The Game of Strategic Conquest

Halo

Legendary Edition
There are 4 battlefields on 3 maps in RISK: HALO Legendary Edition. Each battlefield contains territories that are grouped into colored regions. Some territories are connected to each other, meaning they share a border or have a stationary teleporter connection. In this version of RISK, players are also able to connect separate territories via Mobile Teleporters.

"In a distant corner of the galaxy a new Halo ring, one of the ancient superweapons of the mysterious Forerunner civilization is found and the battle sparks anew: Brave Humanity, battling for survival and discovery against the discipline and zealotry of the Covenant alliance of alien species who worship the long-absent Forerunners...and looming terrifying above both of these factions is the parasitic Flood infection which threatens to corrupt all living creatures into mindless creatures of violence and rage. Which faction will triumph in this legendary new front in the battle for the Halo universe? That, players, is up to you..."

OVERVIEW OF COMPONENTS

WHAT’S INSIDE

CONTENTS

• 4 Battlefields
• 2 Double-sided Game Boards
• 10 Mobile Teleporters
• 2 UNSC Factions*
• 2 COVENANT Factions**
• 1 FLOOD Faction***

*UNSC - 1 spartan, 1 firebase, 36 marines, 18 tanks
**Covenant - 1 arbiter, 1 command center, 36 grunts, 18 wraiths
***Flood - 1 thrasher, 1 proto-gravemind, 36 infection forms and 18 carrier forms

Not all components are used in every game mode.

BATTLEFIELDS

There are 4 battlefields on 3 maps in RISK: HALO Legendary Edition. Each battlefield contains territories that are grouped into colored regions. Some territories are connected to each other, meaning they share a border or have a stationary teleporter connection. In this version of RISK, players are also able to connect separate territories via Mobile Teleporters.

1 THE RING

2 HAMMER

3 ANVIL

4 FORGE

OVERVIEW OF COMPONENTS CONT.

PAIRS OF MOBILE TELEPORTERS WILL BE PLACED ON THE BOARD ONTO DIFFERENT TERRITORIES. THESE CONNECT TWO PREVIOUSLY SEPARATED TERRITORIES. FORCES CAN MANEUVER AND ATTACK NORMALLY VIA THESE MOBILE TELEPORTERS. (SEE USING MOBILE TELEPORTERS, PG. 8 FOR FURTHER EXPLANATION)

UNITS

Every player will control a faction of one color.

HEROES

Heroes possess elite skills in both attack and defense that can turn the tide of battle. (SEE ATTACKING, PG. 10 FOR FURTHER EXPLANATION)

UNSC

- UNSC Marine = 1 Unit
- Scorpion Tank = 3 Units

COVENANT

- Grunt = 1 Unit
- Wraith = 3 Units

FLOOD

- Infection Form = 1 Unit
- Carrier Form = 3 Units

BASES

Each player will start with one Base that matches his or her unit’s color in one of his or her territories.

CAMPAIGN CARDS

While there is only one deck of Campaign cards, it contains 3 levels of difficulty (Easy, Heroic, and Legendary). Campaign cards contain missions that players will try to complete in order to secure victory. (SEE CAMPAIGN CARDS, PG. 7 FOR FURTHER EXPLANATION)

FACTION CARDS

There are 3 decks of Faction cards. Keep them separated by Faction (UNSC, Covenant, and Flood). While Faction cards are unique to a faction, they all function in the same way. Faction cards are used to gain reinforcement units and to initiate special abilities. (SEE FACTION CARDS, PG. 7 FOR FURTHER EXPLANATION)
PREPARE FOR BATTLE

1. OBJECTIVE (3-5 PLAYERS)

GAME MODES

There are 4 ways to play RISK: HALO Legendary Edition.

1. OBJECTIVE

2. ONE-ON-ONE (2 PLAYERS)

3. SLAYER

4. TEAM OBJECTIVE

GAME SET-UP

Follow the instructions below to set up the battlefield and begin waging war.

1. OBJECTIVE (3-5 PLAYERS)

In this game mode of 3-5 Players, all combatants square-off against each other while trying to achieve Campaign card objectives or to be the last one standing.

GAME SET-UP

Follow the instructions below to set up the battlefield and begin waging war.

1. OBJECTIVE:

2. ONE-ON-ONE:

3. SLAYER:

4. TEAM OBJECTIVE:

PREPARE FOR BATTLE CONT.

REINFORCE TERRITORIES:

The next player reinforces a territory by placing three starting units onto a territory or territories controlled by him or her. Reinforcement continues clockwise until everyone’s starting units have been placed.

PLACE HEROES:

The player with the highest roll who placed units first, takes the first turn. Play then proceeds clockwise.

• 3-Player game: No initial Faction cards.
• 4-Player game: The 4th player starts with one Faction card.
• 5-Player game: The 4th player starts with one Faction card and the 5th player with 2 Faction cards.

ON YOUR TURN

1. At the start of every turn, you acquire and deploy reinforcements as well as your Hero if they were defeated since your last turn.

2. Then you attack your enemies.

WINNING

The first player to complete all 3 of their Campaign card objectives and be in control of their Base or eliminate all players from the game (even if you have not completed all of your Campaign card objectives).

2. ONE-ON-ONE (2 PLAYERS)

In this version of play, the Flood is a neutral faction that occupies the board along with opposing 2 players. The Flood is passive and is unable to move or attack. The Flood will act as roadblocks for the UNSC and Covenant players.

GAME SET-UP

Follow the instructions below to set up the battlefield and begin waging war.

1. Choose a battlefield:
   - Players have the option of playing on the Ring or Forge battlefields.
   - The Ring is made by connecting Inland Canyon & Pulse Grid 01 with Mobile Teleporters.
   - Forge is created by connecting Anvil and Hammer with Mobile Teleporters.

2. Place mobile teleporters:
   - Players will now choose how and where they want to place Mobile Teleporters. There are options as to how many Mobile Teleporters to place as well as directions on where to place them.
   - If you choose to deploy teleporters on the Ring, the Flood is passive and is unable to move or attack. The Flood will act as roadblocks for the UNSC and Covenant players.

3. Deal campaign cards:
   - Shuffle all the Campaign cards and randomly give each player 3 cards (1 Easy, 1 Heroic, and 1 Legendary). Each player must accomplish all 3 Campaign objectives to win.

4. Count units:
   - Count starting units, according to the number of players.
   - 3 Players: 40 per player
   - 4 Players: 30 per player
   - 5 Players: 20 per player

5. Place bases:
   - Each player rolls one die. Whoever rolls highest takes control of his or her first territory by taking his or her Base and one of his or her starting units and placing them on an empty territory. Play then passes clockwise. The next player then places a base and unit onto an empty territory, claiming that territory, and so on.

6. Claim remaining territories:
   - When play returns to the starting player, that player now puts one starting unit onto an empty territory and play continues clockwise. Eventually, all 52 territories will be claimed. Some players may control one more territory than others.
PREPARE FOR BATTLE CONT.

ONE-ON-ONE CONT.

DEPLOYING REINFORCEMENTS:
Now that all the territories are claimed, you will reinforce them. Players continue to place units as described in the previous chart, the only difference being that the 2 Flood units do not have to be deployed onto the same territory each round. They can be divided into 2 separate Flood-controlled territories. Keep placing units until all starting units, as well as neutral Flood units, have been placed.

There is no limit to the number of units that can be placed in a territory. You can choose to reinforce one territory with a large number of units, or you can spread them across all your territories.

DEPLOYING HEROES:
After all starting units are placed, Player 1 places his or her Hero in any territory he or she controls. Then Player 2 does the same.

ATTACKING PASSIVE FLOOD NEUTRALS:
If you attack a Neutral Flood, your opponent rolls defense. These neutral Flood units will stay on the board until eliminated. The neutral Flood does not move, get reinforced, or attack.

STARTING
It is time to declare war! Player 1 takes the first turn.

WINNING
The first Faction to complete 3 Campaign card objectives or Eliminate their opponent.

3 SLAYER (3-5 PLAYERS)

SLAYER is an updated version of the classic RISK game of Global Domination. NOTE: Campaign cards are not used in this game mode. Instead, play until one player controls all of the territories. That player is the winner. All other components and their functions still remain including Faction cards, Mobile Teleporters and Bases. The objective is simple: Be the last player standing. SLAYER requires 3-5 players and is set up and plays the same as OBJECTIVE with the following exceptions:

• Play continues until only one player commands the entire board.

GAME SET-UP
Follow the instructions below to set up the battlefield and begin waging war.
(see OBJECTIVE, pg. 3 and BATTLEFIELDS, pg. 1 for detailed instructions on how to set up and begin play)

WINNING
You achieve victory by eliminating all of your opponents by commanding all territories.

PREPARE FOR BATTLE CONT.

4 TEAM OBJECTIVE (4-5 PLAYERS)

WHAT’S DIFFERENT
OWNERSHIP OF TERRITORIES:
Although players work together, they set up on their own territories and may not share territories. You CANNOT attack your ally. However, during the game, you may be able to take over command of territories controlled by your ally.

(see TRANSFER OF COMMAND below)

END-OF-TURN MANEUVER:
You may count all territories controlled by your team as “connected” when maneuvering units. However, when maneuvering units through your ally’s territories, you must end your maneuver on a territory that YOU control.

BASES:
If an ally is eliminated, the remaining player must only be in possession of his or her own starting base to achieve victory.

TRANSFER OF COMMAND:
After placing reinforcements at the beginning of your turn, you may ask your ally if you can take over command of one of his or her territories. This may be any territory they control. This can be useful in cases when your path is blocked. However, there are certain restrictions to this:

• Your ally must agree to give you command
• The territory must have exactly one unit on it

• You may only take command of one territory per turn
• You may replace that unit with only one of your own from any territory you control

DECLARING WAR:
(Players use SLAYER style for game set-up and play pg. 5)

TURN ORDER:
(2 UNSC V 2 COVENANT FACTIONS)
Determine which players will be on the same team. Players should sit so the two teams alternate taking turns. Each player will roll one die. Whoever rolls highest secures the first turn. Players continue clockwise. Allies CANNOT go in successive turn order unless a player is eliminated later in the game.

STARTING:
• UNSC and Covenant players start with 25 units each.
• Faction cards: The 3rd and 4th players start with 1 Faction card.
(Players use SLAYER style for game set-up and play pg. 5)

DRAWING FACTION CARDS:
Flood takes 2 cards at the end of each turn if at least one territory was conquered. UNSC and Covenant teams take only one card when eligible.

WINNING
• The first team to complete 4 Campaign card objectives collectively and have their bases under control is victorious.
• Flood victory is awarded when they complete 3 Campaign card objectives and have their base under control.
• If a player is eliminated, their Campaign cards transfer to their ally.
• If a teammate is eliminated, only the base of the remaining player needs to be under team control to win.
(To play 2v2 and 2v2v1 in SLAYER game mode, do not stop attacking until your team controls every territory)
CAMPAIGN CARDS

Campaign cards contain objectives that players attain in order to achieve victory.

CAMPAIGN CARD KEY

LEVEL OF DIFFICULTY
- Easy
- Heroic
- Legendary

CAMPAIGN OBJECTIVE
- Accomplish and claim

OVERVIEW
- To win a SLAYER or ONE-ON-ONE match, players must achieve all 3 of the Campaign card objectives they are dealt.
- White Campaign cards are dealt randomly, they contain 3 levels of difficulty: Easy, Heroic, and Legendary.
- Each player will be dealt 1 Easy, 1 Heroic, and 1 Legendary Faction card.
- The varying difficulty of the cards makes a player’s strategy essential.
- TEAM PLAY requires a varying amount depending on the number of players. (see TEAM OBJECTIVE GAME MODE, pg. 6)

ACCOMPLISHING CAMPAIGN CARD OBJECTIVES

After you finish attacking, look at the Campaign cards that are in your hand. If you have completed one of these objectives during your turn, you have accomplished that Campaign card. Accomplish 3 to win SLAYER and ONE-ON-ONE games. TEAM PLAY requires a varying amount depending on the number of players. (see TEAM OBJECTIVE GAME MODE, pg. 6)

Only one Campaign card can be accomplished per turn even if more than one is eligible. The player must choose which card to accomplish. Look carefully at your Campaign cards as some are accomplished at the beginning of, during, or at the end of your turn. When you accomplish a Campaign card objective, turn it face-up and reveal it to all players. Now, place it to the side of the battlefield. This card will remain face-up as a reminder of your proximity to victory.

CAMPAIGN CARDS

- At the moment a player or team needs only to accomplish one more Campaign card objective, the remaining card(s) must be revealed for the duration of the game. (In team play this may require more than one card to be revealed)
- As you accomplish Campaign card objectives, fewer cards will be available in your hand. Once you accomplish one, do not draw another Campaign card.
- If a player is eliminated, his or her Campaign cards do not change hands. They are discarded.
- In TEAM OBJECTIVE, if an eliminated player is in possession of accomplished Campaign cards, they transfer to his or her ally. If no surviving ally exists, they are discarded.

FACTION CARDS

FACTION CARDS CONT.

FACTION CARDS CONT.

DRAWING AND DISCARDING A FACTION CARD

If you conquered at least 1 enemy territory on your turn, then you get 1 Faction card. Draw it off the top of the deck that matches your unit’s faction and add it to your hand. It doesn’t matter if you only conquer 1 territory or if you conquered multiple territories, you only receive 1 Faction card.

USING A FACTION CARD

- You may play multiple cards per turn.
- You must choose to either use the ability or save multiple cards to “cash-in” skulls and gain reinforcements. You may not do both.
- Follow the instructions on the card to know when to use each individual card.
- After a card is used, whether for reinforcements using skulls or for the special ability, it is placed in a separate discard pile.
- If a player uses a defensive card ability after you declare an invasion, the attacker must commit the maximum possible troops for one roll. If he or she wishes to stop afterward, they may.
- If you collect a Campaign card, you cannot draw a Faction Card on that turn.

ELIMINATING A PLAYER

When one player eliminates another, he or she gains his or her Faction cards. However, players are unable to use the abilities on those acquired cards and can only use the skulls toward reinforcements (even if they are the same Faction). Keep these newly acquired cards separate from any Faction cards already in your possession.

USING MOBILE TELEPORTERS

Mobile Teleporters are the first items to be placed on the game board during game setup for all game modes. Players will place pairs of Mobile Teleporters in turn order on the battlefield. This will either help connect separate game boards or increase maneuverability on the 2 player Hammer or Anvil battlefields. Depending on the number of players, there are options as to how many Mobile Teleporters may be placed. (see Mobile Teleporter Options below). Some battlefields must be connected by Mobile Teleporters to play. (see Placing Instructions below). To place a Mobile Teleporter, choose two territories that do not share a connection and place one token in each territory. These two territories are now considered “connected” and normal attacking and maneuvering rules apply. These Mobile Teleporters are shared, meaning all players may utilize them even if their opponent placed them on the battlefield.

MOBILE TELEPORTER OPTIONS: Depending on Game Mode, players have options as to how to deploy Mobile Teleporters:

- All Players: In all game modes, each player has the option to deploy a pair of Mobile Teleporters.
- 3-5 Players: Players can elect to have the last player in turn order distribute only 1 pair of Mobile Teleporters. (This helps limit the number of Mobile Teleporters on the board)
- Team Play: Players place 1 pair of Mobile Teleporters per team. (In 2v2X1 the singular Flood would place both)

PLACING INSTRUCTIONS:

In order to play on certain battlefield maps, the maps must be connected by Mobile Teleporters appropriately:

- All Battlefields: Mobile Teleporter pairs must be placed on territories that do not connect. Also, no 2 Mobile Teleporters can be placed in the same territory.
- The Ring: Teleporter pairs must be placed on opposite halves of the battlefield. (i.e., Teleporter 1 in Inland Canyon and the companion Teleporter 1 in Pulse Grid D1)
- Forge: Mobile Teleporter pairs must be placed on opposite halves of the battlefield. This bridges both boards together, thus creating the Forge map. (i.e., Teleporter 2 in a territory on the Anvil map and the companion Teleporter 2 in a territory on the Hammer map)
DEPLOYING REINFORCEMENTS

At the start of your turn, follow steps 1-4 to calculate your Reinforcement amount.

The number of reinforcements you deploy at the start of your turn is the sum of the following:

1. The number of territories you control divided by 3 (ignoring any remainder). If this number is lower than 3, round it up to 3. Gather that many units and set them aside. These are your reinforcements.

2. Any Regional bonus(es)

3. Number of bases you control

4. Units gained from turning in Faction Card Skulls

SAMPLE REINFORCEMENTS CHART

<table>
<thead>
<tr>
<th>Number of Bases</th>
<th>Reinforcements</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

TERRITORIES

Count the number of territories you control and divide this number by 3 (ignore any remainder). If this number is lower than 3, round it up to 3. Gather that many units and set them aside. These are your reinforcements.

REGIONAL BONUS(ES)

If you control every territory within a Regional color group, then you control that color group. The key in the corners of the game boards shows how many units you gain. Add these units to the reinforcements from step 1.

BASES

Gather one unit for every base you control, including your own. Add these units to the reinforcements from steps 1 and 2.

FACTION CARD SKULL VALUE

How to get cards is explained in the FACTION CARDS (pg. 7) section.

Instead of using the card’s ability, you may choose to turn in some or all of your cards to acquire more units. Cards have one or two skulls. The number of skulls determines how many units you gain. You may turn in cards containing a total of 2 to 10 skulls.

To get cards, refer to the chart on the game board to see how many units you get for a set of cards. Add these units to the reinforcements from steps 1, 2, and 3.

A player has 3 cards containing a total of 4 skulls at the start of his or her turn.

TERRITORIES

• Grey controls a total of 13 territories at the start of his or her turn. 13 divided by 3 is 4 (rounding to the nearest whole number). Add 1 for Grey’s base. Grey deploys 5 units.

• Purple controls 5 territories at the start of his or her turn, 5 divided by 3 is 1. However, you never deploy fewer than 3 initial units.

PURPLE

• Purple deploys 3 units from the same color group.

REGIONAL BONUSES

• Grey also controls Beach Region. In addition to the units deployed from territories, Grey also gains an extra 2 units for controlling all Beach territories. In this case, Grey will deploy 7 units total.

DEPLOYING

After assembling your reinforcement units, deploy ALL of them into territories that you control.

• You can put all of these units into one territory or spread them out across your territories.

• If your Hero was defeated since your last turn, you may redeploy it during this phase.

ATTACKING

On your turn, you can invade adjacent enemy territories in an attempt to take them over.

HOW TO ATTACK

1. Choose one of your territories that contains at least 2 units.

2. Select 1 unit to “stay behind” and guard your territory.

3. The remaining units can attack an enemy territory.

4. Once an invasion is declared, the attacker must commit at least one unit to the battle.

5. The defender chooses how many units will defend — either 1 or 2 units.

6. Each side rolls 1 die for each unit in the battle. This means the attacker rolls 1, 2 or 3 dice and the defender rolls 1 or 2 dice.

7. Both sides put their dice in order from highest to lowest.

8. Compare your highest die to your opponent’s highest die.

9. The higher number wins, and the defender always wins ties.

10. The loser removes a unit from the territory.

11. Compare your second-highest die. The loser removes one unit.

12. If there is no die to compare yours to, meaning you rolled 1 or 2 more dice than your opponent, then ignore that die or those dice.

TURNS AND INVASIONS

An invasion is defined as attacking a single territory from another. You may carry out multiple invasions per turn. (Attacking is optional, defending is not.)

ATTACKING

1. On your turn, you can invade adjacent enemy territories in an attempt to take them over.

2. If you control every territory within a Regional color group, then you control that color group. The key in the corners of the game boards shows how many units you gain. Add these units to the reinforcements from step 1.

3. Purple controls 5 territories at the start of his or her turn, 5 divided by 3 is 1. However, you never deploy fewer than 3 initial units.

4. Grey controls 13 territories at the start of his or her turn. 13 divided by 3 is 4 (rounding to the nearest whole number). Add 1 for Grey’s base. Grey deploys 5 units.

IF THE DEFENDER STILL HAS UNITS IN THE TERRITORY:

You may attack again if you like and are able, either between the same territories or between new ones.

IF THE DEFENDER HAS NO MORE UNITS IN THE TERRITORY:

Move the attacking units into the territory. You may also move in additional units from the attacking territory. So, even though you can only attack with 3 units, you can move more than that into a conquered territory. However, if you attack with 3 units (by rolling 3 dice) you must move that many units in that conquered territory. Remember you must leave at least one unit behind — no territory can ever be abandoned.

ELIMINATING ANOTHER PLAYER:

You eliminate another player if you defeat his or her last unit on the board. This player is now out of the game. As a reward, you get all of that player’s Faction cards (if they have any). Keep these separate from your Faction cards. You may only use the newly acquired cards for their reinforcement skull value (even if your opponent is of the same Faction). Leave the defeated player’s base on the board.

USING HEROES

• Heroes possess elite skills in both attack and defense that can turn the tide of battle; however, they do not represent a unit in their own right. Heroes must always move with a unit.

• Heroes add 1 point to the highest attack or defense die rolled from the territory the Hero currently occupies.

• If your Hero is defending and your last unit in a territory is defeated, your Hero is also removed from the board with that unit. If they are defeated, Heroes may be redeployed at the start of your next turn to any territory you control.

• When maneuvering, your Hero must move with a unit. It cannot maneuver on its own.
Table talk, including alliances, threats, coercion, pleading, and backstabbing are not only allowed, but also encouraged.

A great way to begin RISK: HALO Legendary Edition is by playing SLAYER game mode.

Defensive dice rolls win ties.

If playing SLAYER, or TEAM SLAYER, remember to keep Faction cards separated in 3 decks.

Once someone uses a Faction card, it is placed in one of 3 separate discard piles to the side of the battlefield.

When the last card is drawn from a Faction card deck, that Faction’s discard pile is shuffled and becomes the new deck for that Faction.

The number of a player’s Faction cards is public knowledge, though the contents are not.

When a player eliminates another, they gain their Faction cards. However, players are unable to use the abilities and can only use the skulls toward reinforcements.

Protect your Base since you cannot win any game play modes unless you occupy it with your units in all game modes.

An invasion is an attack from one territory to another. A turn may consist of multiple invasions.

Regardless of who placed the Mobile Teleporters, all players may travel through it. However, Mobile Teleporters only teleport units to their matching token.

Every territory must always have at least one unit occupying it.

At the end of your turn, you cannot accomplish a Campaign card AND collect a Faction card. You must choose one or the other.

Heroes receive a plus 1 bonus (for both attack and defense) to the highest die rolled when they are engaged in battle.

Heroes do not represent a unit themselves, but move with supporting units. Likewise, Heroes cannot maneuver from one territory to another on their own.

Heroes must move with invading units after conquering a territory if their attack bonus was used.

Heroes are defeated when the last unit in a territory is eliminated. If defeated, Heroes may be redeployed (in a territory you control) at the start of the players next turn.

In TEAM PLAY, teams combine successful Campaign cards to achieve victory.

There are no points for second place.