

Introduction

One World Dominion introduces 44 new territory cards that replace the standard RISK® cards. Except when superseded by these rules or by text on the new cards, follow the standard rules of play for RISK.

Card Play

Turning in Card Sets

You may turn in a set of cards for bonus armies as follows:

Card Set	Bonus Armies
3 Artillery	6 Armies
3 Infantry	9 Armies
3 Helicopters	12 Armies
1 of Each	9 Armies

In this expansion, the number of armies you receive for a given card set is fixed; it does not grow based on the number of sets turned in previously.

If 1 or more of the cards in a set name areas you control, you may place 2 additional armies in each of those areas.

When you turn in a set of cards for bonus armies, you may not perform the action stated on any of the cards in the set. You may only perform the action stated on a card when you play that card singly.

Playing Cards Singly

To perform the action stated on a card, play it by itself. Announce the action you are taking and then discard the card. For example, if you hold the Orbital Laser card and wish to play it, show the card to the other players, announce which army you are vaporizing, and then place the Orbital Laser card in the discard pile.

When to Play a Card

In the upper right-hand corner of each card you will find a letter code that designates when the card may be played:

- (A) While you are attacking
- (D) While you are defending during another player's turn
- (F) While you are making your free move
- (N) When an opponent plays a card against you
- (P) While you are placing new armies at the beginning of your turn
- (S) Special—read the instructions on the card

A card that has more than 1 letter code may be played during any of the phases indicated by those letters. *You may play a card only during its designated phase, and you may play only 1 card per phase.* During another player's turn, you may play only 1 (S) and 1 (D) card.

Additional Armies

When you play a single card that names an area you control, you may immediately place 2 additional armies in that area—no matter whose turn it is or what part of the turn you are on.

Hand Limit

If you start your turn with 5 or more cards, you must reduce the number of cards in your hand to 4 or less. So if you have exactly 5 cards, you may play 1 (P) card to reduce your hand to 4 cards.

You may turn in a set and play a (P) card when you are placing armies at the beginning of your turn. However, the (P) card you play cannot be part of the set you turn in.

Negating Cards

A negating card states that it may be used to negate another card or cards. If you play a card to negate another card, discard both cards immediately. Unless stated otherwise, neither card has any further effect.

If the negating card you play names an area you control, you receive 2 additional armies in that area. The player of the negated card does *not* receive 2 additional armies.

You must play a negating card immediately after the card you want to negate. Once the action stated on a card has been completed, it is too late to negate that card.

Unless the negating card states otherwise, you can only negate a card that is played against you or an area you control. A negating card can not itself be negated.

Trading and Capturing Cards

You may not trade cards with or give cards to another player unless he or she plays the Informant card against you or captures your last remaining area. If you go out of the game for any reason other than an opponent capturing your last remaining area, you must place your cards in the discard pile.

Special Terms

Area and Sea Lane

To save room on the cards, the word *area* is used instead of territory. The term *sea lane* refers to the dashed or double lines that connect 2 areas across an ocean.

One Game Turn

When a card states that its influence lasts for 1 game turn, place that card in front of the player whose turn it is when the card is played. Then, at the beginning of that player's next turn, remove the card to indicate that it is no longer in effect.

Committed Attack

If a card requires you to make a committed attack, before combat begins you must declare how many armies you are attacking with. Once combat begins, you cannot voluntarily add or subtract armies to or from the attack; you must continue the attack until all opposing armies or all committed armies are eliminated. The number of armies you commit must be at least 1 less than the number of armies in the area you are attacking out of.

Randomly Chosen Area

The Mad Cow Disease, Mutant Horde, and Nerve Gas cards call for an attack on a randomly chosen area that is adjacent to a target area. To choose the affected area, count off all the areas adjacent to the target area and roll 1 die.

For example, if the Mutant Horde is attacking out of Kamchatka, you would count off “Alaska, 1; Japan, 2; Mongolia, 3; Irkutsk, 4; Yakutsk, 5” and roll a die. If the result matches one of the numbers you counted off, the area with that number is attacked. If the result does not match one of the numbers you counted off, continue rolling a die until you get a result that does. In the previous example, if the result is 6 you would continue to roll the die until the result is 5 or less.

Involuntary Attack

The Mad Cow Disease and Provocateur cards force the armies in a target area to attack an adjacent area. During each round of an involuntary attack, the attacker must roll the maximum allowable number of dice. The attack continues until the attacker has only 1 army left or the defender is eliminated. If 8 or more attacking armies capture an area, $\frac{1}{2}$ of the armies, rounded down, must move into the area. If fewer than 8 armies capture an area, the number of armies equal to the number of attack dice must move into that area.

The attacker may play 1 (A) card, and the defender may play 1 (D) card during an involuntary attack. No one receives a card for involuntarily capturing an area.

If rebels capture a new area due to an involuntary attack, divide the 3 armies they receive each turn to make the number of armies in each area as equal as possible. To place an odd army, roll a die to randomly select a rebel area.

Special Results

Neutral Players

Playing the Rebellion or Mutant Horde card will result in the creation of a new, neutral player. Use an unused army color or coins to mark neutral areas. The actions of rebels and mutants are automatic and are described on their cards.

Unless the card states otherwise, neutral players are affected by card play just as normal players are. You are not required to eliminate neutral players to win the game.

If rebels capture a new area, divide the 3 armies they receive each turn to make the number of armies in each area as equal as possible. To place an odd army, roll a die to randomly select a rebel area.

If a mutant horde captures a new area, they move *all* of their armies into the area, leaving an empty area behind.

Empty Area

The result of a card action may leave an area empty.

You do not receive an army bonus for a continent that has an empty area. You may attack an empty area and capture it automatically. For the purpose of drawing a card, this counts as capturing a area.

Opponents in the Same Area

If a card action results in your armies occupying the same area as another player’s armies, *all* of your armies in the area must attack the opposing armies in the area; you cannot hold 1 army back as is normally required. Also, all of your attacks against armies within the same area must be resolved before, and independently of, any normal attacks you may make during your turn.

Card Errata

Ebola

If the die roll is 4 or 5, the target area is affected *only* if it is on the randomly selected continent.

Round Down

When you remove or replace $\frac{1}{2}$ the armies in an area, and there is an odd number, leave the extra army in the area.

Saboteur

You must play the Saboteur card against another player *before* he or she turns in a card set for bonus armies. If your opponent has already turned in a set, it is too late to play the Saboteur.

Credits

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