SUBMITTED BY
Samuel Hafen

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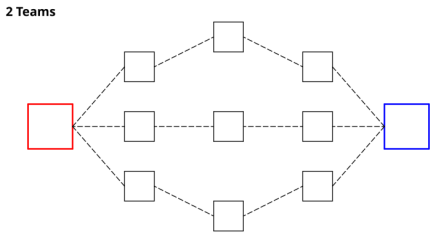
Risk - The Board Game



A large-scale tactical field game.

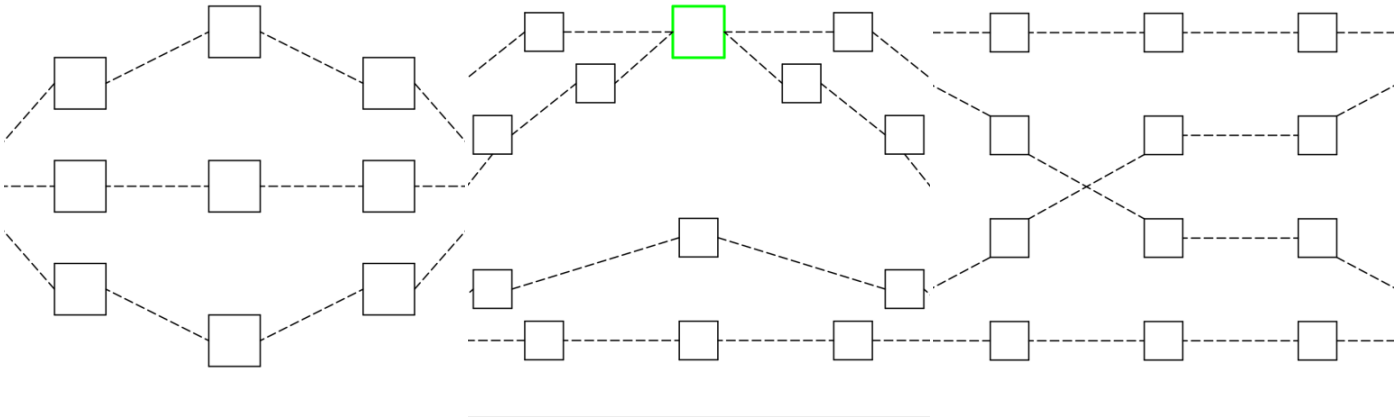
Risk - The Board Game

This field game is heavily inspired by the "Onslaught" game mode from the video game Unreal Tournament 2004. The teams attempt to penetrate the enemy’s base via multiple routes. To do so, they must capture and defend outposts along the way. The field game is designed to test tactical skill rather than speed.

Setup

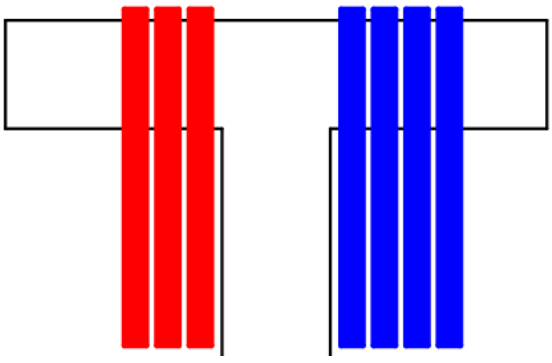
Each team has a base that is connected to the other generic bases via three checkpoints each. To keep the game challenging, it’s important that it’s difficult to get a complete overview of the game. The distances between the checkpoints should be large so that players cannot move quickly from one checkpoint to another. The checkpoints do not need to be marked as circles. Players must stick to the paths between the checkpoints. They cannot move across open terrain.

Expansion Options



Before the Game Begins

Each player receives 2 ribbons in their team color. Each player draws a Jass card. Each player takes their position at their base.



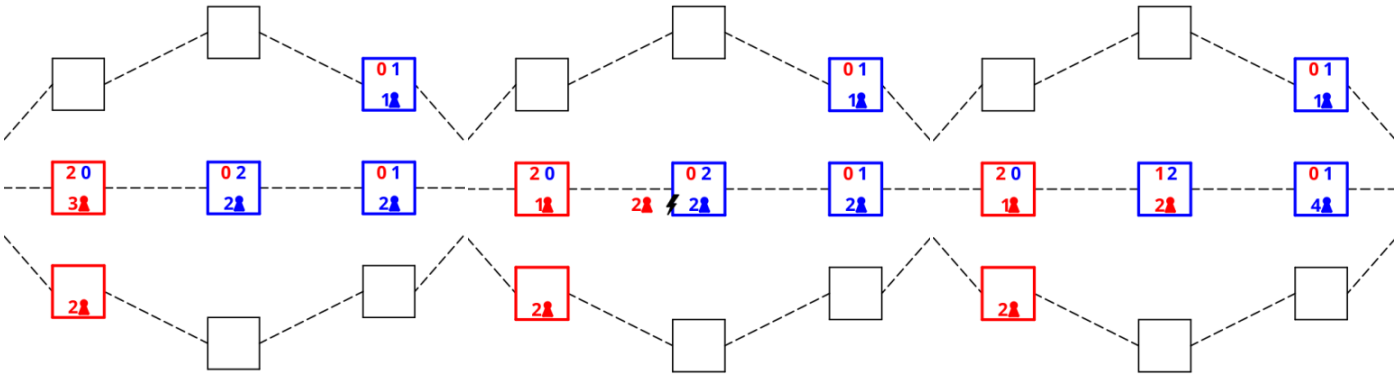
Base

A base is considered captured when more ribbons of your own color are placed on it. In the case of this base, for example, it is captured by Blue. In the event of a tie, the base is neutral. This also applies if no ribbons are hanging from it. Ribbons can only be hung on a base if it is controlled by your own team. Ribbons may be moved freely among the controlled bases. There must always be more of your own ribbons hanging on a base than generic ones. Each player must keep one of their own ribbons for identification.

Control and Capture

To capture an enemy base, you must first control it. This means you must defeat the defenders. Once an enemy base is controlled, you can attach your own ribbons to it. As soon as your team has more ribbons, the base is captured. Only after a base has been captured can the next one be attacked and controlled.

Check Example



Battle

Battles are fought using Jass cards. These Jass cards may be exchanged freely within one's own team. The values of the attackers and the defenders are added together, respectively. The side with the higher value wins. In case of a tie, Rock-Paper-Scissors is played. The losing team must retreat to the previous base before it can launch a counterattack. Once a battle begins, no additional defenders or attackers may join the fight or even enter the base.

If the base is attacked during the battle, the opposing team no longer has to fall back. The attacking team wins immediately once they defeat the base's defense.

Power-ups

Various power-ups can be activated for a fee.

Map Poisoning

Card Poison can be purchased by discarding 2 team tokens. It can be used at any time. With this power-up, you can poison an opponent's card in an adjacent base. The opponent must accept the poison and immediately return to their base. There, they must discard their card and the poison, and draw a new card.

Ribbon Poison

A Ribbon Poison can be purchased by discarding 2 cards (you may draw 2 new ones). This allows you to poison a ribbon in an adjacent base. One of the defenders must immediately take the ribbon and the poison back to their base and discard them.

Card Purchase

By discarding 2 ribbons, 1 discarded card may be repurchased.

Ribbon Purchase

By discarding 2 cards (you may draw 2 new ones), you can acquire 1 new team ribbon.

Poison Power-Ups Cards
Ribbon Poison Power-Ups

4-teams.png
3-teams.png
2-teams.png
kampf-1.png
kampf-2.png
kampf-3.png

Weitere Informationen

Categories
Games and Activities

Tags
Outdoor Play
Strategy
Competition
Dexterity

Age
13–16 years
aged 16 and over

Number of participants
1–20
20–30

Bible
This information is missing.

Duration
Up to 1 hour

Terrain / surroundings
Forest

Material
A lot of work

File download
File download available

Contributors
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