Risk: Reinforcement Learning

# Rules

## Start

* Territories are randomly equally assigned to players
* Each player is assigned 18 units
* One unit must be placed on each territory
* Each player then takes it in turns to add units to the board in occupied territories

## Play

### Reinforcements

* Reinforcements assigned as max(floor(# owned territories / 3) + continent bonus, 3)
* Distribute new units

### Attacking

* Can attack as many times as the player likes, but need at least two units on the territory that is being attacked from.
* The attacker gets min(#units,3) dice to roll, defender gets min(#units,2) dice to roll.
* Compare highest pair of dice rolls, loser loses a unit, defender wins draws.
* If there is a pair of dice left then repeat with attacker using his next highest

## Winning

* One player left
* Turn limit with function of territories, units and continents.