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AGES
13+ | 2-4
PLAYERS
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RISK BATTLEFIELD™

ROGUE

GAME GUIDE

CONTENTS

80 combat figures • 12 Commander bases • 6 double-sided battlefield tiles
10 dice • 99 Leadership, Weapons, and Air Support cards • 9 Scenario cards
17 cover tokens • 12 Tank/Air tokens • 12 Starting zone tokens
8 Commander tokens • label sheet • storage bag



The **RISK Battlefield Rogue** game combines the tactical squad-based team play from the award-winning *Battlefield* series with the strategy and skill of the **RISK** game!

The game comes with nine different scenarios, each with its own victory condition. In each scenario, you choose tiles to combine to form the battlefield. Then, you use squads to achieve your objective. You might be fighting to control a zone, placing units in a certain location, or eliminating your opponent's units.

There are three levels of play:

- **Boot Camp:** the basic game for younger players or those wanting to learn the mechanics of moving and combat.
- **Intermediate:** features more involved play and strategic decision making. Adds drawing cards and tanks to the game.
- **Advanced:** an in-depth game that combines the Boot Camp and Intermediate levels with air support, squad specialization, and the ability to destroy cover.

Begin by getting the game dice set up according to the following instructions. Prepare the remaining cardboard components. Then read through the descriptions of all the game components and setup. Rules for the Boot Camp, Intermediate, and Advanced games begin on page 7.

PREPARE THE DICE

Apply the stickers to the dice using the label sheet as a guide.



Punch out all cardboard components, discarding or recycling the waste.

COMMANDER MODE (ADVANCED GAME)

The Commander mode allows players to have the most choices and strategy in the game. Commander mode should be played with the Advanced game rules.

SET UP

In addition to normal setup, also place the eight Commander tokens face up to the side of the battlefield.

DRAW COMMANDER TOKEN

During your draw card phase, you may choose to also draw one Commander token. You must use that Commander token on the turn you draw it. If you do not use it on that turn, it is wasted and cannot be used later. Players or teams are limited to four Commander tokens during the game. Once this limit is reached, that player or team cannot draw or use any more.

and the entire squad must move. These zones must be in the same tile the unit fought in.

DESTRUCTIBLE COVER

Cover tokens can now be removed through the playing of certain cards and by the use of Air Support (explained below). Cards that remove cover tokens are explained on the cards.

TEAM ORDER

In any scenario with teams, each team may decide in which order to take their turns when it comes to their team's turn.

AIR SUPPORT

Whenever you draw an Air Support card, you may also place an air token (if you have any available) on a tile with one of your start zones. Air tokens control a whole tile, not a specific zone. It doesn't matter which zone you put it in.

If there are cover tokens in a zone, wounds caused by an Air Support card always remove any cover tokens first before wounding any units in the zone.

MOVE AIRCRAFT

Before moving your ground squad, you may now also move all your air unit tokens up to two tiles. Enemy air units do not interfere with this movement.

DOGFIGHT

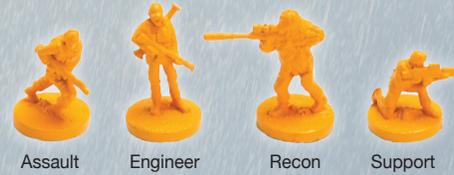
After moving your air token(s), before moving ground units, have a dogfight for each air token on a tile with enemy air tokens.

Dogfights work much like ground combat:

- The attacker always rolls all three attack dice, upgrading one attack die for every additional friendly air token on the tile.
- The defender always rolls two defense dice, upgrading one die for every additional friendly air token on the tile.
- Each player may play up to three cards to upgrade these dogfight dice.

After hits and blocks are rolled, any wounds are taken as casualties by the air tokens. In the case of several air tokens from the same team on a tile, the team losing the air tokens chooses casualties. If they are unable to choose, then the other side will choose for them. Multiple wounds will take down multiple enemy air units. Combat is only one round and multiple enemy air units may be on the same tile after a dogfight.

GAME COMPONENTS



Assault Engineer Recon Support

UNITS

Each player has 20 units in his own color (orange, blue, gray, or black)
5 Assault, 5 Engineer, 5 Recon, 5 Support



12 TANK/AIR TOKENS

(Intermediate and Advanced)
Each player has three tokens. One side has a tank; the other an aircraft.



12 STARTING ZONE TOKENS

Show where each player starts the scenario and where he may respawn.



6 DOUBLE-SIDED TILES

Used to build battlefields.
Each tile is divided into zones.



99 CARDS

Three types:
Leadership, Weapons,
and Air Support.



12 COMMANDER BASES

Place onto a figure to show it's a squad leader.



8 COMMANDER TOKENS

Optional tokens for use in Advanced play.



17 COVER TOKENS

Place on zones to show that the zone has cover.



9 SCENARIO CARDS

Three for each level of play.

10 DICE

Four types:
Regular attack, upgraded attack,
regular defense, upgraded defense.

CARD FEATURES

Name of the card

Type of card – Leadership, Weapons, or Air Support.

When the card is played during a turn

What the card does

What unit you must have in a squad to use it. **ALL** means all units can play this card. **Leader** means you must have a squad leader.

What level of play the card is used for. Boot Camp cards are used at all levels. Intermediate cards are added for Intermediate play and all cards are used in Advanced play.

SCENARIO CARDS

Each of the RISK *Battlefield Rogue* game modes has three scenarios. In Boot Camp, Intermediate, and Advanced, the scenarios are designed for two-player, three-player, and four-player play. The scenario card describes the scenario for the players and the starting location and objective on one side. The reverse side illustrates the configuration of the tiles to create the battlefield. We suggest you take a look at the nine scenario cards before you begin playing – they tell you how to set up your game.

ESCAPE FROM THE COMPOUND
Boot Camp - 2 Players

Player 1 has just landed on the beach, sending a squad to handle Player 2's squad.

Player 2 wins by reaching the docks [Player 1's starting zone] with any unit. Player 1 wins by eliminating all of Player 2's units.

2A 5A 1A 4A 3B 6B

● PLAYER 1
● PLAYER 2

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ADVANCED PLAY

Advanced play brings in the concept of class powers, destructible cover, team order, and Air Support to the game. Rules here are in addition to Intermediate and Boot Camp play.

SET UP

Set up as Intermediate, including placing a squad and giving each player five Boot Camp cards.



Shuffle the Intermediate and Advanced Leadership cards and make a deck to the side of the board. Do the same with the Weapons cards. Also shuffle the Air Support cards and make a deck.

After getting starting cards, each player, starting with Player 1, may customize his squad, choosing any four units to be in his starting squad(s).

CLASS POWERS

In addition to card play, units now give a power to the squads they are in.

ENGINEER & TANKS

They keep the powers introduced in Intermediate play.

RECON

Sniping: A squad's attack range is increased by one for every recon unit beyond the first. For example, a squad with four recon units has a range of four zones. The zones in between the attacking and defending squad must be free of units and cover tokens. If a squad is attacking from further than one zone away, it does not overrun.

SUPPORT

Suppressing fire: A squad prevents enemy units from playing one combat card for every support unit beyond the first. For example, a squad with two support units keeps opponents to playing a maximum of two combat cards when facing it.

ASSAULT

Run and gun: After fighting in combat, a squad may move one zone for every assault unit beyond the first. For example, a squad with four assault units may move up to three zones after combat. This move is instead of overrunning

DRAW CARDS PHASE

The first thing you now do on a turn is draw cards.



First draw one “free” card. This card must match a symbol on the board controlled either by your team or controlled by no one. For example, if your enemy controlled all the Weapons cards, you would not be able to choose a Weapons card as your free card.

Then, for every zone you control that has a Weapons or Leadership card symbol, draw one of those cards (Air Support cards aren't drawn in Intermediate play). You may choose to draw a card from the same symbol that you took your free card.

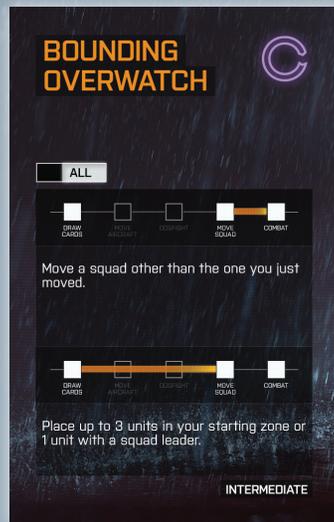
After drawing cards, if you have more than ten cards in your hand, discard down until you have ten.

NOTE: The Leadership deck does not get reshuffled. Once it is gone, no further Leadership cards are drawn.

INTERMEDIATE CARDS

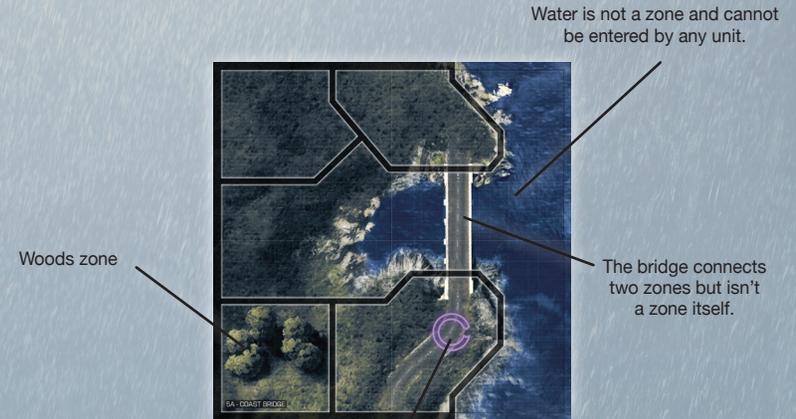
Intermediate cards have two different powers. A player can use either one. You must have the correct unit in your squad to use the card, regardless of which power is being used. When revealing a card in combat, you immediately choose which power you are using.

Choose one power to play.



TILE FEATURES

Tiles are used to create the battlefields where you will play. The scenario cards show you how to set up each battlefield.



Controlling these zones will let you draw more cards in the Intermediate and Advanced play.



THE TIMELINE

The RISK *Battlefield Rogue* game has five steps to each turn, represented by a timeline that is shown on all the cards. This timeline shows you when the card can and cannot be played on the turn and serves as a visual reminder of what you do on a turn.

1. Draw Cards (Intermediate and Advanced game only)
2. Move Aircraft (Advanced game only)
3. Dogfight (Advanced game only)
4. Move Squad
5. Combat

During your turn, you will proceed from left to right on the timeline, doing each step in order. Once you are finished with that step, move onto the next. When you have finished all steps in a turn, it is the next player's turn.



Aircraft and Dogfighting are introduced in the Advanced game. These are faded back on many cards to make the timeline easier to read.



A card with this timeline could be played after you moved your squad but before you declared combat.

INTERMEDIATE PLAY

For the Intermediate game, follow these rules in addition to the Boot Camp rules.

SET UP

Setup is the same as for the Boot Camp level. Give each player five Boot Camp cards — two Leadership cards and three Weapons cards.



In addition, shuffle the Intermediate Leadership cards (and any remaining Boot Camp cards) to make a Leadership deck. Do the same with the Weapons cards.

Give each player three tokens in his color.

TANKS

Players can bring up to three tanks into play, using the tokens as a figure. Tanks are a new type of unit (in addition to the four types of soldier units) with the following rules:

- Tanks count as a unit toward the four-unit maximum in a squad.
- Tanks cannot be a squad leader.
- Tanks can only be spawned into your starting zone.
- Tanks cannot move into zones with buildings, cover, woods, or rocky terrain.
- They cannot move across a bridge.
- Enemy units must stop moving when they enter a zone adjacent to a tank.
- Tanks always attack and defend with an upgraded die in combat.
- If the tank has a dedicated engineer unit with it, that tank adds one block to the number of blocks rolled on combat dice (two tanks with two engineers would allow each tank to have an extra block).



The blue player has a tank on the road zone. The orange player, on his turn, moves his squad through his tile and stops in the first zone of the next tile, as usual.

However, on his next turn, the first zone he moves into is also adjacent to a tank, so he must stop. The next turn, he moves away from the tank into the next tile and stops in the first zone of that tile, also as normal. The tank slowed him down for a turn but did not pin him down forever.



NOTE: The upgraded defense die has one hit in addition to the blocks. If this hit comes up, it does not count as a block but it scores a wound on the attacker.

OVERRUN: If you remove all the units from a zone, you may immediately move in some or all of the units you just attacked with to take over the zone.

At the end of your turn, the next person clockwise has a turn. Play continues until one player or team achieves the victory condition of the scenario.

SQUADS

A squad is made up of one to four units and may be a mix of any units.

SQUAD LEADERS

You start the game with one squad leader, which can be of any unit type. If you lose your squad leader and have none on the board, you may make any unit in your starting zone into a new squad leader at the start of your next turn. If you have no units in your starting zone, then the next figure you spawn into your start zone will be your squad leader.

When you bring your 11th unit onto the board, make it your second squad leader. If you go below 11 units, you keep your second squad leader until it is lost.

BOOT CAMP PLAY

SET UP

Choose a scenario card and set that scenario up as shown on the card, placing cover tokens and starting zone tokens where shown. The objective is listed on one side of the scenario card. Each player places a squad containing an assault, recon, engineer, and support unit in each start zone. Pick one unit to be squad leader and put the squad leader base on it.

Shuffle the Boot Camp Weapons cards and deal out three to each player. Deal out two Boot Camp Leadership cards to each player.



Boot Camp Weapons cards



Boot Camp Leadership cards



ON YOUR TURN

DRAW CARDS

This is used only in the Intermediate and Advanced games. See page 12. In Boot Camp, the cards you start with are the only cards you get.

MOVE AIRCRAFT & DOGFIGHT

These are used only in Advanced game. See page 14.

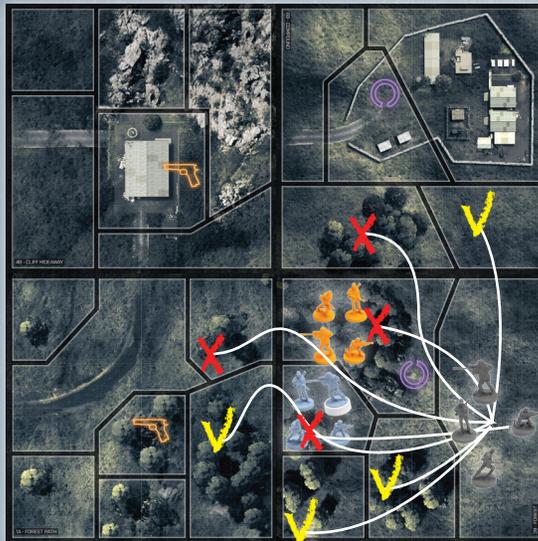
MOVE SQUAD

On this step you may move one of your squads. You may choose to leave some units behind and only move part of the squad. However, you cannot pick up or drop off units along the way – the units that move must move together to one destination.



A squad may move to any zone within its tile or to the first zone in an adjacent tile as long as it does not pass through any enemy units. Zones and tiles are not adjacent if they are only connected diagonally. Squads cannot enter or pass through water.

Each zone can only have one squad of figures. You cannot share a zone with a teammate or enemy. However, you may pass through a friendly (yours or your teammate's) squad when moving.



The gray player may move to any zone with a check mark. He may not enter or pass through the zone with the orange player, since that is an enemy. He may pass through the friendly blue player but not stop in his zone.

COMBAT

You may now attack with one squad, either the one you moved or a different one. A squad's range is one zone and therefore it may attack an enemy squad in an adjacent zone.



Declare which squad is attacking and who that squad is attacking. At this point you may play up to three combat cards, face down, as long as it is a card with the combat circle highlighted, and you have the right unit in your squad to play it. The defender then chooses up to three combat cards and plays them face down. Combat cards have the Combat box highlighted on the timeline.

Now both sides reveal their combat cards, one at a time, alternating between attacker and defender, and resolving what is on the combat cards.

The attacker now rolls one attack die for every unit in the attacking squad, up to a maximum of three dice. The defender rolls one defense die for every unit in the defending squad, up to a maximum of two dice.

Both sides roll standard attack and defense dice unless they played a card that lets them upgrade a die or dice, in which case they may substitute those dice with upgraded dice.



COVER: Any squad upgrades one combat die for every cover token in that zone, both when attacking and defending.

After dice are rolled, count the number of hits and subtract the number of blocks. Any hits that are not blocked go through as wounds. The defender chooses and removes one unit for each wound that goes through.



The attacker rolled four hits and the defender blocked three of them, leaving one wound to go through and killing one defending unit.