

WARRIOR RISK

A quick expansion pack for the classic board game of RISK

Distribution & Version Control (DRAFT ONLY)

This Version	1.1
Release Date	10 th June 2011
Distribution	1.0 – online PDF
	1.1 – online PDF

Change Control

Version -1.0

Section 2.2.1 changed from “only one attack per round” to “more than one attack per round” to bring it into line with standard RISK rules

Statement

This expansion pack is intended to give your existing RISK board game a new fresh twist. You don't need any extra pieces; just this rulebook and some notepaper and pens (or slate device) for each player. The rules behind Warrior Risk takes inspiration from the classic board game Warrior Knights (1986). Warrior Risk inserts the highs and lows of fate into your game and opens up the floor to politics between players, deals can be struck, honour can be kept or betrayed. You will need to own a copy of the board game RISK based on the five continents of North America, South America, Europe, Africa, Asia and Oceania.

How to Win

There are several flavours of game and winning.

World Domination: the winner is the last player standing; other players have either lost all their territories or only have one territory left. Likely to be a long game. But satisfying.

Continental Conqueror: the winner is the first player to succeed in taking control of all territories one of the following continent combinations. Players can choose which continent combination they want – and possibly fight over it.

- Asia & Oceania
- Europe & Africa
- Europe & Oceania
- North America & Oceania
- North America & South America

Lunchtime Fix: if you're pushed for time simply state a cut-off point and play for points. Once the

cut-off time arrives, players get points for each territory x 100, plus the total of their cash. Highest score wins. The number of troops you've bought and have on the board do not count towards any score.

Setting up the Game

1. Lay out the board and choose a colour for each player.
2. Determine territories. Take the Risk cards (minus wild cards) that show all the territories in the game; shuffle them and deal out a certain number of each player; the number of cards varies depending on how many players there are. 2 or 3 players get 10 random cards each; 4 players get 5 cards each; 5 & 6 players get 4 cards each. This determines what territories each player starts with.
3. Select a capital / primary territory. Each player should select one of their territories as their capital / primary territory. They do this by placing the Risk card that signifies this territory in front of them, where they're sitting at the table – clearly so everybody can see it. This capital / primary territory has special defensive bonuses from the loyal (or fearful) population. It is a disaster if a player ever has this captured by another player – so make sure it is always protected and be wary of players making a move towards it later in the game.
4. Receive initial troops. For each territory, a player is giving 3 units (infantry) to start with. So if they start with 10 territories, they're given 30 army units.
5. Allocate initial troops. Similar to traditional Risk rules. Troops are allocated one at a time. Troops can be allocated across any number or mix of territories, but a player must always keep

at least one army unit in each territory they possess – otherwise they lose it.

6. Give each player notepad and pen. One side of the paper should be used to scribble down bids at auction. The other side, which is always visible to all players, should contain a clear statement (or current total) of the money that player has. This value will change every turn as money comes in from captured territories and is paid out to buy new troops.
Option: use small change coins to represent the gold pieces (GPs) used as currency in the game if you want players to have a physical representation for their cash
7. Money. Each player starts the game with 100 GP.

1: The Sequence of Play

1.1 Game Sequence

The game unfolds in rounds. The first round is a combat round, immediately followed by another combat round and then a special, Commerce, Fate & Politics rounds. Thereafter rounds occur in this order: 1: Combat Round | 2: Combat Round | 3: Commerce, Fate & Politics Round.

1.2 Combat Round Sequence

The combat round always starts with an income phase; all players participate in this before undertaking any movement and combat. Each player completes movement and combat in turn.

1.3 Commerce, Fate & Politics Round Sequence

This is a special round occurring every 3rd round. It always follows the same format:

1. **Auction** – player bid against each other to buy fresh troops.
2. **Barter** - players engage in deal making, if they wish.
3. **Speculative Trade** – a chance for players to gamble funds to make fast profits.
4. **Fate & Politics** – the roll of the dice can bring joy or pain.
5. **Continental Troops & Allocation** – gain troops for controlling a whole continent and allocate any and all troops gained during this round.

2: Starting the Game

2.1 Income phase

Income is received from territories under your control (you have at least one army unit in place there) and from “New Trade Routes” which can be awarded during Commerce, Fate & Politics round and would be written down on a players notepad. For an easy way to play, simply receive 20 Gold Pieces for every territory you control. Players simply add the funds to the current total.

Continent	INC	Optional INC
North America	20 GP	30 GP
South America	20 GP	20 GP
Europe	20 GP	20 GP
Africa	20 GP	10 GP
Asia	20 GP	30 GP
Oceania	20 GP	10 GP

Optional INC: if you’re interested in throwing a little more strategy into the game, have a differential in the various incomes each territory provides; making some more continents more attractive than others.

Example. Player Green, has five territories in Europe and two territories in Africa. This means his income this round is 5 x 20 GP (Europe) and 2 x 10 GP (Africa), which is a total of 120 GP.

2.2 Movement & Combat

Players complete their movement & combat in turn. Players can move any number of troops from one territory to any *adjoining* territory without conflict if a) they control the adjoining territory or b) it is controlled by an ally who has declared safe passage**. This can be repeated numerous times across the board and simply consist of troop movements.

**Such a declaration of safe passage can be reneged-upon. The owner of the territory could spring a surprise attack – but this can’t happen until it’s their combat round. Likewise, the player entering the territory controlled by another player could launch their own sneak attack once they’re in place. It’s all down to trust.

In the latter example, the player who controls the territory being attack – who allowed the opposing force to enter without challenge – suffers a penalty of -1 to all DEFENCE dice rolls for the duration of one combat round. Such is the price of misplaced trust and the consequences of betrayal.

When moving troops out of one territory into another, a player must always leave at least one troop unit in the territory being departed – otherwise it reverts to being classed as “unoccupied”.

2.2.1 More than one attack per round

Each player can launch more than one continuous attack per turn; ie, sending forces into one particular territory, from any number of *surrounding* territories. If they win they can keep going – blitzkrieg style, or they can start a new separate attack with a different army in some other part of the map, in the same turn. They cannot add fresh troops units once the attack is underway. The attacking army must either continue until exhausted, or until the player is satisfied with progress at that point (this could even be a vast army stopping after conquering one territory).

2.2.2 Attacking an occupied territory

If the territory has troop pieces from another player in it then it is considered occupied by them. Use standard RISK combat rules to win the territory from them.

2.2.3 Attacking an “unoccupied” territory

This refers to any territory that has not yet been taken by another player – or that has been left abandoned (no troop pieces in place) by a previous player. Either way, the territory will have a local population and a defensive force but is considered “unoccupied” by players.

To take this territory a player will need to overcome the indigenous population’s defence force through combat – which is a combination of militia and terrain type, plus the ability of local population to utilise their knowledge of the terrain and environment to the detriment of any attacking force. This is called the Natural Defence Force (NDF).

Continent	NDF
North America	7
South America	5
Europe	7
Africa	5
Asia	5
Oceania	15

If the attacker fails to take the territory in a single combat round – and ceases the attack before succeeding, then the NDF resets itself back to full strength next combat round.

2.2.4 Attacking a capital / Primary Territory

The capital / primary territory is chosen by each player at the start of the game. If lost then the conqueror reaps many rewards, half the defeated player’s money and some of their territories; it’s the kind of action that can lead to total victory, but it can be a tough fight to win.

The capital / primary territory contains a loyal population who will fight off enemy forces. They have a **huge** defence benefit. Their loyalty is either through fear or love, and is a reflection of how much is invested in the area, or how much oppressive security is enabled; either way, it is symbolised by how many troop units are placed in the territory.

Of course, the whims of a population are always hard to read at any particular time so there is a certain amount of random chance in the level of support local civilians will provide in fighting off an enemy. It varies between 2 and 4 x the number of troop units placed there.

The actual value is determined only when an enemy force tries to invade. At such a moment, roll 1d6.

1= x2 | 2-5= x 3 | 6= x 4.

What this means is that if an enemy force tries to attack your capital / primary territory, you can multiply your (defence strength) by this value. You cannot use this increased force to counter attack, but only to resist any invasion.

Losing your Capital / Primary Territory

Ouch. The first thing that happens is you’re forced into exile. The population is shocked and goes into an upheaval, some people siding with the new victors – others rallying around you and fleeing with you. Your whole empire is thrust into turmoil.

Secondly, you must hand over half your money to the conquering force – the spoils of war.

Thirdly, for each territory in your possession you must determine if it remains loyal to you, throws its hand in with the new victor, or simple takes the opportunity to become independent. For each territory roll 1d6.

On a 1-4 = the territory remains loyal to you, increase the existing force by 1 infantry unit as sympathisers and other troops fleeing lost territories converge to provide support;

On a **5** = the territory reverts to an “unoccupied” state – you lose any forces that were stationed there.

On a **6** = the territory switches loyalty to the new victor of the capital / Primary Territory. Half the existing force is lost. The remaining half change colour and become troops units for the new victor.

Finally, you must relocate your Capital / Primary Territory to a new location. Where, is your choice, but it must be a territory you control.

3: Commerce, Fate & Politics Round

This occurs every 3rd round; always following two movement & combat rounds.

3.1 Auction for new troop units

There are # lots of troops for purchase, where # equals the number of players.

Players bid for each lot one at a time; one lot is won before the next one is determined and bids made.

There is no set-amount or guide price for how much players should bid for troops. It comes down to how much they can afford. Territories generate income, income gives them spending power. But if you blow your money too quickly and then lose territories, you'll be in a vicious circle of decline, too poor to buy new troops and unable to conquer territories to improve your wealth.

To determine the number of troops in a particular lot, roll 1d6.

1= 2 troops | **2-4**= 5 troops | **5**= 10 troops | **6**= 15 troops

Any new troops are not allocated (placed on the board) until the end of the Commerce, Politics & Fate round.

3.2 Barter

This is an open forum, for all players have the option to discuss exchanging troops or even territories for money or favours. Free form, no rules, anything is possible.

3.3 Speculative Trade

Unlike like regular trade routes which are well planned, protected and awarded by conglomerates of industry leaders to people like the players – these speculative trade options hold the chance for quick gains and equally quick losses.

Each player may choose to gamble cash on various trade ventures. All players can put in any amount **up to 100 GP** into the pot in this turn.

One player then rolls a dice, 1d6.

1= money lost

2-3= a pitiful return that fails to cover the initial investment. Get half the money back.

4 = Break even. You get your money back with no profit.

5= Each participant gets a 5:1 return on investment

6= Each participant gets a 10:1 return on investment.

3.4 Fate & Politics

Each player should roll 4d6 and consult the result below. Some results require you to determine a random territory, there is a table for doing this further down. Some results require all players to vote on a decision that can affect the whole game.

Note: Any time a territory is left without any army pieces as a result of this round, then the territory reverts to being "unoccupied".

Result of dice roll:

1. – na -
2. – na –
3. – na –
4. Famine and Disaster befalls the entire globe and all players must donate **half** their money to rebuild essential infrastructure in their respective territories. This only happens once in a game. If it comes up again – ignore it as a no result (- na -).
5. High economic results in your territories. Receive 30 GP for each territory you currently control.
6. Terrible economic results in your territories. You must pay 50 GP for each territory you currently control.
7. Good economic results in your territories. Receive 5 GP for each territory you currently control.
8. Bad economic results in your territories. You must pay 5 GP for each territory you currently control.

9. One territory delivers positive economic rewards. Determine one random territory. The owner, if there is one, receives a financial boost of 200 GP
10. One territory suffers terrible economic failure and requires bailing out. Determine one random territory. The owner, if there is one, must pay 300 GP or lose the territory (it reverts to being unoccupied). If they can only pay part of this sum, they must do so and still lose the territory.
11. Two territories deliver positive economic rewards. Determine two random territories. The owner(s), if there are any, each receive a financial boost of 100 GP for each territory.
12. Two territories suffer terrible economic failures and require bridging loans. Determine two random territories. The owner(s), if there are any, must each pay 200 GP or lose the territory (it reverts to being unoccupied). If they can only pay part of this sum, they must do so and still lose the territory.
13. Disease, environmental disaster and famine strikes one random territory. Any owner must pay out 100 GP in emergency aid. Each army piece (Infantry, Cavalry, Cannon) in that territory must roll 1d6. On a 1-4 = that piece survives unscathed; but if you roll 5 or 6 =, that army piece is destroyed and removed.
14. Good fortune shines upon one random territory. Determine one random territory. Any owner receives a financial boost of 200 GP & any troop strength in there is increased by 3 infantry - due to happy locals forming militia to help protect and serve.
15. A local uprising surges into a violent mob in one random territory. Determine which territory and any forces there are attacked. The mob fights to the death. The attack strength is determined by rolling 1d6 x 2 infantry.
16. A positive recruitment drive and happy population leads to a swelling of cheap but competent troops in one of your territories. You choose which one. Increase the existing force there by 2 more infantry.
17. Poor commanders and low morale leads to a spate of desertion in one of your territories. You must lose a total of 2 infantry, which can be taken from one or two territories. The player to your left can decide which territories to remove them from - and can select a territory that would leave it empty and unoccupied.
18. Consult the VOTING TABLE (below).
19. A special military unit is formed from local militia in one territory. Determine one random territory. If a player is in control of that territory then it receives a boost of 2 infantry units.
20. One territory decides to create a large military force as a way of re-purposing certain segments of the local population. Determine one random territory. If a player is in control of that territory then it receives a boost of 5 infantry units.
21. An argument within the command structure of your armies leaves all your forces paralysed next combat round. Although they can all defend at full strength, none of them are able to engage in conflict or move. This only lasts for one combat round.
22. A virulent disease breaks out in isolated pockets across one territory. Determine one random territory; any force there automatically loses one infantry unit.
23. Access to higher-than-expected stocks of fuel, transport and other supplies allows you to immediately move up to 20 Infantry units (or equivalent in Cavalry & Canons) by up to two territories each. These infantry units can come from separate territories, allowing you to amass more troops quicker into one location for a potential strike – on your next combat round
24. Bad political decisions, scandal and slander leaves the population of the capital / Primary Territory fed up with the current leadership. Until this situation is resolved, the capital / Primary Territory does not enjoy the usual huge defence benefit. Defence is left solely to the force left in place there. It means that particular capital / Primary Territory is vulnerable to attack for one round; this is the duration of the next combat round. To determine which player suffers this crisis, roll on the Random Territory Selector until a territory is found that is under the control of one player; that player suffers the crisis in their capital / Primary Territory.

3.4.1 Voting – political power play

This is where the players get to flex their muscles in the arena of debate, intimidation, back-stabbing or simply unleash overwhelming political might.

Calculating your voting power: when Voting comes up it means a council is convened with representatives of each player. Each player has a number of votes equal to the sum of the number of territories they control, plus, one vote for every 100 GP.

Example, the red player controls eight territories across Europe and Africa; he also has 1,200 GP.

This means he has 8 votes for his territories and 12 votes for his money; giving him 20 votes in total.

The more votes a player has, the more power he has to influence the outcome of these events.

Note: votes are not lost when used; but they can only be used once per Fate & Politics round.

Important tip: players are encouraged to negotiate and work together to share votes (Block voting) in order to achieve a result that best suits them – especially if one player has too much power and is dominating the outcome of all voting events.

Different types of voting: below there are “YES/NO” votes and “WHICH PLAYER” should (enjoy or suffer the consequences of the vote). In YES/NO votes, each player adds their votes to the pool for one particular outcome. A big powerful player could put all his votes into the YES outcome; but the other players could gang up on him and add all their votes together in the NO pool, beating him/her and ensuring a NO result. Votes requiring a YES/NO decision affect all players.

In WHICH PLAYER votes, each player writes down the name (or the colour) of the player they want to see selected. Players can step away from the table to discuss giving each other votes, or using block votes to gang up on another player. This is human nature at its best (and worst).

Determine what is being voted on: Roll 1d6 to see what is to be decided.

1. VOTE REQUIRED. It's been suggested that global powers should collaborate to help their poorer counterparts. The vote is a YES/NO decision. If passed with a YES vote, then the richest player must hand over 1/5th (20 percent) of his wealth to the poorest player.
2. VOTE REQUIRED. A new trade route is to be awarded to one global power by a consortium of important industrial leaders. The players must vote for who receives this trade route. The vote is for WHICH PLAYER should receive it. Whichever player gains it may add 50 GP to their income per round – for as long as the trade route lasts. This player should make a note of the Trade Route on their notes. Any player can have more than one Trade Route.
3. VOTE REQUIRED. Lobbyists and leaders in government and industry are demanding that a

special military force be set up for a particular task. The vote is a YES / NO decision. If passed with a YES vote, then the player with the most amount of territories must hand over a number of infantry units (taken from his own stock) equal to 1 infantry unit per territory. They can be taken from any number of territories. If there are two or more players who share the top spot, with the same number of territories; then each of them must contribute to supplying troops (one infantry unit per territory) to this special force.

4. VOTE REQUIRED. An global emergency has emerged that requires the attention of one powerful leader (player) for an uncertain amount of time. The vote is for WHICH PLAYER should take on this role. Which ever player takes on the role is awarded 100 GP income per turn, but, during that turn all his troops fight with -2 to their attack dice due to the absence of solid and consistent leadership – because the emergency is absorbing so much of the leader's time. **The troops still defend on full strength.** How long this continues for is determined at the start of that players turn, before incomes are worked out; the affected player should roll a 1d6. On a score of (1-2) the emergency has passed, immediately return to normal play; otherwise on a score of (3-6) they continue as above, receiving 100 GP and troops fight with -2 to all attack dice.
5. VOTE REQUIRED. One unoccupied territory is to be awarded to a player. The vote is for WHICH PLAYER should be given this territory. Which ever player receives it is immediately awarded 5 infantry units (drawn from local militia happy to have a new leader) which he must place in that new territory. If there are no unoccupied territories then ignore this Fate & Politics Event.
6. SPECIAL ACT: This player may choose to do one of the following. Remove one Trade Route from any player who has one; or, remove 10 infantry units from one player (the victim chooses where they are removed from); or, finally and perhaps most dangerous – is the chance to force a player out of one territory through political and economic sanctions. Simply choose which territory you want the player to be forced to abandon (**cannot** be the capital / prime territory), and then roll a dice. **1-4 = no result**, the player managed to cling onto control of the territory and your Special Act is now over. **5 – 6 = success:** the territory reverts to being “unoccupied”, half the troops desert and are lost; the other half can be immediately

reallocated by the victim player – in any other territory on the board.

3.4.2 Determine a random territory.

Roll 1d6 to determine the continent, then another roll to determine which territory in that continent.

[1] North America Roll 2d6

1. – na -
2. Alaska
3. Alberta
4. Central America
5. Eastern United States
6. Greenland
7. Northwest Territory
8. Ontario
9. Quebec
10. Western United States
11. + Roll Again

[2] South America Roll 1d6

1. Argentina
2. Brazil
3. Peru
4. Venezuela
5. + Roll again

[3] Europe Roll 2d6

1. – na -
2. Great Britain
3. Iceland
4. Northern Europe
5. Scandinavia
6. Southern Europe
7. Ukraine
8. Western Europe
9. + Roll Again

[4] Africa Roll 1d6

1. Congo
2. East Africa
3. Egypt
4. Madagascar
5. North Africa
6. South Africa

[5] Asia Roll 3d6

1. – Na –
2. – Na -
3. Afghanistan
4. China
5. India
6. Irkutsk
7. Japan
8. Kamchatka
9. Middle East
10. Mongolia
11. Siam
12. Siberia
13. Ural
14. Yakutsk
15. + Roll again

[6] Oceania Roll 1d6

1. Eastern Australia
2. Indonesia
3. New Guinea
4. Western Australia
5. + Roll again

3.5 Continental Troops & Allocation

In traditional RISK, any player controlling an entire continent is awarded fresh troops. This is the same here.

Continent	Armies per turn**
North America	5
South America	2
Europe	5
Africa	3
Asia	7
Oceania	2

These troops are awarded and allocated, along with any other troops received during the Commerce, Fate & Politics round.

Now resume movement & combat.

About the Author

David J. Rodger is a British science fiction & fantasy author and game designer best known for his novels set in a near-future world of corporate and political intrigue. So far he has published five novels; four that are set in the same world: [God Seed](#); [Dante's Fool](#); [Iron Man Project](#) and [Edge](#), and one, [Dog Eat Dog](#), set within the world of Yellow Dawn.

[Yellow Dawn](#) is a role-playing game set in the same future world as his novels, ten years after it has been devastated by a terrible mutagenic virus. Rodger's novels often combine high-tech intrigue and political/corporate machinations with elements of the Cthulhu Mythos, as created by H.P. Lovecraft. Rodger's contributions to the Mythos include the creation of a new Great Old One in his novel [Edge](#), and the use of the Outer God Nyarlathotep in the novel [God Seed](#). In [Yellow Dawn](#) Rodger's interpretation of the Mythos, in particular the Great Old One Hastur, is a major part of the background material. Rodger has recently published [Shadows of the Quantinex](#), a large-scale campaign expansion for the [Yellow Dawn](#) game.

Rodger has also written [Cloudy Head](#), a children's story illustrated by Kenn-Ole Moen, and [Murder at Sharky Point](#), a murder mystery game. Rodger spent 8 years working for a non-departmental government agency, developing a virtual communications service within the IT Division, before moving into commercial project management for a UK media company. In 2000 Rodger's presence on the Internet got him a place in the BBC documentary [Through The Eyes of the Young](#), directed by Chris Terrill. Rodger now lives in Bristol, England, with a Braun coffee-maker, writing from a house on a hill with a view of Earth's curve.

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