

AGES 10+

2-5
PLAYERS

RISK®

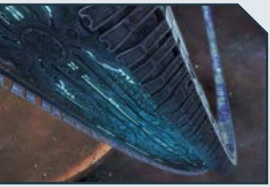
THE GAME OF STRATEGIC CONQUEST

HALO

LEGENDARY EDITION

RISK: HALO LEGENDARY EDITION

"In a distant corner of the galaxy a new Halo ring, one of the ancient superweapons of the mysterious Forerunner civilization is found and the battle sparks anew: Brave Humanity, battling for survival and discovery against the discipline and zealotry of the Covenant alliance of alien species who worship the long-absent Forerunners...and looming terrifying above both of these factions is the parasitic Flood infection which threatens to corrupt all living creatures into mindless creatures of violence and rage. Which faction will triumph in this legendary new front in the battle for the Halo universe? That, players, is up to you..."



OVERVIEW OF COMPONENTS

WHAT'S INSIDE

CONTENTS

- 4 Battlefields
- 2 Double-sided Game Boards
- 10 Mobile Teleporters
- 2 UNSC Factions*
- 2 COVENANT Factions**
- 1 FLOOD Faction***
- 22 Campaign cards
- 44 Faction cards
- 5 Bases
- 5 Dice

*UNSC - 1 spartan, 1 firebase, 36 marines, 18 tanks
**Covenant - 1 aribiter, 1 command center, 36 grunts, 18 wraiths
***Flood - 1 thasher, 1 proto-gravemind, 36 infection forms and 18 carrier forms

Not all components are used in every game mode.

BATTLEFIELDS

There are 4 battlefields on 3 maps in RISK: HALO Legendary Edition. Each battlefield contains territories that are grouped into colored regions. Some territories are connected to each other, meaning they share a border or have a stationary teleporter connection. In this version of RISK, players are also able to connect separate territories via Mobile Teleporters.

1 THE RING 3-5 PLAYERS



2 HAMMER 2 PLAYERS



3 ANVIL 2 PLAYERS



4 FORGE 3-5 PLAYERS

TO CREATE FORGE:

Combine Hammer & Anvil, laying them together in any configuration. To bridge both boards together, use the Mobile Teleporters. (See Using Teleporters on pg. 8)

OVERVIEW OF COMPONENTS CONT.

DICE

You use the dice when attacking and defending territories. (see ATTACKING, pg.10)



ATTACK DICE



DEFENSE DICE

MOBILE TELEPORTERS

Pairs of Mobile Teleporters will be placed on the board onto different territories. These connect two previously separated territories. Forces can maneuver and attack normally via these Mobile Teleporters. (see USING MOBILE TELEPORTERS, pg. 8 for further explanation)



UNITS

Every player will control a faction of one color.



UNSC Marine = 1 Unit



Scorpion Tank = 3 Units



Grunt = 1 Unit



Wraith = 3 Units



Infection Form = 1 Unit



Carrier Form = 3 Units

HEROES

Heroes possess elite skills in both attack and defense that can turn the tide of battle. (see ATTACKING, pg. 10 for further explanation)

UNSC



Spartan = Hero

COVENANT



Arbiter = Hero

FLOOD



Thrasher = Hero

BASES

Each player will start with one Base that matches his or her unit's color in one of his or her territories.



UNSC FIREBASE



COVENANT COMMAND CENTER



FLOOD PROTO-GRAVEMIND

CAMPAIGN CARDS

While there is only one deck of Campaign cards, it contains 3 levels of difficulty (Easy, Heroic, and Legendary). Campaign cards contain missions that players will try to complete in order to secure victory. (see CAMPAIGN CARDS, pg. 7 for further explanation)



Easy



Heroic



Legendary

FACTION CARDS

There are 3 decks of Faction cards. Keep them separated by Faction (UNSC, Covenant, and Flood). While Faction cards are unique to a faction, they all function in the same way. Faction cards are used to gain reinforcement units and to initiate special abilities. (see FACTION CARDS, pg. 7 for further explanation)



UNSC



Covenant



Flood

PREPARE FOR BATTLE

WHAT YOU’LL NEED

- UNITS: (See COUNT UNITS, below)
 - CAMPAIGN CARDS: 3 cards. (See CAMPAIGN CARDS, pg. 7)
 - FACTION CARDS: (See FACTION CARDS, pg. 7)
 - HEROES: As many as there are players. (See USING HEROES, pg. 10)
- BASES: As many as there are players. (See BASES, pg. 2)
 - MOBILE TELEPORTERS: Number will vary. (See PLACING INSTRUCTIONS, pg .8)
 - ATTACK DIE (x3)
 - DEFENSE DIE (x2)
- (Familiarize yourself with the materials by reading the OVERVIEW OF COMPONENTS, pgs. 1-2 section of the rules)

GAME MODES

There are 4 ways to play RISK: HALO Legendary Edition.

- 1

OBJECTIVE
3-5 PLAYERS. Free-for-all combat.
(see OBJECTIVE, below)
- 2

ONE-ON-ONE
2 PLAYERS. Only one survivor.
(see ONE-ON-ONE, pg. 4)
- 3

SLAYER
3-5 PLAYERS. A new take on Classic RISK.
(see SLAYER, pg. 5)
- 4

TEAM OBJECTIVE
4-5 PLAYERS. Join forces for combat!
(see TEAM OBJECTIVE, pg. 6)

1 OBJECTIVE (3-5 PLAYERS)

In this game mode of 3-5 Players, all combatants square-off against each other while trying to achieve Campaign card objectives or to be the last one standing.

GAME SET-UP

Follow the instructions below to set up the battlefield and begin waging war.

- CHOOSE A BATTLEFIELD:
- Players have the option of playing on the Ring or Forge battlefields.
 - The Ring is made by connecting Inland Canyon & Pulse Grid 01 with Mobile Teleporters.
 - Forge is created by connecting Anvil and Hammer with Mobile Teleporters.

PLACE MOBILE TELEPORTERS:

Players will now choose how and where they want to place Mobile Teleporters. There are options as to how many Mobile Teleporters to place as well as directions on where to place them.
(see MOBILE TELEPORTERS, pg.8 for further explanation)

DEAL CAMPAIGN CARDS:

Shuffle all the Campaign cards and randomly give each player 3 cards (1 Easy, 1 Heroic, and 1 Legendary). Each player must accomplish all 3 Campaign objectives to win.
(see CAMPAIGN CARDS, pg. 7 for further explanation)

COUNT UNITS:

Count starting units, according to the number of players.

3 PLAYERS: 30 per player.

4 PLAYERS: 25 per player.

5 PLAYERS: 20 per player.

PLACE BASES:

Each player rolls one die. Whoever rolls highest takes control of his or her first territory by taking his or her Base and one of his or her starting units and placing them onto an empty territory. Play then passes clockwise. The next player then places a base and unit onto an empty territory, claiming that territory, and so on.

CLAIM REMAINING TERRITORIES:

When play returns to the starting player, that player now puts one starting unit onto an empty territory and play continues clockwise. Eventually, all 52 territories will be claimed. Some players may control one more territory than others.

PREPARE FOR BATTLE CONT.

OBJECTIVE CONT.

REINFORCE TERRITORIES:

The next player reinforces a territory by placing three starting units onto a territory or territories controlled by him or her. Reinforcement continues clockwise until everyone’s starting units have been placed.

PLACE HEROES:

The starting player now places his or her Hero onto a territory of his or her control. Remaining players place their Heroes in turn order until everyone’s Heroes have been placed.

STARTING

The player with the highest roll who placed units first, takes the first turn. Play then proceeds clockwise.

- **3-Player game:** No initial Faction cards.
- **4-Player game:** The 4th player starts with one Faction card.
- **5-Player game:** The 4th player starts with one Faction card and the 5th player with 2 Faction cards.

- ON YOUR TURN
- 1

At the start of every turn, you acquire and deploy reinforcements as well as your Hero if they were defeated since your last turn.
(see DEPLOYING REINFORCEMENTS, pg. 9)
- 2

Then you attack your enemies.
(see HOW TO ATTACK, pg. 10)
- 3

After you finish attacking, if eligible, you may collect one Campaign card.
(see CAMPAIGN CARDS, pg .7)
- 4

Maneuver your units and draw a Faction card, if you are eligible.
(see ENDING YOUR TURN, pg .11)

WINNING

The first player to complete all 3 of their Campaign card objectives and be in control of their Base or eliminate all players from the game (even if you have not completed all of your Campaign card objectives).

2 ONE-ON-ONE (2 PLAYERS)

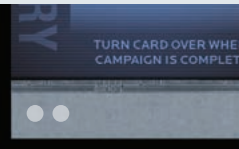
In this version of play, the Flood is a neutral faction that occupies the board along with opposing 2 players. The Flood is passive and is unable to move or attack. The Flood will act as roadblocks for the UNSC and Covenant players.

GAME SET UP

Follow the instructions below to set up the battlefield and begin waging war.

- Choose to play on either the Hammer or Anvil maps.
- Each player starts with 30 units, 1 Hero, 1 Base and 1 pair of Mobile Teleporters. One player will play as UNSC and the other as the Covenant. Set out 48 neutral Flood units.
- Each player rolls one die to determine turn order. High roll wins.
- **Remove and use** all the Campaign cards with the “••” symbol in the lower left-hand (see example →) corner from the deck. Shuffle together and deal 1 Easy, 1 Heroic and 1 Legendary Campaign card to both players. Each player briefly reviews his or her 3 Campaign card objectives and keeps them private.

Example:



Remove and USE cards with 2 dots from deck for all “One on One” game modes.

CLAIMING TERRITORIES:

In turn order, each player will place his or her set of Mobile Teleporters on the board in two unconnected territories. This placement creates a permanent connection between them. (No 2 Mobile Teleporters can be placed in the same territory)

The player with the higher die roll (Player 1) now claims the first territory by taking 1 unit and his or her Faction’s Base and placing it on an empty territory. Player 1 now controls this territory. Player 2 then does the same in an empty territory of his or her choosing. Next, player 1 places 2 units of the neutral Flood on an empty territory, claiming the territory. Players alternate placing 2 flood units in an empty territory each round. (See chart to the right →)

ROUND	STEP 1	STEP 2	STEP 3
1	Player 1 places 1 unit	Player 2 places 1 unit	Player 1 places 2 Flood units
2	Player 1 places 1 unit	Player 2 places 1 unit	Player 2 places 2 Flood units
3	Placement continues in this pattern.		

Eventually all territories will be claimed.
(One player may have one more territory than the other)

ONE-ON-ONE CONT.

DEPLOYING REINFORCEMENTS:

Now that all the territories are claimed, you will reinforce them. Players continue to place units as described in the previous chart, the only difference being that the 2 Flood units do not have to be deployed onto the same territory each round. They can be divided into 2 separate Flood-controlled territories. Keep placing units until all starting units, as well as neutral Flood units, have been placed.

There is no limit to the number of units that can be placed in a territory. You can choose to reinforce one territory with a large number of units, or you can spread them across all your territories.

DEPLOYING HEROES:

After all starting units are placed, Player 1 places his or her Hero in any territory he or she controls. Then Player 2 does the same.

ATTACKING PASSIVE FLOOD NEUTRALS:

If you attack a Neutral Flood, your opponent rolls defense. These neutral Flood units will stay on the board until eliminated. The neutral Flood does not move, get reinforced, or attack.

STARTING

It is time to declare war! Player 1 takes the first turn.

WINNING

The first Faction to complete 3 Campaign card objectives or Eliminate their opponent.

3 SLAYER (3-5 PLAYERS)

SLAYER is an updated version of the classic RISK game of Global Domination. **NOTE: Campaign cards are not used in this game mode.** Instead, play until one player controls all of the territories. That player is the winner. All other components and their functions still remain including Faction cards, Mobile Teleporters and Bases. The objective is simple: Be the last player standing. **SLAYER** requires 3-5 players and is set up and plays the same as **OBJECTIVE** with the following exceptions:

- Play continues until only one player commands the entire board.

GAME SET-UP

Follow the instructions below to set up the battlefield and begin waging war.

(see **OBJECTIVE**, pg. 3 and **BATTLEFIELDS**, pg. 1 for detailed instructions on how to set up and begin play)

WINNING

You achieve victory by eliminating all of your opponents by commanding all territories.



4 TEAM OBJECTIVE (4-5 PLAYERS)

- 4 Players is played with 2 UNSC Factions versus 2 Covenant Factions.
- 5 Players is played 2 UNSC Factions versus 2 Covenant Factions versus 1 powerful Flood Faction.

WHAT'S DIFFERENT

OWNERSHIP OF TERRITORIES:

Although players work together, they set up on their own territories and may not share territories. You CANNOT attack your ally. However, during the game, you may be able to take over command of territories controlled by your ally. (see **TRANSFER OF COMMAND** below)

END-OF-TURN MANEUVER:

You may count all territories controlled by your team as “connected” when maneuvering units. However, when maneuvering units through your ally’s territories, you must end your maneuver on a territory that YOU control.

BASES:

If an ally is eliminated, the remaining player must only be in possession of his or her own starting base to achieve victory.

TRANSFER OF COMMAND:

After placing reinforcements at the beginning of your turn, you may ask your ally if you can take over command of one of his or her territories. This may be **any** territory they control. This can be useful in cases when your path is blocked. However, there are certain restrictions to this:

- Your ally must agree to give you command
- The territory must have exactly one unit on it
- You may only take command of one territory per turn
- You may replace that unit with only one of your own from any territory you control

TURN ORDER:

(2 UNSC v 2 COVENANT FACTIONS)

Determine which players will be on the same team. Players should sit so the two teams alternate taking turns. Each player will roll one die. Whoever rolls highest secures the first turn (Roll-off if there is a tie). Play will continue clockwise. Allies CANNOT go in successive turn order unless a player is eliminated later in the game.

STARTING:

- UNSC and Covenant players start with 25 units each.
- Faction cards: The 3rd and 4th players start with 1 Faction card.

(Players use **SLAYER** style for game set-up and play pg. 5)

TURN ORDER:

(2 UNSC v 2 COVENANT v 1 FLOOD FACTION)

When playing with 5 players the Flood always goes first. Determine who will play as the Flood and who will be UNSC and Covenant teammates. Whoever rolls highest secures the second turn. The higher roll of the opposing teammates goes third (roll-off if there is a tie). Allies CANNOT go in successive turn order unless a player is eliminated.

STARTING:

- UNSC and Covenant players start with 20 units each.
- Flood starts with 30 units.
- Faction cards: The 4th and 5th players start with 1 Faction card.

DRAWING FACTION CARDS:

Flood takes 2 cards at the end of each turn if at least one territory was conquered. UNSC and Covenant teams take only one card when eligible.

WINNING

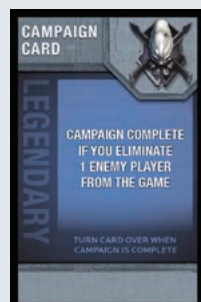
- The first Team to complete 4 Campaign card objectives collectively and have their bases under control is victorious.
- Flood victory is awarded when they complete 3 Campaign card objectives and have their base under control.
- If a player is eliminated, their Campaign cards transfer to their ally.
- If a teammate is eliminated, only the base of the remaining player needs to be under team control to win. (To play 2v2 and 2v2v1 in **SLAYER** game mode, do not stop attacking until your team controls every territory)

CARDS

CAMPAIGN CARDS

Campaign cards contain objectives that players attain in order to achieve victory.

CAMPAIGN CARD KEY



« **LEVEL OF DIFFICULTY**
(Easy, Heroic or Legendary)

« **CAMPAIGN OBJECTIVE**
(Accomplish and claim)

OVERVIEW

- To win a SLAYER or ONE-ON-ONE match, players must achieve all 3 of the Campaign card objectives they are dealt.
- While Campaign cards are dealt randomly, they contain 3 levels of difficulty: Easy, Heroic and Legendary.
- Each player will be dealt 1 Easy, 1 Heroic and 1 Legendary Campaign card.
- The varying difficulty of the cards makes a player's strategy essential.
- TEAM PLAY requires a varying number of Campaign cards for victory. (see [TEAM OBJECTIVE GAME MODE](#), pg.6)

ACCOMPLISHING CAMPAIGN CARD OBJECTIVES

After you finish attacking, look at the Campaign cards that are in your hand. If you have completed one of these objectives during your turn, you have accomplished that Campaign card. Accomplish 3 to win SLAYER and ONE-ON-ONE games. TEAM PLAY requires a varying amount depending on the number of players. (see [TEAM OBJECTIVE GAME MODE](#), pg.6)

Only one Campaign card can be accomplished per turn even if more than one is eligible. The player must choose which card to accomplish. Look carefully at your Campaign cards as some are accomplished at the beginning of, during, or at the end of your turn.

When you accomplish a Campaign card objective, turn it face-up and reveal it to all players. Now, place it to the side of the battlefield. This card will remain face-up as a reminder of your proximity to victory.

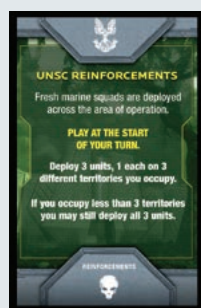
CAMPAIGN CARDS

- At the moment a player or team needs only to accomplish one more Campaign card objective, the remaining card(s) must be revealed for the duration of the game. (In team play this may require more than one card to be revealed)
- As you accomplish Campaign card objective, fewer cards will be available in your hand. Once you accomplish one, do not draw another Campaign card.
- If a player is eliminated, his or her Campaign cards do not change hands. They are discarded.
- In TEAM OBJECTIVE, if an eliminated player is in possession of accomplished Campaign cards, they transfer to his or her ally. If no surviving ally exists, they are discarded.

FACTION CARDS

Faction cards are an important and game-changing part of RISK: HALO Legendary Edition strategy.

FACTION CARD KEY



« **FACTION DESIGNATION**
(UNSC, Covenant, or Flood)

« **DIRECTIVE**
(How and when to play)

« **REINFORCEMENT SKULLS**
(cards have a 1 or 2 Skull Value)
(See [FACTION CARD SKULL VALUE](#), pg. 9)

OVERVIEW

SLAYER, ONE-ON-ONE, and TEAM OBJECTIVE GAME MODES require players to choose 1 of the Faction Card's two possible functions:

1 SKULL REINFORCEMENTS

Save up multiple Faction cards to "Cash Them In" for Reinforcement units at the start of your turn.

2 FACTION ABILITY

Use the card's unique ability. Some can be used offensively and others defensively.

CARDS CONT.

FACTION CARDS CONT.

DRAWING AND DISCARDING A FACTION CARD

DRAWING

If you conquered at least 1 enemy territory on your turn, then you get 1 Faction card. Draw it off the top of the deck that matches your unit's Faction and add it to your hand. It doesn't matter if you only conquer 1 territory or if you conquered multiple territories, you only receive 1 Faction card.

DISCARDING

When you use a Faction card, discard it into a separate discard pile to the side of the battlefield. Discard piles are only reshuffled and put back in play when a Faction's drawing deck is depleted.

USING A FACTION CARD

- You may play multiple cards per turn.
- You must choose to either use the ability or save multiple cards to "cash-in" skulls and gain reinforcements. You may not do both.
- Follow the instructions on the card to know when to use each individual card.
- After a card is used, whether for reinforcements using skulls or for the special ability, it is placed in a separate discard pile.
- If a player uses a defensive card ability after you declare an invasion, the attacker must commit the maximum possible troops for one roll. If he or she wishes to stop afterward, they may.
- If you collect a Campaign card, you cannot draw a Faction Card on that turn.

ELIMINATING A PLAYER

When one player eliminates another, he or she gains his or her Faction cards. However, players are unable to use the abilities on those acquired cards and can only use the skulls toward reinforcements (even if they are the same Faction). Keep these newly acquired cards separate from any Faction cards already in your possession.

USING MOBILE TELEPORTERS

Mobile Teleporters are the first items to be placed on the game board during game set-up for **all** game modes. Players will place pairs of Mobile Teleporters in turn order on the battlefield. This will either help connect 2 separated game boards or increase maneuverability on the 2 player Hammer or Anvil battlefields. Depending on the number of players, there are options as to how many Mobile Teleporters may be placed. (see [Mobile Teleporter Options](#) below). Some battlefields must be connected by Mobile Teleporters to play. (see [Placing Instructions](#) below). To place a Mobile Teleporter, choose two territories that do not share a connection and place one token in each territory. These two territories are now considered "connected" and normal attacking and maneuvering rules apply. These Mobile Teleporters are shared, meaning all players may utilize them even if their opponent placed them on the battlefield.

MOBILE TELEPORTER OPTIONS:

Depending on Game Mode, players have options as to how to deploy Mobile Teleporters:

- **All Players:** In all game modes, each player has the option to deploy a pair of Mobile Teleporters.
- **3-5 Players:** Players can elect to have the last player in turn order distribute only 1 pair of Mobile Teleporters. (This helps limit the number of Mobile Teleporters on the board)
- **Team Play:** Players place 1 pair of Mobile Teleporters per team. (In 2v2v1 the singular Flood would place both)



PLACING INSTRUCTIONS:

In order to play on certain battlefield maps, the maps must be connected by Mobile Teleporters appropriately:

- **All Battlefields:** Mobile Teleporter pairs must be placed on territories that do not connect. Also, no 2 Mobile Teleporters can be placed in the same territory.
- **The Ring:** Teleporter pairs must be placed on opposite halves of the battlefield. (i.e., Teleporter 1 in Inland Canyon and the companion Teleporter 1 in Pulse Grid 01)
- **Forge:** Mobile Teleporter pairs must be placed on opposite halves of the battlefield. This bridges both boards together, thus creating the Forge map. (i.e., Teleporter 2 in a territory on the Anvil map and the companion Teleporter 2 in a territory on the Hammer map)

DEPLOYING REINFORCEMENTS

At the start of your turn, follow steps 1-4 to calculate your Reinforcement amount.

The number of reinforcements you deploy at the start of your turn is the sum of the following:

- 1 The number of territories you control divided by 3
- 2 Any Regional bonus(es)
- 3 Number of bases you control
- 4 Units gained from turning in Faction Card Skulls

SAMPLE REINFORCEMENTS CHART



1 TERRITORIES

Count the number of territories you control and divide this number by 3 (ignore any remainder). If this number is lower than 3, round it up to 3. Gather that many units and set them aside. These are your reinforcements.

2 REGIONAL BONUS(ES)

If you control every territory within a Regional color group, then you control that color group. The key in the corners of the game boards shows how many units you gain. Add these units to the reinforcements from step 1.

3 BASES

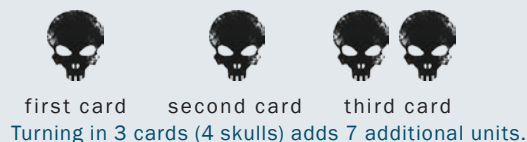
Gather one unit for every base you control, including your own. Add these units to the reinforcements from steps 1 and 2. Each base yields 1 unit.

4 FACTION CARD SKULL VALUE

How to get cards is explained in the [FACTION CARDS](#) (pg.7) section.

Instead of using the card's ability, you may choose to turn in some or all of your cards to acquire more units. cards have one or two skulls. The number of skulls determines how many units you get. You may turn in cards containing a total of 2 to 10 skulls. Refer to the chart on the game board to see how many units you get for a set of cards. Add these units to the reinforcements from steps 1, 2 and 3.

A player has 3 cards containing a total of 4 skulls at the start of his or her turn.



SKULLS	UNITS	SKULLS	UNITS	SKULLS	UNITS
2	2	5	10	8	21
3	4	6	13	9	25
4	7	7	17	10	30

TERRITORIES

- **Grey** controls a total of 13 territories at the start of his or her turn. 13 divided by 3 is 4 ignoring the remainder. Add 1 for Grey's base. Grey deploys 5 units.
- **Purple** controls 5 territories at the start of his or her turn. 5 divided by 3 is 1. However, you never deploy fewer than 3 initial units. Purple is in control of his base so Purple deploys 4 units total.

REGIONAL BONUSES

- **Grey** also controls Beach Region. In addition to the units deployed from territories, Grey also gains an extra 2 units for controlling all Beach territories. In this case, Grey will deploy 7 units total.

DEPLOYING

After assembling your reinforcement units, deploy **ALL** of them into territories that you control.

- You can put all of these units into one territory or spread them out across your territories.
- If your Hero was defeated since your last turn, you may redeploy it during this phase.

ATTACKING

On your turn, you can invade adjacent enemy territories in an attempt to take them over.

HOW TO ATTACK

- 1 Choose one of your territories that contains at least 2 units. Select 1 unit to "stay behind" and guard your territory. The remaining unit(s) can attack an enemy territory.
- 2 Once an invasion is declared, the attacker must commit at least one unit to the battle.
- 3 The defender chooses how many units will defend — 1 or 2 units.
- 4 Each side rolls 1 die for each unit in the battle. This means the attacker rolls 1, 2 or 3 dice and the defender rolls 1 or 2 dice.
- 5 Both sides put their dice in order from highest to lowest. Compare your highest die to your opponent's highest die. The higher number wins, and the defender always wins ties.
- 6 The loser removes a unit from the territory.
- 7 Compare your second-highest die. The loser removes one unit.
- 8 If there is no die to compare yours to, meaning you rolled 1 or 2 more dice than your opponent, then ignore that die or those dice.

- Purple has 3 units in Archive 99-01 and wants to attack Archive 99-02. He sends 2 units into Archive 99-02. He cannot send all 3 since one unit must stay behind.
- Grey is defending Archive 99-02 and has 3 units. He can only send 2 out to battle at a time.



- Grey has 10 units in Archive 99-02 and sends 3 units to attack Purple. (Since a maximum of 3 units can attack at a time, Grey cannot attack with more.) Purple defends with 2 units.
- Grey rolls three dice, one for each attacking unit, and Purple defends with 2. Grey's highest die, a 6, is higher than Purple's highest die, a 5. Purple removes a defending unit. Purple and Grey's second-highest dice yields a tie. Since defenders win ties, Grey removes an attacking unit. Grey's last die, a 3, is not used since there is no defending die to compare it to.

URNS AND INVASIONS

An invasion is defined as attacking a single territory from another. You may carry out multiple invasions per turn. (Attacking is optional, defending is not.)

IF THE DEFENDER STILL HAS UNITS IN THE TERRITORY:

You may attack again if you like and are able, either between the same territories or between new ones.

IF THE DEFENDER HAS NO MORE UNITS IN THE TERRITORY:

Move the attacking units into the territory. You may also move in additional units from the attacking territory. So, even though you can only attack with 3 units, you can move more than that into a conquered territory. However if you attack with 3 units (by rolling 3 dice) you must move that many units in that conquered territory. **Remember you must leave at least one unit behind — no territory can ever be abandoned.**

ELIMINATING ANOTHER PLAYER:

You eliminate another player if you defeat his or her last unit on the board. This player is now out of the game. As a reward, you get all of that player's Faction cards (if they have any). Keep these separate from your Faction cards. You may only use the newly acquired cards for their reinforcement skull value (even if your opponent is of the same Faction). Leave the defeated player's base on the board.

USING HEROES

- Heroes possess elite skills in both attack and defense that can turn the tide of battle; however, they do not represent a unit in their own right. Heroes must always move with a unit.
- Heroes add **1 point** to the **highest attack or defense die** rolled from the territory the Hero currently occupies.
- If your Hero is defending and your last unit in a territory is defeated, your Hero is also removed from the board with that unit. If they are defeated, Heroes may be redeployed at the start of your next turn to any territory you control.
- When maneuvering, your Hero must move with a unit. It cannot maneuver on its own.

UNSC



COVENANT



FLOOD



ENDING YOUR TURN

After attacking, remember to Draw a Card & Maneuver Units.

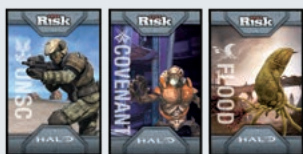
DRAW A FACTION CARD

If you did not accomplish a Campaign card objective and you conquered at least 1 enemy territory on your turn, then draw a Faction card.

(see Faction Cards, pg. 7)

Draw off the top of your Faction's deck and add it to your hand. It does not matter if you conquered 1 territory or multiple territories, you only get one card.

(If collecting a Campaign card, you cannot draw a Faction card on that turn.)



FACTION CARDS

After you take a Campaign card or a Faction card (if applicable) you may utilize one Maneuver.

- Take as many units as you'd like from **ONE** of your territories and move them to **ONE** other connected territory. Remember to leave at least one unit behind - you cannot abandon a territory.
- Territories are "connected" if all of the territories in between them are also controlled by you. You cannot pass through enemy territories.
- This is not an attack; it is a movement from one of your territories to another in order to protect your front-line or to get into position for your next turn.
- Remember that Mobile Teleporters connect two normally separated territories as long as they match.
- Maneuvering units is optional.



At the end of the turn, Purple can maneuver 2 units from Archive 99-04 through Archive 99-03 and into Research Facility A since that player controls all of these territories. Purple only went through their own territories since Archive 99-04, Archive 99-03, and Research Facility A are "connected."

(One unit must always be left behind)

REMEMBER

In this game of "Strategic Conquest," you are battling for galactic supremacy. To win, you must launch daring attacks, defend yourself on all fronts and boldly sweep across entire battlefields. But remember, the dangers, as well as the rewards, are high. Just when your goal is within your grasp, an opponent might strike and take it all away!

- Table talk, including alliances, threats, coercion, pleading, and backstabbing are not only allowed, but also encouraged.
- A great way to begin RISK: HALO Legendary Edition is by playing SLAYER game mode.
- Defensive dice rolls win ties.
- If playing SLAYER, or TEAM SLAYER, remember to keep Faction cards separated in 3 decks.
- Once someone uses a Faction card, it is placed in one of 3 separate discard piles to the side of the battlefield.
- When the last card is drawn from a Faction card deck, that Faction's discard pile is shuffled and becomes the new deck for that Faction.
- The number of a player's Faction cards is public knowledge, though the contents are not.
- When a player eliminates another, they gain their Faction cards. However, players are unable to use the abilities and can only use the skulls toward reinforcements.
- Protect your Base since you cannot win any game play modes unless you occupy it with your units in all game modes.
- An invasion is an attack from one territory to another. A turn may consist of multiple invasions.
- Regardless of who placed the Mobile Teleporters, all players may travel through it. However, Mobile Teleporters only teleport units to their matching token.
- Every territory must always have at least one unit occupying it.
- At the end of your turn, you cannot accomplish a Campaign card AND collect a Faction card. You must choose one or the other.
- Heroes receive a plus 1 bonus (for both attack and defense) to the highest die rolled when they are engaged in battle.
- Heroes do not represent a unit themselves, but move with supporting units. Likewise, Heroes cannot maneuver from one territory to another on their own.
- Heroes must move with invading units after conquering a territory if their attack bonus was used.
- Heroes are defeated when the last unit in a territory is eliminated. If defeated, Heroes may be redeployed (in a territory you control) at the start of the players next turn.
- In TEAM PLAY, teams combine successful Campaign cards to achieve victory.
- There are no points for second place.

We will be happy to hear your questions or comments about this game:
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