

1: Lord of the Rings Risk - Rules

We would like to show you a description here but the site won't allow us.

Equipment[edit] The box contains: Official rules[edit] Gameplay is similar to the original Risk, but there are additional cards earned by entering "Sites of Power" with a leader piece that give missions for leader pieces to accomplish, provide special bonuses, or cause "special events" to occur. These are called "Adventure cards" and like the "Territory cards" in standard Risk, they cannot be traded. Strongholds marked with Gold icons on the board , provide a defensive bonus and a reinforcement increase to their owners. At the start of each turn, place one extra army unit in each of your strongholds in addition to your regular reinforcements. Leaders 3 shield-shaped pieces per team are incredibly essential to the success of any team. Only one leader per territory allowed. The adventure cards can only be earned with a leader. Any player who loses all their leaders are allowed to place a new leader on any of their territories at the end of their next turn. Leader hunting is a very basic but very effective strategy for crippling an opponent in the very first round it is always advisable to start both leaders in a stronghold. Ports 5 different territories on the Western edge of the map can quickly take you from North to South or vice versa. Most port are connected to only the nearest other ports. Forodwaith is only connected to 1 other Port whereas Minhiriath is connected to 3 other Ports. This is like going from Brazil to North Africa or Alaska to Kamchatka, and works exactly like moving attacking or fortifying through any other 2 territories. Other than being located in strategically important areas, there is nothing else unique about Ports except when certain adventure cards affect Ports. The game ends when the Ring reaches the end of its path the Mount Doom territory and rolls higher than a 3 to move directly into the Cracks of Doom. The addition of a defined end point to the game is helpful in preventing a long and drawn out game of back-and-forth nonsense; the down-side of the defined end point is that the player who gets the last turn through random chance will likely be the winner by points only. In a 2 or 3 player game, the winner is almost always determined by points being awarded to each player once the Ring reaches Mount Doom. At the end of the last turn, players count up all their points based on the territories 1 point each , strongholds 2 extra points each and regions they control points based on the Region Bonus , as well as what cards they have played during game. The player with the most points is the winner. Of course if any army is entirely defeated before the Ring reaches Mount Doom, that player has clearly lost! In a 4 player game, you can follow the rules from the 2 or 3 player game or you can choose two additional options: Alliance Risk or Team Risk. In "Alliance Risk", the two good armies play as a team and the two evil armies play as a team but they do not win as a team. The winner is the ONE player with the highest score on the team with the highest score. What makes the gameplay odd for this version is when one team is becoming hugely dominant, the weaker player on the dominant team must actually make alliances with the opposite team in order to have a chance to be the one player declared the winner. In "Team Risk", the teams work together and either win or lose as a team. This is the version that can end in the very first turn and it receives much criticism for that fact setup can take up to an hour with first-time players and then the game could end in 5 minutes. Fans of the Lord of the Rings franchise who are less interested in the mechanics of Standard Risk will likely enjoy this version the most because it more closely resembles the strategies of the forces of Middle Earth. In this version, the Fellowship path is the most important factor and must be cherished by both good and evil as their main priorities. As the Ring progresses closer to Mount Doom, the regions where the Ring has been are no longer as important and the regions where it will be especially Mordor will become the most important areas of the game. Points do not matter in this version, only total destruction of the enemy or the fate of the One Ring will determine the winner of "Team Risk". Regardless of how many people are playing, you may choose to not use the Lord of the Rings rules and simply play a standard global domination game. For first-time players of any Risk game, it would be advisable to start with just the Standard Global domination style game rather than jumping right into the full rules of Lord of the Rings Risk. Once you understand the basic mechanics of any standard Risk game, you can more easily learn the rest of the particulars of any other special interest Risk games like the Lord of the Rings Trilogy edition or the Star Wars editions, AD, Transformers Risk, etc. Criticism[edit] Many fans

were upset about the initial release of Risk: The Lord of the Rings because it did not include the regions continents of Gondor and Mordor. This was odd because unlike normal Risk, in this game certain players use "Forces of Evil" armies and others use "Forces of Good" armies: Gondor is the head "good" country and Mordor is the head "evil" country. It was thought that the "Trilogy Edition", to be released a year after the first, would be something of an add-on pack, including only Gondor and Mordor and intended to be lined up with existing Risk sets. However, the "Trilogy Edition" was actually a large super-map, containing all the original regions as well as Gondor and Mordor. As a result, fans that bought the original edition were left with "incomplete" Risk maps and would have to buy an entirely new game if they wanted the "full" version, although Hasbro did offer them an add on for a fee. This set adds a board with the remaining areas of the map to include Gondor, Mordor and Haradwaith along with additional units and cards for all 4 players yellow, green, black and red. Also included is a bonus 2-player game centered on the siege of Minas Tirith with the play area for that on the reverse side of the board. It was also released in

2: Lord of the Rings Risk - Alternate Rules

Lord of the Rings and Risk make a great mixture in this strategic and fun game. The Lord of the Rings Risk: The Middle-Earth Conquest Game Rules (PDF format) The Lord of the Rings Risk: Trilogy Edition Game Rules (PDF format).

The board is divided into nine regions of Middle-earth taken from The Lord of the Rings. Equipment The box contains: Official rules Gameplay is similar to the original Risk, but there are additional cards earned by entering "Sites of Power" with a leader piece that give missions for leader pieces to accomplish, provide special bonuses, or cause "special events" to occur. These are called "Adventure cards" and like the "Territory cards" in standard Risk, they cannot be traded. Strongholds marked with Gold icons on the board, provide a defensive bonus and a reinforcement increase to their owners. At the start of each turn, place one extra army unit in each of your strongholds in addition to your regular reinforcements. Leaders 3 shield-shaped pieces per team are incredibly essential to the success of any team. Only one leader per territory allowed. The adventure cards can only be earned with a leader. Any player who loses all their leaders are allowed to place a new leader on any of their territories at the end of their next turn. Leader hunting is a very basic but very effective strategy for crippling an opponent in the very first round it is always advisable to start both leaders in a stronghold. Ports 5 different territories on the Western edge of the map can quickly take you from North to South or vice versa. Most port are connected to only the nearest other ports. Forodwaith is only connected to 1 other Port whereas Minhiriath is connected to 3 other Ports. This is like going from Brazil to North Africa or Alaska to Kamchatka, and works exactly like moving attacking or fortifying through any other 2 territories. Other than being located in strategically important areas, there is nothing else unique about Ports except when certain adventure cards affect Ports. The game ends when the Ring reaches the end of its path the Mount Doom territory and rolls higher than a 3 to move directly into the Cracks of Doom. The addition of a defined end point to the game is helpful in preventing a long and drawn out game of back-and-forth nonsense; the down-side of the defined end point is that the player who gets the last turn through random chance will likely be the winner by points only. In a 2 or 3 player game, the winner is almost always determined by points being awarded to each player once the Ring reaches Mount Doom. At the end of the last turn, players count up all their points based on the territories 1 point each, strongholds 2 extra points each and regions they control points based on the Region Bonus, as well as what cards they have played during game. The player with the most points is the winner. Of course if any army is entirely defeated before the Ring reaches Mount Doom, that player has clearly lost! In a 4 player game, you can follow the rules from the 2 or 3 player game or you can choose two additional options: Alliance Risk or Team Risk. In "Alliance Risk", the two good armies play as a team and the two evil armies play as a team but they do not win as a team. The winner is the ONE player with the highest score on the team with the highest score. What makes the gameplay odd for this version is when one team is becoming hugely dominant, the weaker player on the dominant team must actually make alliances with the opposite team in order to have a chance to be the one player declared the winner. In "Team Risk", the teams work together and either win or lose as a team. This is the version that can end in the very first turn and it receives much criticism for that fact setup can take up to an hour with first-time players and then the game could end in 5 minutes. Fans of the Lord of the Rings franchise who are less interested in the mechanics of Standard Risk will likely enjoy this version the most because it more closely resembles the strategies of the forces of Middle Earth. In this version, the Fellowship path is the most important factor and must be cherished by both good and evil as their main priorities. As the Ring progresses closer to Mount Doom, the regions where the Ring has been are no longer as important and the regions where it will be especially Mordor will become the most important areas of the game. Points do not matter in this version, only total destruction of the enemy or the fate of the One Ring will determine the winner of "Team Risk". Regardless of how many people are playing, you may choose to not use the Lord of the Rings rules and simply play a standard global domination game. For first-time players of any Risk game, it would be advisable to start with just the Standard Global domination style game rather than jumping right into the full rules of Lord of the

Rings Risk. Once you understand the basic mechanics of any standard Risk game, you can more easily learn the rest of the particulars of any other special interest Risk games like the Lord of the Rings Trilogy edition or the Star Wars editions, AD, Transformers Risk, etc. Criticism Many fans were upset about the initial release of Risk: The Lord of the Rings because it did not include the regions continents of Gondor and Mordor. This was odd because unlike normal Risk, in this game certain players use "Forces of Evil" armies and others use "Forces of Good" armies: Gondor is the head "good" country and Mordor is the head "evil" country. It was thought that the "Trilogy Edition", to be released a year after the first, would be something of an add-on pack, including only Gondor and Mordor and intended to be lined up with existing Risk sets. However, the "Trilogy Edition" was actually a large super-map, containing all the original regions as well as Gondor and Mordor. As a result, fans that bought the original edition were left with "incomplete" Risk maps and would have to buy an entirely new game if they wanted the "full" version, although Hasbro did offer them an add on for a fee. An Expansion Set for the game was released, but only in Europe. This set adds a board with the remaining areas of the map to include Gondor, Mordor and Haradwaith along with additional units and cards for all 4 players yellow, green, black and red. Also included is a bonus 2-player game centered on the siege of Minas Tirith with the play area for that on the reverse side of the board. It was also released in

3: Risk: The Lord of the Rings Trilogy Edition - Wikipedia

RISK: The Lord of the Rings Trilogy Edition is the enhanced version of the first RISK: Lord of the Rings game that was released during the prime of Peter Jackson's Lord of the Rings film trilogy's popularity back in It was designed for two to four players, with each game potentially lasting from two to four hours.

The Lord of the Rings Trilogy Edition takes you right to the end of the Third Age, when men, elves, dwarves, and all else on the side of good banded together to fight against the massive forces of Mordor as Sauron seeks to reclaim the One Ring while the Fellowship aim to throw it into the fires of Mount Doom from whence it came. The Lord of the Rings game, with an additional board on the bottom of the original one, as well as new cards and revised rules for a better gameplay experience. However, despite its similarities with the original RISK board game, this crossover plays quite differently. The Lord of the Rings game are a more complete map of Middle-earth that includes Gondor, Mordor, and Haradwaith, as well as additional Territory cards, Battalions, Adventure cards, and new rules to facilitate team play. Aside from that, all the materials are based from the entire Lord of the Rings film trilogy with all the well-designed game pieces, manual, and a replica of the One Ring which players are discouraged from wearing for obvious reasons. The game is centered around the Leader pieces, which are three shield pieces per team. The One Ring in Mount Doom The places marked with gold icons on the map are Strongholds that provide defensive bonus and reinforcement bonus to owners. At the beginning of each turn, you may add an extra army in each of the Strongholds you control in on top of reinforcements. Obviously, taking control of more Strongholds gives incredible advantage in this game. On the Western edge of the map, there are five Ports that can quickly take you back and forth from North to South. They are a great way to get around on the map, letting you transport your troops from one point to another more easily, so controlling them is crucial to success as well. When the Ring gets to Mount Doom, the game is over. When there are 2 to 3 players in a game, the victor is determined by who has the most points once the Ring reaches Mount Doom. Points are determined by the number of Territories 1 point , Strongholds 2 points , and Regions they control points according to indicated Region bonus. In the latter, each team must work together to win the whole game, which is determined by either total destruction of the enemy or the One Ring either reaching Mount Doom or being found by the evil team. This is designed to help fans of the Lord of the Rings franchise to get into the game without having to get too deep into the standard RISK game rules. The Lord of the Rings due to the exclusion of Gondor and Mordor, which were deemed necessary as it was supposed to be a battle between the forces of good and evil. The Lord of the Rings Trilogy Edition was released. However, what puts people off with this Lord of the Rings game is the chance-based outcomes that are common with RISK. The addition of the Adventure cards and rules that facilitate team play add more to the game, keeping it from getting too stale. Unfortunately, the cards that relate to it are more than what would deem it optional. Before the objective-based gameplay first brought in for RISK: Black Ops , this game had the right idea.

4: The Lord of the Rings Trilogy Edition Play Risk Online

From the publisher: In this expanded edition of RISK The Lord of the Rings Trilogy edition you will find: The detailed gameboard reflects a complete map of Middle-Earth including the Gondor, Mordor, and Haradwaith territories.

The Lord of the Rings Trilogy Edition came to be. At last, fans of either franchises can now partake in the epic battles between good and evil depicted in the books and the films. Whether you read the books or watched the movies, you should be able to envision yourself commanding either the combined armies of the free peoples of Middle-earth or the dark forces of Sauron through this game. The Lord of the Rings Trilogy Edition? It was designed for two to four players, with each game potentially lasting from two to four hours. The Lord of the Rings Trilogy Edition puts players in either the forces of good or the evil armies of Sauron to battle for Middle-earth as the One Ring is sought. The Classic RISK ruleset is augmented here by adding in Adventure cards, which are basically like objectives to add more dynamic elements to the strategic gameplay; and the Leader pieces, which are represented by three shield pieces for each team. The Lord of the Rings film trilogy is the basis for all the included materials in the game, which are Territory cards, Battalions, Adventure cards, and rules for better team-based play. Nicely molded pieces, the game manual, and a pewter version of the One Ring top them off. As Lord of the Rings fans are aware of, wearing the One Ring, even if it is just a replica, is ill-advised. This is a powerful effect, which is why only one Leader piece is allowed in each territory. In addition, a Leader piece can earn Adventure cards by having them enter Sites of Power. Due to this, Leader pieces are a focal point in the gameplay. Each Adventure card contains either a mission that can be completed with a Leader piece, a special bonus for your troops, or special events that can be triggered by certain conditions. Much of the game is juggling between the taking and defending of Territories while completing Adventures. Certain features of the map give players various targets that are desirable for control. For instance, to the west of the map, five Ports litter the coastline. They let you move your troops across the map quickly, letting you cover more area and easily outmaneuver opposing armies. For instance, if a territory is being taken that is far away from your troops, you can get them there easily through a nearby port to reach a port near the disputed territory. The Gold Emblems on the map represent Strongholds. Holding down Strongholds can prove decisive in this game, as they are much harder to conquer than territories without them. If you have both Ports and Strongholds, you will be nigh impossible to stop. Players get 1 point from Territories, 2 points from Strongholds, and anywhere from 2 to 7 points from Regions. Whoever gets the most points is the winner, simple as that. The aforementioned rules are mostly for games played between 2 to 3 players. Trouble follows the Ring as it makes a journey towards Mount Doom. It is pretty much the timer of the game as the Ring either reaching Mount Doom or being found by an army of Mordor signals the end of the game. Obviously, the forces of good want it to reach Mount Doom in order for it to be thrown into the fiery lava, while the forces of evil would want it returned to Sauron. This is the main gameplay feature that makes this game different from Classic RISK as it is like a timer of sorts in addition of being an objective, which adds more tension to the gameplay. When the Ring crosses an evil Territory on its way to Mount Doom, that is when it can be found. The Lord of the Rings. However, that first version had only Middle-earth in its map, excluding the realms of Gondor, Mordor, and Haradwaith, which Lord of the Rings fans criticized. The Trilogy Edition then came to be, fixing most of the problems and adding some improvements to make it a better experience overall. Nevertheless, that is actually what makes this RISK game good for more casual fans of the game.

5: Hiew's Boardgame Blog: Risk: Lord of the Rings Trilogy Edition

Risk: The Lord of the Rings Trilogy Edition is a board game based upon the game Risk and in J. R. R. Tolkien's fictional land of Middle-earth rather than the actual www.enganchecubano.com board is divided into nine regions of Middle-earth taken from The Lord of the Rings.

No longer are all pieces the same! Combat uses the same rules. Each player then removes a number of units equal to the number of hits his opponent scored from the board. This process is repeated as many times as the attacker wishes, or until one player has no units left in the battle. If the attacker still has units remaining, he must move at least one of them into the territory. He then gains control of the territory. At the beginning of the game, deal out each card to the owner of its respective territory. When a player captures a territory, the previous owner surrenders the territory card of that territory. At the beginning of your turn, you may purchase new units for their cost in gold. Set these aside until the end of the turn, when you may place them on a stronghold you control. The only way to get around this is to have your leader in that territory. Once in the army, place the units off the board next to your second Leader token. Every time your leader captures a territory, his FAME goes up by one. Use coins or any small marker. Once he has four FAME, he goes up a fame level. I keep track of this by using stacks of four pennies Each time the leader retreats, his FAME goes down by one. In addition, once per turn, A level 3 or higher general may reroll any two dice. A leaders army may contain up to 6 infantry and 3 of each other unit type. If there is no more room for them they are placed in the territory containing the leader. If ther is still not enough room, any extras are ignored. You can place your purchased units on any stronghold you control. Maybe make players have to fight for allied strongholds and hold enemy strongholds just to deny enemies of units? If you want to do this then: Others are Neutral, so either team can deploy units there. If evil captures the territory, the fellowship cannot progress until the Good side captures the territory. Dice spaces are the same, except for the dead marshes, where a 5 or 6 must be rolled. If the ring moves off the map, Good wins. If, after 2 complete turns the Good side has not recaptures the territory containing the Fellowship, Evil wins. PORTS A player may move units along a port line only iff that player controls the ports on both sides of the line. Moving onto the port line is one entire move, and moving off of it onto the other side is another. So basically, a unit takes two turns to move across a port line. If the enemy captures one side of a port line, all your units on that line are move back to your side. On the off chance that an enemy captures both sides of a port line while you have units on it, your units drown and die. Units may not remain on a port line. If units are on a port line, they must move off of it on to a territory as soon as possible. That ally gains control of those units. They cannot move until the turn after control was switched. After, winning this battle, the army moves into Fangorn, leaving a unit behind. The Cavalry may then attack enemies in Lorien or The Wold, but they must always leave at least one unit behind. If they do this, only infantry may move into the new territory. Sauron cannot score two hits using this ability. At the end of that battle, the Trolls that used this ability are destroyed. Combat Movement Declare Battles 3: Defending Elven Infantry roll b. Retreat, Continue, or Capture 4: Place recruited units from FAME 7: Help me balance this game out! All other standard rules including Leader rules apply. This rules versions is best played with the European expansion pack. Aragorn must be part of the battle. Arwen Horses of Water: Arwen can make one river impossible to pass blocks bridges and cancels the effects of adventure cards or other optional rules that would allow to cross a river. Plus, no cards may be played after the ability is used that would allow to cross a river in the first place. She needs to be in a territory the river is part of. Eowyn Call of Rohan: Recruit 1 die worth of Battalions when in Rohan. Deploy them in the same territory Eowyn is in. If the opponent has the Witch King as leader and Eowyn fights in the same battle he does either on the attacking or the defending side cancel all his standard and special abilities that of course includes the regular leader bonuses for the whole battle until one side stops the attack or is victorious. O R Blind the Foe: Before a battle starts Gandalf can be on the attacking or the defending side use this spell to blind enemy units. Roll one die for each opposing Battalion for example, if the enemy army consists of 6 Battalions, roll 6 dice. For every 6 you roll, you blinded a Battalion which flees unable to continue the fight. If there is none, remove the Battalion from the board.

Theoden must be part of the battle of course. The Balrog must be part of the battle of course. The Chieftain must be part of the battle. Saruman Recruit 1 die worth of Battalions when in Isengard. Deploy them in Isengard only. O R Cancel Magic: If the opponent has Gandalf as leader and Saruman fights in the same battle he does either on the attacking or the defending side cancel all his standard and special abilities that of course includes the regular leader bonuses for the whole battle until one side stops the attack or is victorious. Before a battle starts the Witch King can be on the attacking or the defending side use this power to instill terror in enemy units. For every 6 you roll, you overpowered a Battalion with your dark presence which flees in terror, unable to continue the fight. Wormtongue Poison the Mind: Before a battle starts Wormtongue may be on the attacking or defending side , "steal" one die worth of Battalions from the enemy. These Battalions are moved immediately and before the battle starts over to the territory Wormtongue is currently in and may be used in the attack or defense. Please send questions and comments to TheThief t-online. All standard and Leader rules apply. This rules versions is inteded for use with the European expansion pack allowing 6 players 3 good and 3 evil. Before the game starts, each player throws a dice and one with highest roll starts first and secretly chooses a leader character. Then all other players secretly choose leaders according to decreasing die number. When all players have leaders they reveal them simultaneously. Good players must choose Heroes while evil side must choose Villans. Heroes and Villans has different Special Ability in attack and in defence. If second leader is appointed by the card, he may also use its Special Abilities while he is in the game. Second leader always dies first and cannot be returned to game unless invoked by card. For example an opponent of Gandalf is Balrog. Opponents for each leader are shown in the table below. Experience points are awarded according to following table: Every time a leader dies, he looses 1 experience level! Escape special abilities come in handy.

6: Risk Lord of the Rings Trilogy Edition Instructions - Hasbro - www.enganchecubano.com

RISK: The Lord of the Rings Trilogy Edition was released back in during the height of the film trilogy's and is best played by two to four players and each game can take two to four hours. RISK LOTR Trilogy Edition is basically the Classic RISK board game with some extra cards and played on a different map.

Amazingly considering my usual luck these house rules enhanced the game session beyond my wildest dreams. Although, I would usually playtest these rules a couple times more I thought considering how much fun the game became I should put them up as is. In the Middle after a short and bloodthirsty campaign Isengard was taken by Good, however by the end of the game the Anduin was breached at the Falls of Rauros and Rohan was turned virtually indefensible region set to fall to evil at any time. In the North evil fought from southern Mirkwood and Rhun, slowly taking northern Mirkwood and launching a last second failed attack on Rivendell. In the west the consolidation efforts of Good in Eriador was never able to quite succeed due to the pressing demands in the east. The game ended with the Ring being destroyed in Mount Doom. One more assault at either Rivendell or Minas Tirith would have most likely broken them. As you will see below, the end position of the armies in the game really did put the balance of the game in a very close position, with victory possible for either team. ANALYSIS Although the presence of so many strongholds around Barad-Dur makes the Capitol Victory Conditions for the good team more academic than plausible given the following changes, this turned Minas Tirith and Rivendell and their immediate areas into the locations of extremely epic battles as these were lines of no surrender. CHANGE 2 Starting territories only consist of the 32 territories dedicated as good or evil by the territory cards, with the 16 territories of each type being split evenly by the players present. The remaining 32 territories are left unoccupied. Just read on a little more and it will make sense. It also makes evil stronger by allowing for a unified Mordor via the team members choosing who gets each territories. Now, Good and Bad can slowly expand their area of control into unoccupied areas, or abandon territories if needed. This also adds an entirely new dynamic of choosing between expanding to increase reinforcements and consolidating to attack the enemy. This rule also gives an advantage to the evil faction because of the fact that since most likely people will not cover the entire map a greater percentage of reinforcements will come from the one free per stronghold per turn, of which the evil player holds many more. However, in the long run this benefits the good team who is on the defensive and thus ineligible for these reinforcements throughout much of the game. Also strategic redeployment in this game always brought up images of Nazgul ferrying Orcs around, which just never felt right too me. ANALYSIS This brings up a cool amount of buildup, while getting rid of the clutter of having 45 troops stuck inside eight territories at the start of the game. The more start up troops there are, the better the chances are for good due to the reinforcement differential. I have barely ever seen this card actually being used, as the missions more than not send your leaders to out of the way places when they are needed on the front. Also this allows more of the other more interesting in my opinion Adventure Cards to be drawn. I really enjoy the event and power subsets of the Adventure Card Deck thus this rule. On the surface it really decreases the spontaneity of the game via the adventure cards however this is taken care of by Change 9. To each his own. After finishing this post and then reading through the variants for this game more closely, two of these rules I thought up for the session 5 and 3 had also been thought up under Higher Realism Play for Hardcore Strategists Final Version. Cool example of parallel development. Thus the game ends if the ring is destroyed, or Rivendell and Minas Tirith are captured. The rolls by evil to capture the ring would only result in a delay if successful. It seems like it just might work

7: www.enganchecubano.com: Customer reviews: Risk: Lord of the Rings Trilogy Edition

Play by classic RISK rules or add in The Lord of the Rings twists. Uncover ancient Sites of Power around Middle-earth, maximize your powers before the Fellowship leaves the land, and use your leader to aid you in this time-honored game of strategy and daring.

Reviews, gameplay impressions, photos, stories, thoughts, and other musings of a boardgamer in Kuala Lumpur, Malaysia. Saturday, 14 March Risk: Lord of the Rings Trilogy Edition. I think there are two versions of this game, and the one we played was the newer and more complex version. In the game we played, the good guys can win by delivering the One Ring to Mount Doom, and the bad guys can win by capturing the Ring. There is a ring in the game nice gold coloured, with elven writing, very much like in the movie representing the fellowship of the ring. It travels from The Shire to Mount Doom, a distance of 18 territories. Whenever the ring stops in a territory controlled by the bad guys, the bad guys can try to capture the ring by rolling 12 with 2 dice or as low as 10 if certain conditions are met. That one of the main differences from regular Risk. You get to draw one at the end of your turn if during your turn you have captured a special territory. Some of these are one-time special power cards, and can be played at your convenience. Some are objectives that if you fulfill, give you some benefits. And there are leaders. You get two at the start of the game. They give you a bonus in battle add 1 to your highest die roll, and they are needed to fulfill objectives. If you lose all your leaders, you get a free one at the end of your turn. Some territories have strongholds. They give you a free soldier at the start of your turn, and when defending, you can add 1 to your highest die roll. The rest is mostly like standard Risk. The game can accommodate up to 4 players. Since we played a 2-player game, some territories are randomly designated as neutral territories, each defended by 2 neutral soldiers. The good guys me and bad guys Han get assigned some fixed territories at the start. For the remaining unclaimed territories, the players take turns to claim them. This was around the start of the game. Most of the pre-determined territories for the good guys are on the western half of the board, and those for the bad guys are on the eastern and southern parts of the board. The card backs of the two types of cards. The ones on the right are territory cards. The pieces for the good guys. The eagle represents 5 soldiers, the rider of Rohan 3 soldiers, the elven archer 1 soldier. The game has lots of die-rolling. I played it the same way I played Risk: Star Wars Original Trilogy Edition. I just attacked as much as I could to claim as many territories as possible on my turn, leaving my soldiers very very thinly spread, and knowing that my borders would be easily broken through, and that it would be hard to hold on to any control over any region. I played the good guys, and in the first few rounds of the game I managed to control more territories than Han. That created a momentum that was hard for Han to reverse, because controlling more territories means getting more reinforcements, which in turn helps in conquering even more territories. I was also lucky to be able to get an extra reinforcement card early, and I had collected 3 eagle the best type reinforcement cards relatively early and used them to get 10 troops. The armies of the humans and elves spread across Middle Earth like they were the evil empire or the hordes of orcs. It was only Round 2 or 3, and I thought the momentum was well on my side to win the game by conquest. Then I drew an event card which gave the bad guys 10 free troops in one of their strongholds in Mordor. If I had taken the stronghold, Han would not have received these 10 free troops. There are two such powerful event cards in the game, and the other one is for the good guys getting 10 free troops in Minas Tirith if the good guys are holding it. In the end, even that powerful event could not fully reverse the momentum that the good guys had. So, the armies of the elves and humans had worn down the hordes of orcs and Uruk Hais and goblins and oliphaunts. And the fellowship of the ring was still leisurely strolling along the tourist trek. I guess in our version of the story the stars were the crazy battlefield commanders and not the lazy hobbits. I think the game is still very much like Risk, but with enough differences to make things interesting. There is a lot of luck, so I would only play this with a light-hearted mindset. I think the game may be more interesting and slightly less "lucky" with more players.

8: Risk: The Lord of the Rings Trilogy Edition | Revolvry

My family loves both Lord of the Rings and Risk, so to mix the 2 is a win win for us. This is a lot of fun! I think we all enjoy this version over the traditional Risk game.

Edit The box contains: Official rules Edit The gameplay of Risk: Lord of the Rings Trilogy edition is similar to the original Risk, but there are additional cards earned by entering "Sites of Power" with a leader piece that give missions for leader pieces to accomplish, provide special bonuses, or cause "special events" to occur. These are called "Adventure cards", and like the "Territory cards" in standard Risk, they cannot be traded. Strongholds marked with Gold icons on the board, provide a defensive bonus and a reinforcement increase to their owners. At the start of each turn, place one extra army unit in each of your strongholds in addition to your regular reinforcements. Leaders 3 shield-shaped pieces per team are incredibly essential to the success of any team. Only one leader per territory allowed. The adventure cards can only be earned with a leader. Any player who loses all their leaders are allowed to place a new leader on any of their territories at the end of their next turn. Leader hunting is a very basic but very effective strategy for crippling an opponent in the very first round it is always advisable to start both leaders in a stronghold. Ports 5 different territories on the Western edge of the map can quickly take you from North to South or vice versa. Most port are connected to only the nearest other ports. Forodwaith is only connected to 1 other Port whereas Minhiriath is connected to 3 other Ports. This is like going from Brazil to North Africa or Alaska to Kamchatka, and works exactly like moving attacking or fortifying through any other 2 territories. Other than being located in strategically important areas, there is nothing else unique about Ports except when certain adventure cards affect Ports. The game ends when the Ring reaches the end of its path the Mount Doom territory and rolls higher than a 3 to move directly into the Cracks of Doom. The addition of a defined end point to the game is helpful in preventing a long and drawn out game of back-and-forth nonsense; the down-side of the defined end point is that the player who gets the last turn through random chance will likely be the winner by points only. In a 2- or 3-player game, the winner is almost always determined by points being awarded to each player once the Ring reaches Mount Doom. At the end of the last turn, players count up all their points based on the territories 1 point each, strongholds 2 extra points each and regions they control points based on the Region Bonus, as well as what cards they have played during game. The player with the most points is the winner. Of course if any army is entirely defeated before the Ring reaches Mount Doom, that player has clearly lost! In a 4-player game, you can follow the rules from the 2 or 3 player game or you can choose two additional options: Alliance Risk or Team Risk. In "Alliance Risk", the two good armies play as a team and the two evil armies play as a team but they do not win as a team. The winner is the ONE player with the highest score on the team with the highest score. What makes the gameplay odd for this version is when one team is becoming hugely dominant, the weaker player on the dominant team must actually make alliances with the opposite team in order to have a chance to be the one player declared the winner. In "Team Risk", the teams work together and either win or lose as a team. This is the version that can end in the very first turn and it receives much criticism for that fact setup can take up to an hour with first-time players and then the game could end in 5 minutes. Fans of the Lord of the Rings franchise who are less interested in the mechanics of Standard Risk will likely enjoy this version the most because it more closely resembles the strategies of the forces of Middle Earth. In this version, the Fellowship path is the most important factor and must be cherished by both good and evil as their main priorities. As the Ring progresses closer to Mount Doom, the regions where the Ring has been are no longer as important and the regions where it will be especially Mordor will become the most important areas of the game. Points do not matter in this version, only total destruction of the enemy or the fate of the One Ring will determine the winner of "Team Risk". Regardless of how many people are playing, you may choose to not use the Lord of the Rings rules and simply play a standard global domination game. For first-time players of any Risk game, it would be advisable to start with just the Standard Global domination style game rather than jumping right into the full rules of Lord of the Rings Risk. Once you understand the basic mechanics of any standard Risk game, you can more easily learn the rest of the particulars of any other special interest Risk games like the Lord of

the Rings Trilogy edition or the Star Wars editions, AD, Transformers Risk, etc. Criticism Edit Many fans were upset about the initial release of Risk: Lord of the Rings because it did not include the regions continents of Gondor and Mordor. This was odd because unlike normal Risk, in this game, certain players use "Forces of Evil" armies and others use "Forces of Good" armies: Gondor is the head "good" country and Mordor is the head "evil" country. It was thought that the "Trilogy Edition", to be released a year after the first, would be something of an add-on pack, including only Gondor and Mordor and intended to be lined up with existing Risk sets. However, the "Trilogy Edition" was actually a large super-map, containing all the original regions as well as Gondor and Mordor. As a result, fans that bought the original edition were left with "incomplete" Risk maps and would have to buy an entirely new game if they wanted the "full" version, although Hasbro did offer them an add on for a fee. An Expansion Set for the game was released, but only in Europe. This set adds a board with the remaining areas of the map to include Gondor, Mordor, and Haradwaith , along with additional units and cards for all 4 players yellow, green, black, and red. Also included is a bonus 2-player game centered on the siege of Minas Tirith with the play area for that on the reverse side of the board. This was also released in

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Risk: Lord of the Rings Trilogy Edition is a board game based upon the popular game Risk, set in Middle-earth. It was released in It was released in The board is divided into nine regions of Middle-earth taken from The Lord of the Rings.

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