do not need to have all commanders in play, before you can buy a space station.

### ➌ Typo on Score Chart - *in some game versions*:

The number under 45 on the Score Chart should read **15** instead of **14**.

## Dice Rolling

No dice may be rolled on the game board. All dice must be rolled in a location completely separate from the game board; recommended is using a box and throwing the dice toward the back of the box.

Unless otherwise stated by the attacker or defender **before the attack roll**, each player will always roll the maximum number of dice allowed in a combat.

Attacker and defender must roll at the same time.

## Quitting or being removed from a Game

If a player quits or is removed from a game in progress (judge's discretion) that player's MODs and Commanders remain on the board and defend against all invasions. The player to the left of the invading player will roll the defense dice for these units. All remaining Command cards and Energy chips are discarded and the player who has left the game will also earn a score of 0 for that game and finish no better than tied for last place in that round.

## Penalty Guidelines

Infraction	REL 1	REL 2
Procedural Error—Illegal Combat Dice	Caution & Reroll	Caution & Combat Loss
Procedural Error—Neglecting to Collect Energy	Caution & Collect Energy	Caution & Forfeit Energy
Procedural Error—Neglecting to Place Units	Caution & Collect Units	Caution & Forfeit Units
Procedural Error—Neglecting a Turn Action	Caution & Forfeit Action	
Procedural Error—Improper Viewing of Command Cards	Caution & Forfeit Energy	Game Loss
Procedural Error—Illegal Combat	Caution & 3 MOD Loss	Game Loss
Procedural Error—Playing Illegal Command Cards	Caution & Forfeit Card & Energy	Game Loss
Slow Play—Playing Slowly	Caution	
Unsporting Conduct	Warning	Game Loss
Unsporting Conduct—Severe	Disqualification	
Cheating	Disqualification	