

# **RISK** **2210 A.D.** **FRONTLINE**

## **Faction Season Rules**

### **Explanation**

Throughout history different factions have vied for control within various societies and governments. Each has their own agenda. Now choose which faction you think will help you win on the battlefield in Risk 2210!

### **Setup**

At the start of the game, the player who has been determined to go first, chooses which faction they want to play. That player takes that faction playmat and starts with the listed commanders, energy, and cards (if any). Then the next player chooses, and so on down the line.

### **Rules**

Each player starts with different Commanders, Energy, and possible Command cards based upon the faction they have selected.

In the event that you do not have access to the Tech Commander and Tech Command cards, replace all mention of them with the Diplomat Commander and Diplomat cards.

### *Specific Faction FAQs*

**What happens if I am playing HAVOC and I have lost my Nuclear Commander? Do I still get to use its ability?**

Yes you do (assuming that there are still Nuclear Command cards left in the Command deck).

**If I am playing TRANQUILITY can I get a free Diplomat Command card even if I don't purchase any Command cards? How about when I earn a free card for taking 3 contested territories?**

You must purchase at least 1 Command card on your turn in order to get a free Diplomat Command card. You do not earn this card for taking over 3 contested territories.

**If I am playing PRIMUS OCEANUS, how exactly does its ability work?**

Whenever you purchase or earn (by taking 3 contested territories on your turn) a Command card and choose it to be a Water Command card, you take the top 2 cards from the deck, choose 1 to keep, and then shuffle the other back into the deck. If you choose to purchase 2 or more Water Command cards on your turn, play through each card (choice and shuffle) 1 at a time.

**If I am playing SILICON KNIGHTS, how exactly does its ability work?**

When you are choosing to purchase Command cards on your turn, up to 2 of the cards you purchase can be taken from any Command card that has been discarded AS LONG AS it can be immediately played. This means cards such as Assemble MODS, Reinforcements, Assassin Bomb, or Energy Crisis. Cards which you hold onto and play later (such as Stealth MODs, or any of the Death Traps) cannot be chosen. Any card that is purchased in this manner is then removed from the game (after it is used) so that it cannot be purchased again.

**RISK 2210™ SWISS-STYLE PAIRING SYSTEM**

