Risk 2.1

Concept: Risk with more factors and less randomness. Basic supply management such as crops and production. Morale system and options of how to annex territories to fit with a certain strategy

Overview of Mechanics:

* **Morale:** Determined by army size, number of territories, crop surplus/deficit, production surplus/deficit and labor type. Winning/losing territories may also affect it. Holding/losing continents will have an effect as well
* **Crop Production:** Each territory has a base production output which gets multiplied by the labor type in that territory. Affects morale
* **Industrial Production:** Same as crop production in determination. Used to determine how many units you get at the start of your turn. Also affects morale
* **Labor Type:** Slave or paid. Paid labor has a multiplier of 1, slave labor has a multiple of 3 but hurts morale and increases the odds of a revolt
* **Revolts:** About every 12 turns a territory will revolt, causing a portion of the armies there to die. Chances of revolt are increased by factors such as slave labor and supply deficits
* **Territory Cards:** If a player captures a territory on their turn they get a territory card at the end of their turn. There are three types of territory cards; A, B and C. Once the player gets 3 of a kind or one of each they may turn in the cards for a troop bonus
* **Wild Cards:** When you turn in territory bonuses you must also take a wild card and activate it. The effects are listed below

Game Start: Each player assigns a priority number to each continent (1-6, each number may only be used once) and rolls a dice. A combination of the priority number and dice roll is used as a weight when determining the initial troop start positions. Players will then each roll a dice to determine who goes first. The move order is determined by the sorted rolls. Ties are broken by re-rolling. Players then go around and place one unit at a time on their controlled territories. On the first pass they also get to decide the type of labor for each territory.

Game Play: Each turn consists of three phases; Reinforce, Attack and Transfer. Each phase is as follows:

1. Reinforce: Each player receives a bonus equal to the total industrial output of their territories divided by 10. If a player wishes to turn in territory cards, they must do so during this phase
2. Attack: Players may choose to use their armies on one territory to attack and take over adjacent territories. The attacker may role up to 3 dice, less if they don’t have enough troops to move. Defenders may roll up to 2 dice, less if they have less than 2 armies on that territory. Result is calculated as such:
3. Transfer: At the end of their turn the player may choose to transfer armies from one territory to another. Any number of troops may be sent over any distance as long as a path exists and there is at least one troop remaining on the source territory

Capturing Territories: If a player attacks a territory and completely wipes out the defending army they will assume control of the territory. After receiving a territory card they may transfer any amount of armies to the new territory, provided that each territory has at least one army, and decide the type of labor to use in that territory. Crop and industry bonuses from the captured territory are not available until the player’s next turn

Continents: Continents are groups of territories that, when held all at once, provide an additional troop bonus. When an entire continent is held morale gets boosted as well. Losing control of a continent will cause the morale boost to disappear and will also hurt morale for 2 turns, or until another continent is under control.

Turning In: Once a player has three of a kind of territory cards, or one of each, they may choose to turn in their cards for a troop bonus. If a player has five or more cards they must turn in, even if it is in the middle of their turn. The troop bonus starts at the first entry in the below table and increases with each turn-in that occurs. When a player turns in they must also draw a wild card and apply it immediately. The types of wild cards are below

|  |  |
| --- | --- |
| Turn In | Troop Bonus |
| 1 | 4 |
| 2 | 6 |
| 3 | 10 |
| 4 | 15 |
| 5 | 20 |
| 6 | 25 |
| 7 | 30 |
| 8 | 35 |
| 9 | 40 |
| 10 | 50 |

|  |  |
| --- | --- |
| Wild Card | Effect |
| Famine | Reduce crop output by 2/3 on affected territory |
| Disease | Reduce all output by 1/3 and kill 1/3 of armies on effected territory |
| Morale+ | Gives a morale boost |
| Morale- | Hurts morale |
| +Army | A random amount of free armies (proportional to the number of armies the player has) can be deployed for free |
| Unions | All output is reduced by 70% for 4 turns but morale is raised by 40% |

Revolts: Should a player’s morale fall below a certain threshold there’s a chance each turn that a territory will revolt. A revolt results in 1/3 of the armies on that territory being killed. If morale remains below the threshold for more than 5 turns the chance of revolts increases. This repeats every 5 turns until there are constant rebellions. If the revolting territory only has one army, it will become neutral; meaning that there will be one army there but it doesn’t belong to any player and must be captured.

Eliminating Players: Should a player lose all of their territories they get eliminated from the game. The player that captured their last territory receives all of the eliminated player’s territory cards. If they have over 5 cards, they must turn them in at that point.

Winning the Game: To win, a player must be the only player left in the game. They do not necessarily need to capture all of the territories in the world; neutral territories do not count as players and do not need to be taken over to win.

Resigning: If a player wants to quit playing or has lost hope, they may resign. All of their territories become neutral, as do their armies.