



EXPANDING E-CONQUERORS

Explanation

Expanding E-Conquerors is a non-official fan expansion for Risk 2210 A.D. adding a neutral party to the game.

General rules

- Each player, using a scenario each turn (year), controls the e-Conquerors.
- The e-Conquerors cannot be destroyed (when defending successfully against an attack by an e-Conqueror, you just do not lose units).
- The e-Conquerors attack with an 8-sided die.
- The e-Conquerors are immune to direct attacks and nuclear command cards.
- The e-Conquerors can move through devastated territories.
- Only one e-Conqueror can occupy in a single territory.
- The e-Conquerors can move to water and lunar territories. To move to lunar territories, they must pass a territory containing a space station.

Setup

- Initial number of e-Conquerors is equal to number of players-1 (e.g. five players = four e-Conquerors).
- Place the e-Conquerors in devastated territories at the beginning of the game, before players start placing MODs.

Playing

Each turn, before the Collect and deploy MODs and Energy phase, the first player takes the top card from the e-Conquerors scenario deck and reads this out for everyone.

Each player then **has to** run the scenario during his turn, unless stated otherwise.

