

# Risk 2210 for Six

These variant rules have been created in order to allow six (or more) players to play Risk 2210. Use of an old "classic" version of risk is recommended, for the extra mods needed. (According to Hasbro, the limit of 5 players was created because their play-testers found that with six or more players, at least one person would be knocked out of the game by turn 2-3, and be left twiddling his thumbs until the rest of the players finished. This rule will allow players who have lost all their territories to continue playing.)

➤ **Setup**

20 mods per person.

➤ **Pre-turn Card & energy Trading**

Before players bid for turn order, they may trade, deal, barter or loan any or all of the cards and energy tokens they have. Any deals thus made are in no way binding, and may be broken at any time.

➤ **Rebellions**

Any players who have lost all their territories are still in the game. They retain any energy tokens and cards. They continue to bid for turn order and take turns in the usual manner. (Your followers have been defeated in open combat, and have been force "underground".)

At the beginning of his turn, if a player has no MODs or territories, he may attempt to start a "Rebellion".

**Step one:**

Choose the territory type you wish to attempt to start a rebellion in - Land, Water or Moon.

**Step Two:**

Draw the top card for the territory type chosen. This is where the rebellion will take place.

**Step Three:**

Roll one six sided die and halve the result (rounded up). That is the maximum number of MODs in that territory that rebel. If there are fewer MODs in the territory than the die roll, the excess is ignored. Replace the existing "rebel" MODS with yours.

**Step Four:**

If there are more than one player's MODs in the territory, a battle must immediately be fought until only one player is left in that territory.

**Step five:**

If you now control the territory, Proceed with your turn normally; Collect mods and energy, buy commanders and/or cards, etc.