

# RISK BLACK PLAGUE (SOLO)

or Zombies, Aliens, etc....

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## 1. SET UP

Set up the game as a 3-player game. The player (“humans”) chooses 1 color army; the other 2 colors are combined to be the plague carriers. When more plague carriers are added to the board, they come from either color, or any other unused color.

*Suggested colors:* Red for humans, Black and Green for plague carriers

Shuffle the deck of territory cards and leave it at the side of the board. It is not used as a reward for conquering territories in this game. The “Cease Fire” card is not used in this game.

*Optional Set Up Option:* Deal 14 cards, face down, into 1 pile as the human starting territories. Flip over the top 4 cards and place 2 troops in each of those territories. Place 1 troop in each territory shown on the other cards.

The remaining 28 cards are face down in a second pile as the plague starting territories. Flip over the top 8 cards and place 2 troops in each of those territories. Place 1 troop in each territory shown on the other cards.

## 2. HUMAN TURN: Scientific Breakthroughs

When starting a turn (except the first turn of the game), roll 2 dice, add them together, and add +1 for each conquered continent. On a result of 10 or more, eliminate any 3 plague troops.

## 3. HUMAN TURN: Recruitment

The human player takes 3 troops + bonus troops for the number of territories he controls + bonus troops for the number of continents he controls, as in the regular rules. Note he does not gain troops for collecting and turning in territory cards. The new troops can be placed as in the regular rules.

## 4. HUMAN TURN: Human Attacks

The human player can attack as in the regular rules, except if an attack and defense die that are compared both show the same number, the humans lose 2 troops.

When the humans are done attacking, the player can maneuver troops from 1 territory, as in the regular rules.

### **5. PLAGUE TURN: Plague Grows**

Draw 5 cards. If the card shows a territory held by plague troops, add 2 plague troops to the territory. If the card shows a territory held by human troops, simply discard the card. Discard all the cards at the end of the turn.

### **6. PLAGUE TURN: Plague Spreads**

Draw 5 cards, 1 at a time. Discard them at the end of the turn.

- If the card shows a territory with 2 or more plague troops, the plague army attacks with all of its troops (except 1 that “stands guard”) from that territory. If the plague troops could attack more than 1 human territory, the player chooses which territory they attack. The plague troops attack as in the regular rules, except if an attack and defense die that are compared both show the same number, the humans lose 2 troops.
- If the card shows a territory with 1 plague troop, add 2 new plague troops to that territory.
- If the card shows a territory held by the humans, remove 1 human troop from that territory.

### **7. WINNING**

The first army to completely hold 3 continents wins the game immediately.

### **NOTES**

- If there is ever a territory with no troops in it at the end of a turn, place 1 new troop in that territory from the army that was not holding the territory. For example, if a human troop is removed, leaving a territory without troops, take 1 plague troop from the box and place it in the territory.
- If there are no cards in the draw pile, shuffle the discard pile and flip it over to use as a new draw pile.