Risk Napoleon - 2007 Edition - English translation v 2.1

These rules are available for download in the original French at

http://hasbro.fr/images/4086-1-notice-risk-napoleon.pdf

Since place names appear in French on the map, they appear in these rules in French, followed by a translation in parentheses.

Since translation of terms in the glossary in many cases changed the alphabetical position of the term, some of the original French terms appear in the glossary with a reference to the translated English terms.

Occasional editorial comments appear in [brackets].

Scattered throughout the text are page numbers (e.g., "- P 3 -") that correspond to the page numbers in the original instruction manual. This is for ease of reference.

The basic rules are left untranslated because they are substantially the same as the rules for the 2003 US edition of "Risk."

Those rules are available in English here:

http://www.hasbro.com/common/instruct/Risk_2003.pdf

The only differences arise because "Risk Napoleon" has more territories than original "Risk," so the number of regiments at the start of the game is different:

Number of Players	Number of regiments at start
3	40 each
4	35 each
5	30 each
6	25 each

Also, the setup for the two player game is amended as follows:

The two players start out with 36 units each. Set out 21 units for each of the 4 neutrals (the four colors not used by the players).

Remove the two jokers from the Territory card deck. Deal out 10 Territory cards to each player and 7 to each neutral. Place one unit for that army into the territory. After every territory has been claimed, return the jokers and the Territory cards to one deck, shuffle it and set the deck facedown near the game board

Roll the dice to see who places reinforcements first. Players then alternate. Each player places 3 of his/her units (you can place them all in one of you territories or split them up) and then 2 units for each neutral (into a territory they control).

Players then roll to see who goes first. High roll wins.

Risk Napoleon
Details of the advanced rules

Once you master "Risk Napoleon - The Conquest of Europe" with the classic rules, you can spice up your games with these advanced rules. Note that even though the game is played for a limited number of turns, you should plan on 3 hours for 3 or 4 players who have mastered the classic rules, and 4 hours for a 5 or 6 player game.

ADDITIONAL ELEMENTS

GAME BOARD

In addition to the 11 empires and 48 territories, you can take control of 2 maritime routes comprising 8 maritime zones.

Two maritime zones are said to be adjacent when they share a common border. You can move your ships from one maritime zone to another only if they are adjacent.

Territories are themselves adjacent to a maritime zone if they share a common border with it.

To the left of the board, under the Charte des Empires (Empires Chart), you will find the Charte des Routes Maritimes (Maritime Routes Chart) and the reinforcement bonuses they provide.

To control the route des Amériques (route to the Americas), a player must control l'Atlantique Ouest Européen (Western Europe Atlantic), the Mer du Nord (North Sea), and the Mer Baltique (Baltic Sea). That player then receives an additional 2 bonus reinforcement regiments for controlling the route to the Americas.

Place the Battleground / Victory Points card next to the board, with the Victory Points side face up [Note: These are two separate sheets in my copy].

PIECES AND TOKENS

For each set of pieces, there are 3 General, 2 Admiral, 26 Ship, and 2 Counter tokens.

Use the counters to keep track of victory points (see "Mission cards" and the "End of game," page 11).

Note: Each Infantry, Cavalry and Artillery piece represents a different number of regiments than in the classic game, as indicated below:

Regiments can be represented by larger pieces in order to avoid redundancy on the game board when you have many regiments in a territory. Use a cavalry or artillery piece to save space.

1 Cavalry piece = 3 Infantry pieces
1 Artillery piece = 5 Infantry pieces

You can always decide to break down your new regiments. If you are running out of pieces or tokens, take those of a color that is not used.

Note: Each player is limited to 3 generals and 2 admirals maximum in the game; you cannot use the general or admiral tokens of another color.

The fortification tokens are neutral tokens.

CARDS

• Mission Cards

In the advanced rules, each mission accomplished earns victory points for the player who has accomplished it.

In addition, some missions (Empire Missions) grant an immediate (and sometimes lasting) reinforcement bonus.

When you accomplish a mission, show your card to the other players and place it in front of you face down, or face up if it gives you a lasting reinforcement bonus. Turn it over (face down) when you lose that bonus.

Once you have accomplished a mission, draw a new card of the same rank.

Note: You cannot claim more than one mission per rank per turn; a player can complete 4 missions in a turn, one from each rank.

• Territory Cards

While playing with the "Risk Napoleon" advanced rules, you can choose to play your Territory cards for their effect in the phase indicated by the card instead of exchanging them for reinforcements.

If you do so, discard the card after you apply the effect.

If you control the territory named on the card played, immediately place 2 regiments in the territory.

If you do not want to play cards for their effects, you can still exchange them for reinforcements (see "Reinforcements", pages 7-8).

Note: Joker cards have no effect and may only be used in sets exchanged for reinforcements.

When you have 5 or more cards in your hand at the start phase of your turn, you must exchange some of them for reinforcements, until you have less than 5 in your hand.

There are many ways to get Territory cards (see "End of Turn", page 11).

When you eliminate a player, you get that player's cards. If you then have more than 5 cards, you must immediately exchange some of them for reinforcements, until you have less than 5 in your hand. Place the reinforcements gained in territories under your control, and then continue your turn.

Symbol	Phase of the game when a Territory card can be played for its effect
Infantry figures	Reinforcement phase (during your turn)
Red die	Combat phase (during your turn)
Blue die	Combat phase (during another player's turn)
Red and blue die	Combat phase (during your turn or another player's turn)
Arrow	Maneuver phase (during your turn)
Star	Special (indicated on the card)

Risk Napoleon

Advanced rules for 3 to 6 Players

OBJECT OF THE GAME

A game of "Risk Napoleon - Advanced Rules" is played in 5 turns during which you will be have a chance to leave your name in history.

At the end of the 5th turn, the player with the most victory points is crowned Emperor and wins the game (even if that player has been eradicated from the map, what is important is the mark left in history!).

SET UP

• Players choose a color and take their pieces and tokens. Each player takes his/her starting regiments depending upon the number of players, plus a general and a fortification.

Number of Players	Number of regiments at start
3	40 each
4	35 each
5	30 each
6	25 each

1) Mission Cards: Separate the Mission cards into 4 piles, 1 per rank, and shuffle them and place them near the game board. All players pick 1 Mission card from each rank and look at them without showing the other players.

Note: Examine your missions before claiming territories, and choose territories that will allow you to accomplish your missions as easily as possible.

Whenever you play a Mission card, place it in front of you on the table, face down if it does not grant you any bonus reinforcement and face up if it does.

2) Claiming territories: Randomly choose the first player, then play in a clockwise direction. The first player places one a regiment in the territory of his/her choice, then the second player does so, and so on until all territories are under the control of a player. Maritime zones remain free at the beginning of the game.

Note: If you allow a player take control of an empire at the beginning of the game, you'll allow that player to complete a mission on the first turn.

3) Reinforcing territories: Once all territories are claimed, players can begin to reinforce them. In turn, each player places a regiment on a territory under his/her control until all the starting regiments are placed. Once that is done, place your general and your fortification.

Note: You cannot invest more than 10 regiments in a territory at the beginning of the game.

4) Place the 4 epidemics: Draw 4 Territory cards and place epidemics in the corresponding territories. An empire cannot receive more than 1 epidemic in the beginning of the game. If this occurs, draw new Territory cards until you come across a territory that belongs to an empire that no epidemic.

Shuffle all of the Territory cards together.

5) When all players have placed their starting regiments on the game board, the conquest begin**! Each player rolls a die to determine the first player.** Whoever gets the highest score starts (in case of a tie, roll again). The first player performs all phases of his/her turn, then the player to his/her left plays, continuing to play in a clockwise direction until the 5th turn.

6) Draw Territory cards based on the number of players and their place in the turn:

Number of Players	Cards for each player				
	1st and 2nd	3rd	4th	5th	6th
3 players	0	2			
4 players	0	1	2		
5 players	0	1	1	2	
6 players	0	1	1	2	2

Quick Start

- Players choose a color.
- Pick Mission card in each rank
- Claim territories.
- Reinforce the territories.
- Place the 4 epidemics.
- Players pick Territory card(s)
- Determine the first player.

COURSE OF A TURN

Under the advanced rules of "Risk", a turn consists of six phases to be implemented in a specific order:

1. Start of turn (required)
2. Reinforcements (required)
3. Combat (optional)
4. Strategic Maneuver (optional)
5. Epidemic
6. End of turn. Drawing Territory cards (where applicable)

PHASE 1. START OF TURN

- If you are the first player, move the Time token on the game board.

- At the start of your turn, check if you have fulfilled the conditions for one or more missions. If so show the card (or cards) to the other players, mark the victory points (VP) on the table, and if indicated gain a bonus.

- Each empire earns you a number of victory points equal to the number of reinforcements it brings.

Note: When a mission has been accomplished, it is finished for the rest of the game, even if in future turns the player can no longer fulfill the requirements.

PHASE 2. REINFORCEMENTS

1) Counting territories

Add the territories and maritime zones under your control: Divide the total by 3 (rounded down). You receive that number of regiments as reinforcements this turn.

Note: You will always receive a minimum of 3 reinforcements for your territory count even if you have fewer than 9 territories.

2) Control of empires and maritime routes

You also receive reinforcements for empires and maritime routes under your control. Refer to the Empires Chart on the board for the number of regiments that you receive.

3) Exchange of Territory Cards

You can exchange one or more sets of Territory cards. You can exchange a set of 3 Territory cards for reinforcements according to the table below

Note: You must exchange a set if you have 5 or more cards.

Also, if you control one or more territories in the set, immediately add 2 reinforcements to the territory or territories in question.

Card Set	No. regiments received
3 Infantry	4
3 Cavalry	6
3 Artillery	8
1 of each	10

Do not forget: the jokers can replace any symbol.

Note: The effects on the cards have no effect during an exchange for reinforcements except for the card that adds 4 regiments of reinforcements when it is exchanged in a set.

4) Fortifications

Reinforcing fortifications: Add 1 regiment in each territory where you have 1 fortification that was not built this turn.

Conversion of reinforcements into special units

Once you've totaled your reinforcements, you can exchange them for special units before placing them.

● **Ships (cost 1 regiment):** You can build ships in maritime zones in contact with territories under your control even if they are already occupied by ships of another player. Ships allow control of maritime zones and naval landings.

● **General / Admiral (cost 1 regiment):** You cannot have more than 3 generals (for regiments) and 2 admirals (for ships) in the game. Generals and admirals give bonuses to your attack and defense dice and allow for additional maneuvers. They must always be accompanied by units (ships or regiments) and are captured when the last unit to attack or defend with them is destroyed. You can have several generals on the same territory.

Important: You lose 1 victory point when you lose a general or an admiral. The player who captured it wins 1 victory point.

Note: If all your generals have been captured, you can always ransom them for 1 regiment per general from a player who has captured them. In this case, the capturing player immediately chooses one territory under his/her control and adds 1 regiment as reinforcements.

• **Fortifications (cost 1 regiment):** You can build fortifications in territories under your control; they give you a bonus in defense and reinforcements. You cannot have more than one fortification in a territory. If all the fortification tokens are in use, you cannot build an additional one until one is available.

Note: You are not allowed to build a fortification in a territory where there is an epidemic.

PHASE 3. COMBAT

You are never obligated to initiate combat. You should always conduct your naval combat before starting your land offensives.

1) Naval Combat

If you have built ships in a maritime zone occupied by ships of another player, you must to attack them. In this case, you are obliged to continue the combat until all of the other player's ships or all of yours are destroyed.

Ships conduct combat in the same way as troops. You must always leave behind a ship when you invade a maritime zone even though it was empty.

Admirals grant a bonus in attack and defense.

Admiral's Bonus:
One admiral adds 1 to the highest die in attack and defense

Two admirals add 1 to the 2 highest dice in attack and defense.

2) Land offensive

Once you have finished naval combat, you can switch to land offensives.

Land offensives are conducted as in classic "Risk."

Note: If you invade a territory where there is no regiment, it counts as invading a territory except for receiving a Territory card at the end of the turn.

Epidemic: When you decide to invade a territory contaminated by one or more epidemics, you automatically lose one regiment per epidemic before the battle begins in the territory from which the invasion is launched.

Combat Bonus: Generals grant a bonus in attack and defense. Fortifications give a defense bonus, which combines with a general's bonus.

General's Bonus
One general adds 1 to the highest die in attack and defense.

Two generals add 1 to the 2 highest dice in attack and defense.

Fortification Bonus
Add +1 to the highest die (cumulative with the defense bonus of a general).

Two generals defending in a fortified territory therefore provide +2 to the highest die and +1 to the second highest die.

A fortification is destroyed when the territory is invaded if there was combat.

Naval Landing: If you have troops in a territory adjacent to a maritime zone that you control, they can attack all territories adjacent to this maritime zone as if they shared a border with your troops' territory.

This rule can be applied to a maximum distance of 3 consecutive maritime zones if you control all 3.

Example: The yellow player controls d'Andalousie (Andalusia) with 6 regiments and controls the maritime zones Méditerranée Occidentale (Western Mediterranean), Méditerranée Adriatique (Mediterranean/Adriatic), and Méditerranée Orientale (Eastern Mediterranean) with 2 ships in each. In her land offensive phase, she can attack the blue troops in Égypte (Egypt) with her troops as if d'Andalousie (Andalusia) and l'Égypte (Egypt) had a common border.

Eliminating another player

When you invade the last territory of a player and he/she is eliminated from the game, remove any ships and take his/her Territory cards. If you have 5 or more Territory cards, you should immediately exchange a set for reinforcements. Place them, and then continue your turn.

PHASE 4. MANEUVER

Once you have declared the end of your attacks, you can perform 1 land maneuver moving regiments from a territory under your control to reinforce another connected territory, and 1 naval maneuver from a maritime zone under your control to another connected maritime zone.

You can also perform a maneuver for units with a general or an admiral. You can choose to move your general and admiral without units but they cannot maneuver units that were not on their territory at the beginning of your maneuver phase.

Example: The blue player controls Île de France (central France) with 5 regiments and Aquitaine with 2 regiments and 1 general. He decides to use his land maneuver to move the 4 Île de France regiments to Aquitaine and then use his general maneuver to move his Aquitaine regiments. At the beginning of the maneuver phase, he had only 2 regiments in the territory, so he cannot move more than 2 with the general.

PHASE 5. EPIDEMIC

Remove 1 regiment in all territories under your control where there is an epidemic.

• If you have multiple epidemics in a territory, lose as many regiments as there are epidemics in that territory.

• If you remove the last regiment in a territory, draw a Territory card, place the epidemic in the territory indicated by the card, and then discard it. If the territory has a fortification, it remains in play and will benefit the next player who controls the territory.

• If there is no regiment in the territory indicated by the card, draw a new card.

• You cannot build fortifications in a territory where there is an epidemic, but an epidemic can occur in a territory that has a fortification.

Note: Epidemics can be moved by the effect of a Territory card. An epidemic moved in this way immediately eliminates 1 regiment in the territory where it is moved.

In cases where this regiment is the last in the territory, the epidemic is again moved randomly by picking 1 Territory card, and does not remove a new casualty before the end of the turn of the player whose territory is affected by the epidemic.

PHASE 6. END OF TURN

Now, at the end of your turn, check if you have fulfilled the conditions for one or more missions. If so, show it (or them) to the other players, mark the victory points and possibly gain a bonus.

Bonus: Territory Card

Draw 1 Territory card for:

- Invading at least 1 territory controlled by another player at this turn (no matter how many territories you have invaded). You do not receive a card if you have only invaded maritime zones.

- Accomplishing at least 1 mission since your last turn (some missions can be played during the turn of another player), no matter how many missions you have accomplished.

- Control at least 1 empire or 1 maritime route.

You can receive up to 3 cards in one turn.

If this is your 5th turn: Identify all the territories and maritime zones under your control, divide the total by three (rounded bottom) and add the result to your victory points.

The player to your left now plays.

END OF GAME

At the end of the 5th turn the last player, all players reveal their remaining Mission cards.

Players who have Mission cards that are normally played at the start of a turn check to see if they meet the conditions to accomplish their missions. If so, they mark the victory points.

The player with the most victory points wins.

To break a tie, the player with the most regiments wins the game. If still tied, the one who completed the most missions wins.

Summary of special token's capabilities:

General / Admiral:
+1 attack / defense to the highest die for 1 general, and the 2 highest dice for 2 generals.
+1 maneuver.
-1 victory point if he is captured / +1 point victory for the capturing player.

Fortification:
+1 regiment in a fortified territory in the reinforcement phase.
+1 defense to the highest die; cumulative with a general's bonus
Destroyed in a successful invasion if there was combat
Cannot be built on a territory where there is an epidemic.

Ships:
Allow the control of maritime zones. If you have troops in a territory adjacent to a maritime zone that you control, they can attack all territories adjacent to this maritime zone as if they shared a border with your troops' territory.
This rule can be applied to a maximum distance of 3 consecutive maritime zones if you control all 3.

Epidemic:
-1 Regiment / epidemic at the end of the turn in the territories you control with one or more epidemics.
-1 Regiment / epidemic for the attacker in the event of an attack on a territory with one or more epidemics.

OPTIONAL RULE - CAPITALS

Each empire has a capital that allows the controlling player to receive a reinforcement bonus even if that player does not control the entire empire.

To qualify for the bonus, you must control the capital and most of the territories that make up the empire (see table below).

This bonus only applies beginning with the 2nd turn.

Note: If you play with the capitals option, do not receive Territory cards at the end of the turn for completing at least one mission.

Capital Bonus

Empires	Capitals	No. of territories	Bonus
Afrique du Nord (North Africa)	Égypte (Egypt)	2	1
Conf. du Rhin et Hélvétique (Rhine and Helvetic Confederations)	Confédération helvétique (Helvetic Confederation - Switzerland)	2	1
Empire d'Autruche (Austrian Empire)	Pays Austro-boémiens (Austria/Bohemia)	3	2
Empire Français (French Empire)	Île de France (Central France)	5	4
Royaumes de Prusse (Kingdom of Prussia)	Poméranie, Brandbourg, Silésie (Pomerania/Brandenburg/Silesia)	2	1
Empire de Russie (Russian Empire)	Grande Russie (Great Russia)	4	3
Empire Ottoman (Ottoman Empire)	Bulgarie, Grèce & Macédoine (Bulgaria/Greece/Macedonia)	3	2
Péninsule Ibérique (Iberian Peninsula)	Castille (Castile)	3	2
Protectorats Italiens (Italian Protectorates)	Royaume d'Italie (Kingdom of Italy)	2	1
Royaume-Uni (United Kingdom)	Angleterre (England)	2	1
Royaumes de Scandinavie (Kingdoms of Scandinavia)	Royaume de Suède (Kingdom of Sweden)	3	2

Risk Napoleon

Campaign For 2 Players

England was the primary enemy of Napoleon. The campaign for two players begins during the Italian Campaign, and ends with the collapse of the Empire or its supremacy over Europe.

OBJECT OF THE GAME

Eliminate your opponent, or have the most victory points at the end of the game.

ITALIAN CAMPAIGN (1796)

Place the pieces as shown (page 14).

The "Risk Napoleon" campaign is played with the "Risk" rules for active allies for white pieces (Austrians), black (Prussians) and green (Russians). Yellows are passive neutrals that do not act in the game, but can be attacked and invaded.

You do not play with the Mission cards. Apart from that, all advanced rules apply.

The game is played in 5 turns; the English player (red) begins with the Austrians and Prussians as allies (place face-down Territory cards without looking under an artillery piece of each of these allies and place them near the English player).

The Russian Empire is neutral for now.

The French player (blue) plays first.

SPECIAL RULES

Reinforcements

• The United Kingdom, the French Empire, the Kingdom of Prussia, the Russian Empire, and the Austrian Empire still receive half of their bonus reinforcements (rounded up) as long as they control their capital.

• Active allies under the control of a player receive their reinforcements each turn by counting up their normal territories, plus the bonus for the capital and / or empires. Neutral allies do not receive reinforcements.

Allies

• The English player does not need to roll the dice to see if his/her allies become neutral after a battle except when they lose: in which case they become neutral on a 6 (add +1 to the result of the die if a general or admiral was captured).

• An ally whose capital was invaded (even if it was controlled by another army) automatically becomes neutral. If you have invaded the capital of the other player's ally, you can immediately spend a Territory card to make them your ally. In this case, you withdraw your troops from the territory of the capital to an adjacent territory of your choice that you control. You then place 3 regiments from the reserve of the ally in the territory of the capital. You can immediately use the troops of your new ally to invade other territories.

Annexation

• At the end of your turn, you can once per turn annex a territory (except the capital) under the control of one of your allies. If you do so, the ally becomes neutral.

• You can also discard a Territory card each turn to annex territory occupied by a neutral (yellow) army.

In both cases, replace the allied regiments in the territory with the same number of regiments from your reserve.

- P 14 -

[Illustration]

- P 15 -

Defense Force

The English player is always required to keep at least 5 regiments in each territory of the Royaume-Uni (United Kingdom). The English therefore cannot launch an attack from one of these territories unless it has more than 5.

END OF GAME

The player with the most victory points at the end of the 5th turn wins.

Victory Points:
In addition to the victory points gained through the control of empires and maritime routes, each player can earn extra points if successful in his/her objectives.

Bonus Objectives

For the French	
Control (at the start of each turn):	
Empire Bonus	varies by empire
Maritime Route Bonus	varies by route
Île de France (central France)	1 pt
Maritime Supremacy	1 pt
Égypte (Egypt)	2 pts
Allies (at the start of each turn):	
Per ally	1 pt
Invasion of a territory by the player or one of his/her allies (the first time it was invaded by the player):	
Égypte (Egypt) before 1809	5 pts
Angleterre (England)	10 pts
Pays Austro-Bohemie (Austria/Bohemia) (if Austrian Empire allied with England) [typo in rules reads "Pays Austro-Hongrois"]	5 pts
Prusse (Prussia) (if Kingdom of Prussia allied with England)	5 pts
Grande Russie (Great Russia) (if Russian Empire allied with England)	10 pts

For the English	
Control (at the start of each turn):	
Empire Bonus	varies by empire
Maritime Route Bonus	varies by route
Angleterre (England)	1 pt
Maritime Supremacy	1 pt
Égypte (Egypt)	2 pts

Allies (at the start of each turn):	
Per ally	1 pt

Invasion of a territory by the player or one of his/her allies (the first time it was invaded by the player):

Île de France (central France)	10 pts
Pays Austro Bohemie (Austria/Bohemia) (if Austrian Empire allied with France) [typo in rules reads "Pays Austro-Hongrois"]	5 pts
Prusse (Prussia) (if Kingdom of Prussia allied with France)	5 pts
Grande Russie (Great Russia) (if Russian Empire allied with France)	10 pts

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A LITTLE HISTORY

[This is a three-page section with a brief history of the period. Since it has no direct impact on play of the game, I have left it untranslated for now.]

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GLOSSARY

• Carte Mission: (see Mission Card)

• Carte Mission Empire: (see Empire Mission Card)

• Carte Territoire: (see Territory Card)

• Combat naval: (see Naval Combat)

• Débarquement: (see Naval Landing)

• Drawing Territory Cards: You draw 1 Territory cards at the end of your turn if you have won at least one territory in this turn.

In the advanced rules, you draw 1 Territory card extra if you control at least one empire or one sea route, and 1 card if you have completed at least one mission since your last turn.

• Empire: an empire is a group of territories of the same color. When you control an empire, you gain the reinforcements shown by the table on the game board every turn while it is under your control.

In the advanced rules, you also score victory points equal to the reinforcements the empire provides.

• Empire Mission Card (Advanced Rules): Empire Mission cards are used with the advanced rules. They have a lighter background and give a bonus in addition to victory points.

• Epidemic (Advanced Rules): Place the epidemic pieces in territories stricken by epidemic. At the end your turn, remove 1 regiment / epidemic in each territory that you control that has one or more by epidemics.

Fortifications cannot be built in a territory that has an epidemic.

When you attack a territory that has an epidemic, you automatically lose one regiment per epidemic before the battle begins in the territory from which the invasion is launched.

• Fortifications (Advanced Rules): In the reinforcement phase, add 1 regiment in all territories you control that have a fortification.

Fortifications give a bonus of +1 to the highest die in defense, a bonus that is cumulative with that of a general. Fortifications are destroyed when their territory is invaded.

• General / Admiral (Advanced Rules): These units give a bonus of +1 in attack and defense to the highest die. If you have several generals in a territory or admirals in a maritime zone, they give a bonus of +1 to the 2 highest dice.

Generals and admirals can perform a maneuver at the end of the turn with or without units.

You lose 1 VP when one of your generals or admirals is captured. You earn 1 VP when you capture one. Generals and admirals are captured when the last unit with which they defended or attacked is eliminated.

• General / Admiral Maneuver (Advanced Rules): At the end of your turn, you can maneuver with 1 each of your general / admirals possibly accompanied by some or all of their units.

• Joker: Jokers can replace any symbol during an exchange of Territory cards for reinforcements.

• Land Maneuver: At the end of your turn, you can perform 1 land maneuver moving regiments from a territory under your control to reinforce another connected territory.

• Land Offensive: You can launch a land offensive against territories that have a common border with territories you control. You must always leave one regiment in the territory from which you launched the invasion that cannot participate in the offensive.

• Les lignes maritimes: (see Maritime Lines)

• Manœuvre de général/amiral: (see General / Admiral Maneuver)

• Manœuvre navale: (see Naval Maneuver)

• Manœuvre terrestre: (see Land Maneuver)

• Maritime Lines: Passages between territories separated by seas and oceans. They allow the passage of your armies as if the territories have a common border.

• Maritime Routes (Advanced Rules): A maritime route is composed of maritime zones of the same color:

-The route des Amériques (route to the Americas) consists of the Mer Baltique (Baltic Sea), the Mer du Nord (North Sea), and l'Atlantique Ouest Européen (Western Europe Atlantic).

-The route des Indes (route to India) is composed of l'Atlantique Méridional (Southern Atlantic), the Méditerranée Occidentale (Western Mediterranean), the Méditerranée Adriatique (Mediterranean/Adriatic), the Méditerranée Orientale (Eastern Mediterranean), and the Mer Noire (Black Sea).

As with empires, when you control all the maritime zones that make up a maritime route, you earn victory points and reinforcements. You can find this information on the Empires Chart on the game board.

• Maritime Zones (Advanced Rules): You can take control of maritime zones with ships, and control will allow you to make naval landings or prevent them. You also count maritime zones with your territories to determine your reinforcements.

• Mission Card ("Risk Napoleon" mission and advanced rules): To win at Mission Risk, a player must be first in achieving its first 4 missions.

In the advanced rules, Mission cards can earn victory points and additional bonuses.

• Naval Combat (Advanced Rules): You can launch attacks in maritime zones that have a common border with the maritime zones that you control. You must always leave a ship in the maritime zone where the attack is launched, which cannot participate in the offensive.

• Naval Landing (Advanced Rules): If you have troops in a territory adjacent to a maritime zone that you control, they can attack all territories adjacent to this maritime zone as if they shared a border with your troops' territory. This rule can be applied to a maximum distance of 3 consecutive maritime zones if you control all 3.

• Naval Maneuver (Advanced Rules): At the end of your turn, you can perform 1 naval maneuver moving ships from a maritime zone under your control to another connected maritime zone.

• Navire: (see Ship)

• Offensive terrestre: (see Land Offensive)

• Piocher des cartes Territoire: (see Drawing Territory Cards)

• Points de victoire: (see Victory Points)

• Racheter un général ou un amiral à un joueur (see Ransoming a General or an Admiral from a player)

• Ransoming a General or an Admiral from a player: If you do not any more generals or admirals available for reinforcements, you can ransom them from another player who captured them for a cost of 1 regiment per general/admiral. The player immediately earns 1 regiment to place on a territory under his/her control for every general or admiral that you ransom.

• Reserve: This consists of all the pieces and tokens of your color that are not in the game or among your reinforcements.

• Les routes maritimes: (see Maritime Routes)

• Ship (Advanced Rules): Ships allow the control of maritime zones. If you have troops in a territory adjacent to a maritime zone that you control, they can attack all territories adjacent to this maritime zone as if they shared a border with your troops' territory. This rule can be applied to a maximum distance of 3 consecutive maritime zones if you control all 3.

• Special Units (Advanced Rules): The Ship, General, Admiral, and Fortification tokens are there to represent the necessary additional pieces available in the advanced rules.

• Tableau des points de victoire: (see Table of Victory Points)

• Table of Victory Points (Advanced Rules): Move your counter on the victory points table every time you gain or lose points.

• Territory: The game board is divided into territories, which must be controlled to receive reinforcements, accomplish missions, or block other players' access.

• Territory Card: Territory cards can be exchanged for reinforcements at the start of the turn, or can played for their effect (only in the advanced rules). If you play one for its effect, resolve it and then discard the card.

Whatever their use, if you control the territory on the card when you play (or exchange) it, immediately place 2 regiments in the territory.

• Unit (Advanced Rules): Either a regiment or a ship.

• Unités spéciales: (see Special Units)

• Victory Points (Advanced Rules): The player who has the most victory points at the end of the 5th turn wins.

• Les zones maritimes: (see Maritime Zones)