

Realm Risk

The set up is the same as mundane Risk. Below are the house rules.

1. Deal cards to determine initial locations.
2. Place three armies on your turn until done.
3. After combat, free move rule is one army from one country to neighboring country.
4. You do get two extra armies if you own the country. You do not get extra armies for using a wild card.

Realm Risk

Six Players = 20 armies
+5 for each player less than six

Cashes = 4, 6, 8, 10, 12, 15, 20 armies
+5 for each subsequent set

**SANDAL (2 bonus armies) - Dead Hills,
The Tangles, Sandal, Forbidden Forest**

**SOUTHERN REACHES (5 bonus armies) -
Brixworth, Wickham, Tenbury, Freeport,
Elderberry Downs, Endless Forest,
Southern Reaches**

**TOMB KINGDOM (3 bonus armies) - Izuz,
Inner Dunes, Tomb Kingdom, Gold Hill,
Cave of Runes, Outer Dunes**

**EASTERN REACHES (2 bonus armies) -
Dragonsford, Eastern Reaches,
Dreadwood, Steppes of Ryan**

**ORC NATION (5 bonus armies) - Bloodlent,
Shamblefield, Loftwood, Dourmoor,
Black Hills, Orc Nation, Wintershriven,
The Barrens, Vile March**

**WESTERN REACHES (7 bonus armies) -
Teufeldorf, Azgarde, Iron Hills,
Wirksworth, Rivershaw, Guildford,
Middlewich, Dunsbury, Grunfeld,
Grimore Jungle, Shield Lands, Mt. Todd**