

RISK - Custom Rules

First, a little numerology:

The expert maps are divided into 180 and 144 territories for Europe and Asia, respectively. The names and outlines are taken directly from the (1993?) RISK computer game, which featured such extended maps. Needless to say, without a computer doing all of the calculations for you (and the dice rolling), such a map for a board game is probably unwieldy unless some major rule modifications are made. I have no idea what those should be at the time (and did not even attempt to break up the maritime zones into seas), so for now...pretty maps?

For the simplified maps (54 territories in Europe, 48 in Asia; the classic world map had 42), I used a best-fit algorithm to scale down the larger maps based on number of territories, number of external "continent" connections, and number of internal "continent" connections (also comparing with the classic world RISK board). This gives the continent bonuses listed on those maps. So far, they seem to be fair.

Since the 1998 version with the plastic figurines (instead of stupid blocks or arrows) had 40 infantry, 12 cavalry, and 8 artillery per color, there is always the possibility of running out of infantry to garrison those safe-and-distant territories you own, so "conscripting" a neutral color is often necessary, even on the classic world map. Ordering army sets from Viktory II will also give you 8 ships, though the rest of the pieces don't really match (but can be used for other fun things).

OK, enough yammering. Here's a reminder about setup from the classic game:

- 2 players – 40 infantry per player plus one (or more!) neutrals.
- 3 players – 35 infantry per player
- 4 players – 30 infantry per player
- 5 players – 25 infantry per player
- 6 players – 20 infantry per player

There are 2 basic ways to assign territories: **diaspora** (random) and **fiefdoms**. In the diasporic setup, the territory cards are divided into even (or as even as possible: those that get less cards should take the first turns) piles and assigned to each player, who then place one unit (from their starting stocks) on each of their territories to occupy it. Once that completes, players take turns placing their remaining units (or those of neutral armies) until all are placed (the initial placement of units is probably the most important strategic part of the game, so plan well!)

In the fiefdom setup, players just select territories in turn (starting from a randomly selected first player) until all are claimed and garrisoned, then the last player to place takes the first turn, now going in reverse order. (this is more fair than the official rulebook) This setup eliminates the initial squabbling over and consolidation of zones of initial influence, and leads to a faster game (though there's something fun about the gradual increase of scale of conflict, giving a greater sense of historical passage of time as your fledgling empire grows.)

Continental gameplay is unchanged: each turn (including the very first!), you get reinforcements:

- number of territories divided by 3, rounded down
- continent bonus if all territories in a continent are controlled at the beginning of the turn
- traded in card sets, either increasing (4,6,8,10,12,15,20,25,...+5), fixed (always 10), or slowly increasing (4,5,6,7,...+1)
- local conscripts: if you trade in a card set and own one (or more: this differs from the standard rules) of the shown territories, you get 2 additional troops that *must be placed in those territories*

Attacking is the usual: up to one less die than the number of attacking armies (max 3) is rolled by the attacker; up to the number of defending armies (max 2) is rolled by the defender. Compare highest to highest and second highest to second highest; defender wins ties. A cheat sheet of probabilities is below (green indicates attacker advantage; red, defender):

			Attacker		
			One Die	Two Dice	Three Dice
Defender	One Die	Defender -1	41.67%	57.87%	65.97%
		Attacker -1	58.33%	42.13%	34.03%
	Two Dice	Defender -1	25.46%	-	-
		Attacker -1	74.54%	-	-
		Defender -2	-	22.76%	37.17%
		Attacker -2	-	44.83%	29.26%
		Each -1	-	32.41%	33.58%

For a full sequence of attacks, the probability of the attacker winning is given by (not including the one guy that must be left behind):

		Number of Attacking Armies									
		1	2	3	4	5	6	7	8	9	10
Number of Defending Armies	1	42%	75%	92%	97%	99%	>99%	>99%	>99%	>99%	>99%
	2	11%	36%	66%	79%	89%	93%	97%	98%	99%	99%
	3	3%	21%	47%	64%	77%	86%	91%	95%	97%	98%
	4	1%	9%	31%	48%	64%	74%	83%	89%	93%	95%
	5	<1%	5%	21%	36%	51%	64%	74%	82%	87%	92%
	6	<1%	2%	13%	25%	40%	52%	64%	73%	81%	86%
	7	<1%	1%	8%	18%	30%	42%	54%	64%	73%	80%
	8	<1%	<1%	5%	12%	22%	33%	45%	55%	65%	72%
	9	<1%	<1%	3%	9%	16%	26%	36%	46%	56%	65%
	10	<1%	<1%	2%	6%	12%	19%	29%	38%	48%	57%

To end your turn, you may make one **free move** of any number of troops from one territory to an adjacent territory. *Variant – Supply Line*: you may make a move of any number of troops from one territory through a connected path of your territories (picking up/dropping off along the way), but no retracing steps. *Variant – Mobilization*: you may make any number of troop movements along connected pathways.

If you captured at least one territory during your turn, you may take one RISK card (if your hand ever reaches 6, you must immediately trade in for one or two sets, even in the middle of the turn). If you defeat another player (remove last territory from board), you get his RISK cards.

Navies

Ships cost 3 troops and may only be placed during garrison at the beginning of the turn, in a sea or ocean adjacent to a controlled land territory. Ships of different colors may co-occupy the same sea. If a player has **superiority** over a contested route (dotted line between territories that crosses a sea or border between two seas), he may passively **blockade** that route. Superiority is defined as having the greatest naval power in the sea (or sum of adjacent seas) that possesses the route. Ships of different colors cannot ally to affect superiority, but the superior power may elect not to enforce the blockade. A blockade prevents the motion of enemy land troops across the route, whether to attack, retreat, or free move.

Each turn, a ship may take two of 3 actions, but only attack may be done twice:

- Move to an adjacent sea
- Attack another ship in the same sea
- Bombard an adjacent territory

When attacking, each ship gets 3 attack, 2 defense, and each lose a hit point on each loss (2 losses sink the ship). 1 hit cripples the ship (turn on its side); crippled ships can only move, get 1 defense, and count as $\frac{1}{2}$ for superiority. Each battle between ships is resolved independently.

If a player has superiority, a ship may **bombard** a neighboring land territory: roll two dice against a defender's one die. An attacker victory reduces one troop; a defender victory does nothing. A ship may only bombard territories with more than one troop.

During a garrison or free move, a player may spend one troop to **repair** a crippled ship back to normal. If done during a free move, the troop must come from an adjacent land territory.

A single defending land unit may use an additional defense die if there is a neighboring ship with superiority.

House Rules

Capitals: Once territories have been chosen, secretly select the RISK card of one of your occupied territories from the deck. Once all have been chosen, reveal your capital card. First player to control all (or some lesser decided number) wins (these cards may not be used for sets. Just hand over control of the card to the current occupant of the territory).

Generals/Admirals: If desired, once per turn an *attacker* may retroactively change one die of his choosing to a six, representing the presence of a general.

Attrition: one may not have more than 12 armies in a single territory (any that cannot be placed are lost) *or* each turn, an army of more than 12 loses one troop at the end of the turn.

Advance Scouting: If you possess the RISK card of the territory you're attacking or attacking from, you may re-roll one die of your choice per battle (not roll) involving that territory.

Retreat: Once per attacker turn, a defender may retreat all of his land troops to a controlled adjacent territory.

Potential Variants:

Central Command: Can only garrison territories connected to capital.

Mercenaries: Can use a card set to place 1.5 times as many neutral armies.

Tides of War: Seas cannot be co-occupied.

Coastal Defense: Territories with artillery (>10 troops) may attack ships, or may not be bombarded.

Rebellion: At the end of each round of turns, a RISK card is drawn and a die is rolled. The owner of the territory loses that many troops in that territory. If this causes the total to go less than one, the difference is made up by neutral troops. If the owner was neutral, add this many troops.

Privateers: Neutrals can have ships, and they enforce all blockades.

Friendly Fire: If an attacker rolls triple ones, he loses all but one troop.

Blitzkrieg: If an attacker rolls triple sixes, the defender loses as many units as the attacker is attacking with. If this is more than are in the defending territory, the attacker may take them from neighboring territories.

Advanced General/Admiral: Spend 5 troops (or whenever army/navy grows to given size) to place a special general/admiral unit/token that adds +1 to highest die on attack or defense for all battles (treat as normal unit otherwise; last one killed).

Conscription Confusion: Instead of getting known number of units for a card set, roll 2 dice and receive that many units (or choose randomly somehow).

Unforeseen Consequences: Spending a card set gives 2 bonus troops to all territories listed, regardless of who owns them.

Vendetta: (3+ players) At the beginning of the game, draw a card and match the owner or find some way of randomly selecting a secret "target" player for each player. As soon as one player loses, the game is over, and the person whose target was the eliminated player wins, regardless of who did him in.

Zombie Apocalypse: After turn 50, roll a die for each territory, and replace that many troops in territory with zombies (neutrals) *also in that territory*. Any remaining troops must defeat the zombies in their territories to win (multiple victors, or none, are possible).

Pandemic: Simply use the map as a mod for Pandemic (there are 48 cities in that game, so it's a close match for Europe and exact for Asia. You'll need two stacks of territory cards with different backs (draw and infect), and some custom event cards. Dividing into 4 diseases might be tricky though...