Risk 2210 A.D. Command Card Summary

Diplomat Commander

Card Name	# Cards	Cost	When Played	Card Text
Cease Fire	2	2	Opponent Invades.	Prevent the invasion. The attacking player cannot attack any of your territories for the rest of his/her turn.
Colony Influence	4	0	End of Game.	If your Diplomat Commander is still alive, move your score marker ahead 3 spaces.
Decoys Revealed	2	0	Before First Invasion	Move any number of your commanders to any number of territories you control.
Energy Crisis	2	0	Before First Invasion	Collect one energy from each opponent.
Evacuation	2	0	Opponent Invades.	Move all units from the attacked territory to any territory you occupy.
Global Warming	1	3	Before First Invasion	Flip over the Antarctica board. All units outside Free Afrikaans Republic are destroyed.
Major Power	1	4	Before First Invasion	Draw 2 cards from each command deck that you are able to. (You must have that commander in play.)
MOD Reduction	2	2	Before First Invasion	All of your opponents must remove 4 MODs in turn order. Then you remove 2 MODs.
Redeployment	3	0	End of Turn.	Take an extra free move this turn. You may only take this free move after you have finished attacking.
Territorial Station	3	1	Before First Invasion	Place a space station on any land territory you occupy.

Land Commander - Attacks at D8 into or out of land territories

Card Name	# Cards	Cost	When Played	Card Text
Assemble MODs	3	1	Before First Invasion	Place 3 MODS on any one land territory you occupy.
Colony Influence	2	0	End of Game.	If your Land Commander is still alive, move your score marker ahead 3 spaces.
Frequency Jam	2	0	Before First Invasion	Choose a player. The chosen player cannot play command cards during your turn.
Land Death Trap	1	3	Opponent Invades.	Your opponent must destroy half the units in the invading territory. Round up.
Major Flöwerz	1	4	Before First Invasion	Remove a devastation marker. This territory is now passable.
Reinforcements	3	0	Before First Invasion	Place 3 MODS, one each on 3 different land territories you occupy.
Scout Forces	3	0	Before First Invasion	Draw a land territory card and secretly place it facedown in front of you. Place 5 MODS on this card. When you occupy this territory immediately place the MODS. Discard the territory card.
Stealth MODs	5	0	Opponent Invades.	Place 3 additional defending MODS in the defending land territory.
Stealth Station	1	0	Opponent Invades.	Place a space station in the defending land territory.

Naval Commander - Attacks at D8 into or out of water/lava territories - Allows invasion into water or lava territories

Card Name	# Cards	Cost	When Played	Card Text
Arctic Warming	1	1	Before First Invasion	Flip over the Arctic board. All units in North Pole Station, Svalbard, and Wendigo remain in those territories.
Assemble MODs	3	1	Before First Invasion	Place 3 MODS on any one water or lava territory you occupy.
Colony Influence	2	0	End of Game.	If your Naval Commander is still alive, move your score marker ahead 3 spaces.
Frequency Jam	2	0	Before First Invasion	Choose a player. The chosen player cannot play command cards during your turn.
Hidden Energy	5	0	Before First Invasion	Draw a water or lava territory card. If you occupy this water or lava territory at the end of your turn, collect 4 energy. Discard the territory card at the end of this turn.
Major Death	1	4	Before First Invasion	Destroy all opponents' naval commanders that are in play.
Reinforcements	2	0	Before First Invasion	Place 3 MODS, one each on 3 different water or lava territories you occupy.
Stealth MODs	5	0	Opponent Invades.	Place 3 additional defending MODS in the defending water or lava territory.
Water Death Trap	1	3	Opponent Invades.	Your opponent must destroy half the units in the invading territory. Round up.

Nuclear Commander - Attacks at D8 for all invasions

Card Name	# Cards	Cost	When Played	Card Text
Aqua Brother	1	3	Before First Invasion	Choose a planet, then roll a 6-sided die. Constul the table to see the water/lava zone(s) affected. Destroy one unit in each territory in the zone(s) rolled.
Assassin Bomb	3	1	Before First Invasion	Choose an opponent's commander. Roll an 8-sided die. If you roll a 3 or higher destroy the chosen commander.
Armageddon	1	4	Before First Invasion	All players, in turn order, may play any number of nuclear command cards without paying the energy cost.
Major Pain	1	4	Before First Invasion	During this turn, all units attacking from the same territory as your nuclear commander use 8-sided dice.
The Mother	1	3	Before First Invasion	Choose a planet, then roll a 6-sided die. Constul the table to see the land zone(s) affected. Destroy one unit in each territory in the zone(s) rolled.
Nicky Boy	1	3	Before First Invasion	Choose a planet, then roll a 6-sided die. Constul the table to see the lunar or asteroid zone(s) affected. Destroy one unit in each territory in the zone(s) rolled.
Rocket Strike Land	2	2	Before First Invasion	Choose any opponent's land territory. Roll a 6-sided die. Your opponent must destroy units equal to the number rolled in the chosen territory.
Rocket Strike Moon	2	2	Before First Invasion	Choose any opponent's moon or asteroid territory. Roll a 6-sided die. Your opponent must destroy units equal to the number rolled in the chosen territory.
Rocket Strike Water	2	2	Before First Invasion	Choose any opponent's water or lava territory. Roll a 6-sided die. Your opponent must destroy units equal to the number rolled in the chosen territory.
Scatter Bomb Land	3	1	Before First Invasion	Choose a planet and turn over 3 land territory cards for that planet. Destroy half the opponents' units on territories drawn. Round up.
Scatter Bomb Moon	2	1	Before First Invasion	Choose a lunar or asteroid region and turn over 2 lunar or asteroid territory cards for that planet. Destroy half the opponents' units on territories drawn. Round up.
Scatter Bomb Water	2	1	Before First Invasion	Choose a planet and turn over 2 water or lava territory cards for that planet. Destroy half the opponents' units on territories drawn. Round up.

Space Commander - Attacks at D8 into or out of lunar/asteroid territories - Allows invasion into lunar or asteroid territories

Card Name	# Cards	Cost	When Played	Card Text
Assemble MODs	3	1	Before First Invasion	Place 3 MODs on any one moon or asteroid territory you control.
Colony Influence	2	0	End of Game.	If your Space Commander is still alive, move your score marker ahead 3 spaces.
Energy Extraction	1	1	Before First Invasion	If you occupy all the the lunar or asteroid territoires in a region of space at the end of this turn, collect 7 energy.
Frequency Jam	2	0	Before First Invasion	Choose a player. The chosen player cannot play command cards during your turn.
Invade Surface	3	0	Before First Invasion	Choose a planet. Turn over land territory cards for that planet until you turn over a territory you do not occupy. During this turn you may attack this land territory from any surrounding lunar or asteroid territories you occupy.
Major Destruction	1	4	Before First Invasion	Roll a 6-sided die. Destroy this many space stations.
Orbital Mines	2	2	Opponent Invades.	Your opponent must destroy half the units in the invading territory. Round up.
Reinforcements	3	0	Before First Invasion	Place 3 MODS, one each on 3 different lunar or asteroid territories you occupy.
Stealth MODs	4	0	Opponent Invades.	Place 3 additional defending MODS in the defending lunar or asteroid territory.

Tech Commander

Card Name	# Cards	Cost	When Played	Card Text
Advanced Recycling	2	0	Any time.	Discard any number of Command Cards you own. Collect 1 energy for each card discarded.
CBN Protection	2	1	Before First Invasion	Choose 1 territory that has a devastation marker on it. For the duration of your turn, you can move units through that territory.
Combat Enhancer	4	0	Before First Invasion or Opponent Invades	For this turn, gain +1 to all your combat rolls between the invading and invaded territory.
Major Fortification	1	4	Before Fortifying Move	Place an additional 2 MODs on each territory you control within one continent of your choice.
Mind Control	4	*	In Response to Any Command Card	Pay the cost of the played Command Card in order to cancel its effects.
Superconductivity	1	2	Before First Invasion	Place this card face up in front of you. While this card is in play, the energy activation cost for all Command Cards you play is reduced by 1.
Tech Investment	2	0	After Deploying MODs	Roll 1 8-sided die and gain that many energy chips. At the end of your turn (after fortification) roll 1 6-sided die and lose that many energy chips.
Technical Espionage	2	2	Before First Invasion	Choose 1 of your opponents and look at his or her Command Cards. Choose 1 of their cards and discard it.
Teleportation	2	0	Before First Invasion	You may make one redeployment before your first invasion.
Time Dilation	1	4	After Bidding for Turn Order Completed	Switch turn order markers with an opponent of your choice.

Galaxy Commander - Attacks at a D8 from territories containing C.S.S.'s - Allows interplanetary attacks

Card Name	# Cards	Cost	When Played	Card Text
Acquired Access Codes	2	2	Before First Invasion	For any interplanetary attack you launch this turn, you may attack any space stations in addition to C.S.S.'s.
Assemble MODs	2	1	Before First Invasion	Place 3 MODs on any one territory you occupy that contains a C.S.S.
C.S.S. Relocation	2	3	Before First Invasion	You may move a C.S.S. you control to any other territory you control on the same continent.
Der Kapitän	1	8	Before First Invasion	Gather troops on a continent you control, leaving at most 2 MODs in each territory. With these troops, immediately launch
Frequency Jam	3	0	Before First Invasion	Choose a player. The chosen player cannot play command cards during your turn.
Improved IpT	4	5	Before First Invasion	For the duration of your turn, you may attack a C.S.S. on any planet from an space station or C.S.S. you control, even if you already have troops on that planet.
Improved Production	2	3	Before First Invasion	For each C.S.S. you control, immediately collect 1 energy and deploy 1 MOD.
Reactor Malfunction	1	18	Before First Invasion	Place a devastation marker on any one territory containing a C.S.S. Destroy all units, commanders, and space stations on that territory.
Solar Flare	1	4	Before First Invasion	Roll a 6-sided die. Destroy one unit in each territory containing 2 or more MODs on the planet rolled. 1= Earth, 2= Mars, 3= Io, 4= Europa, 5-6= Roll Again.
Stealth MODs	3	0	Opponent's IpA	Place 3 additional defending MODs in the defending territory.
Yaven VI	1	0	Before First Invasion	Place the space station card on the table. Put 1 MOD in each territory in the space station.

Resistance Commander - Attacks at a D8 into territories containing 3 or less MODs

Card Name	# Cards	Cost	When Played	Card Text
Battlefield Promotion	1	1	Before First Invasion	Remove 1 MOD from any territory you control and place a new commander of your choice in the same territory.
Counter Intelligence	1	1	Opponent Invades	Switch MODs and commanders on any two territories you control.
Dirty Death Trap	1	3	Opponent Invades	Roll a 6-sided die and destroy that many MODs in the invading territroy. Repeat for all adjacent territories (including the defending territory).
Frequency Jam	2	0	Before First Invasion	Choose a player. The chosen player cannot play command cards during your turn.
Hacked Machine Code	1	1	Opponent Invades	Destroy two MODs in the invading territory and place two MODs in the defending territory.
Insurgent Cell Revealed	2	2	Before First Invasion	Choose another player's territory containing only 1 MOD. Destroy that MOD and roll a 6-sided die. Place MODs in that territory equal to the number rolled.
Insurgent Fighters	2	0	After All Units in Your Territoy are Defeated	Your opponent does not gain control of this territory. Place 3 MODs on this territory. Your opponent may choose to continue the invasion.
Ion Defense Cannon	1	4	End of Turn	Place this card face-up in front of you. While it is in play, roll an additional 6-sided die when defending territories you control. Discard this card at the start of your next turn.
It's a Trap!	1	1	Opponent Invades	The invasion cannot be called off until your opponent gains control of the territory or they are no longer able to attack.
Low Ammo	1	2	Opponent Invades	The attacker may use at most 2 dice when attacking this territroy for the rest of the turn.
Niven Station	1	0	Before First Invasion	Place the space station card on the table. Put 1 MOD in each territory in the space station.
Nuclear Sabotage	1	3	Before First Invasion	Choose a territory with a Space Station and destroy the Space Station. Also destroy 1 MOD in the same territory and in all adjacent territories.
Return Fire	1	0	Opponent Invades	If your opponent fails to gain control of the territory during this turn, gain 5 additional MODs to place on your next turn.
Strategic Defense Initiative	1	2	In Response to Nuclear Comm. Card	Roll a 6-sided die. If you roll a 3 or higher, the Nuclear Command Card has no effect.
System Failure	1	3	In Response to Any Command Card	The Command Card being played has no effect. Gain the Command Card into your hand.
Traitorous Bribe	1	1	Before First Invasion	Choose an opponent. That opponent must pay you 3 energy or destroy a commander. If they destroy a commander, place the same commander in a territory you control.
Underground Railroad	1	0	Before First Invasion	You may make a fortification from any territory you control to any other territory you control. They need not be connected. You may not make a fortification move at the end of this turn.
Uprising	2	2	Before First Invasion	Choose a territory. All MODs except 1 must move to an adjacent territory controlled by the same player. If the player does not control an adjacent territory, destroy the MODs instead.

Key for When Played

Before First Invasion	Play on your turn before your first invasion is declared.
Opponent Invades	Play after an opponent declares an invasion into a territory of the card type.
End of Game	Play at the end of the game.
End of Turn	Play at the end of your turn.