Risk 2.0

Concept: Risk with less randomness and more strategy implemented through variable affecters such as morale and peasant revolts.

Variables:

1. Morale (influenced by territories held [# and territory bonus], continents held [same influence as territories], economic system, crop surplus, industrial surplus)
2. Crop supply (certain territories output X crop points and require Y crop points, then remaining crop points are distributed in the minimum amount across all armies [if not enough, some armies must die (hurts morale)], surplus is then distributed among armies to allow them to invade territories)
3. Industrial supply (certain territories output certain amounts, required for army movements [supplies are pre-distributed at start of turn])
4. Economic system (when territory is captured choose between slave labor or free labor [slave labor = more output, less morale, higher chance of revolt; free labor = less output, more morale, less chance of revolt])
5. Peasant revolt (% chance for each territory based on morale, economic system and previous revolts on that turn, kills Territory-Population/3 armies per territory effected)

Pre-turn cards:

1. Famine (reduce total crop output by 2/3 on effected territory)
2. Disease (reduce all output and kill 1/3 of armies on effected territory)
3. Morale booster (boosts morale)
4. Morale downer (reduces morale)
5. Free army (random amount of armies [relative to amount of armies the player has])
6. Unions (reduces all output by 70% for 4 turns and raises morale by X on effected territories)

Battle Cards:

1. Won after capture of territory
2. Everyone starts with one
3. Can never have less than one
4. Horse/Canon/Soldier for turn-ins
5. General (one each card, can be used as leader for a battle)

Battle:

1. Dice input (4 for defense, 6 for attack, use max amount of dice by default)
2. Morale input (into formula with dice)
3. Ratio of defending dice vs. attacking dice (add weight to defending dice to give them advantage [perhaps add 3])
4. General (player can choose any general on their cards, generals have 2 stats [multiplier to morale and a separate number used as input to the battle formula)

Extras:

1. Revolts aren’t possible until 7 turns into the game or until an empire owns 12 territories (whichever comes first)
2. Can only capture territories equal to the turn number from each player per turn until turn 3 (turn one = 1 territory per player, turn 2 = 2 territories, etc.)
3. On start (each player gives each continent a priority number [1-6], then they all roll until one player has highest roll, player start territories are given with a bias [determined based on priority number and dice roll] starting with player with highest roll)