

# RISK

“Balance of Power” Implementation Variant

V.1.5 Beta

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## Scope

These rules implement certain elements taken from “Risk: Balance of Power”, “Risk: Halo Wars” and “Blood and Honor” (IOS app) to the latest version of traditional Risk. All the official rules from “Risk: Balance of Power” apply unless otherwise provided here.

## Units and components

A copy of “Risk: Balance of Power” is not needed. This variant is designed to be played using components from the latest edition of classic Risk, though any edition of Risk may be used. If a set of cards from older editions is used, then each card with a cavalryman printed on it will represent two stars, any other will represent one star for the purpose of these rules.

However, we recommend using WW2 miniatures (from Attack, Axis and Allies or whatever you can find) on a traditional Risk map. For that purpose we also suggest the Map, Cards and plastic markers for cities and troops from “Risk: Revised Edition”.

The individual soldier is considered to represent 1 troop, the tank represents 5 troops, and the artillery piece represents 10 troops. In case that the original components are used, consider the cavalrymen (stars, blocks or whatever if an older set is used) as Tanks.

## Set-up

Cities are placed randomly by drawing 15 cards from the deck according to the vanilla rules. Rough terrain is assigned by reshuffling the deck and drawing another 15 cards, place one rough terrain marker (we suggest an olive arrow) on each of those territories. Reshuffle and draw another 6 cards and place one Site marker (a yellow arrow) on each one of those territories.

Rough terrain territories may only be attacked with two troops and they defend always with two dice. Sites hold neutral troops at game start and may be assigned special effects or be required to complete certain objectives.

**If only two players are available** they first decide who goes first using whatever method they please. We recommend rolling 1D6, the player with the highest result goes first ;)

Player 1 then takes 30 troops, Player 2 takes 33 troops, and the Neutral Army gets 75 troops. Players form a pile in front of them with their respective starting troops. Player 1

starts by placing one troop on any territory on the board, Player 2 does the same with one of his troops.

The neutral army will be deployed on the Sites, reshuffle the six cards drawn for that purpose (to be the Sites) and place 15 neutral armies on each of the first three and 10 neutral armies on each of the remaining three Sites.

Now the players will continue to reinforce their positions by placing one of their troops on each territory. Once Player 1 has run out of troops Player 2 will have some extra ones that he may place on any of his territories. Then Player 1 places his capital on any of his territories and Player 2 does the same, but in a different continent.

**If three or more players are available** they first decide who goes first using whatever method they please. We recommend rolling 1D6, the player with the highest result goes first ;)

Player 1 then takes 33 troops, Player 2 takes 35 troops, and Player 3 takes 37 troops and 1 card. Players form a pile in front of them with their respective starting troops. If more players are available just add 2 armies (39) for the fourth player and 2 armies (39) and one card for the fifth player

Player 1 starts by placing one troop on any territory on the board; Player 2 does the same with one of his troops and so on with the rest of the players (you know the drill).

Now the players will continue to reinforce their positions by placing one of their troops on each one of their territories. The last Player will end up with some spare armies that he may place freely on any of his possessions. Then Player 1 places his capital on any of his territories and the rest of the Players do the same, but in a different continent each if possible.

### **Turn sequence**

1. - Draft neutral reinforcements and attack (only if a neutral army is present)
2. - Purchase Special Combat Actions
3. - Draft troops
4. - Attack
5. - Collect one Objective, if eligible
6. - Maneuver and draw a card, if eligible

1. When playing with a neutral army, the first thing to do in the player's turn is check for neutral reinforcements. Reinforcements will be available for the "Losing Player" only, otherwise skip this step.

The player with more claimed territories and cities will be the "Winning Player"; the player with less claimed territories and cities will be the "Losing Player". If both players own the same number of territories and cities combined, then the player with more

cards will be considered to be winning. If both players have the same number of cards, then the player with more troops will be considered to be winning. If both players have the same number of territories, cards and troops they roll 1D6, whoever with the highest result is considered to be the Winning Player.

The Loosing Player goes first, he takes 2 neutral troops from the pile and places them in front of him, and he then rolls 2D6 to determine if additional neutral troops are available from the Pile of Casualties (explained below) according to the next table:

<b>NEUTRAL REINFORCEMENTS TABLE</b>		
<b>CASUALTIES</b>	<b>ROLL</b>	<b>REINFORCEMENTS</b>
<b>1-2</b>	<b>11-12</b>	<b>1-2</b>
<b>3-6</b>	<b>9-12</b>	<b>½ casualties (rdwn)</b>
<b>7-12</b>	<b>6-12</b>	<b>½ casualties (rdwn)</b>

If the Pile of Casualties has 1 or 2 troops only, they will be recycled as additional reinforcements on a roll of 11-12, if the Pile has 3-6 casualties, then half of them (round down) will revive on a roll of 9-12, if the Pile has 7-12 troops, then half (round down) will be recycled on a roll of 6-12.

The Loosing player may freely place the neutral reinforcements on any neutral controlled territory he chooses. Players are free to place some or all of the reinforcements, they may choose not to deploy them all, discarding them.

Once the neutral reinforcements have been deployed, the Loosing Player may attack (covered below) only once with the neutral army. Even if no reinforcements were placed, the Loosing Player is entitled to attack. Players are free to attack using the neutral army, they may choose not to attack at all, ending the step and continuing with the next.

2. - After the neutral reinforcements have been placed and the neutral attack (if any) resolved, the player may purchase and resolve Special Combat Actions (see below).

3. - Players draft troops by adding the following: The number of territories and cities under control divided by 3 but can't be less than 3 troops, plus any bonuses for holding continents, plus the number of capitals under control, plus troops gained from handing in cards.

Players trade cards using the "stars"-system rules and table from "Risk: Balance of Power", which was kept in the latest version of traditional Risk.

If an older set of Risk is used just consider each card as a single star but the cards with cavalymen as double stars. Any player may have a maximum of 5 cards at any given moment; any additional cards will be given to the "Losing Player" (explained below).

4. - Attack is the commitment of 1 to 3 troops acting as attackers against 1 to 2 defenders into combat on an adjacent territory, ending until either attackers or defenders are destroyed or the attackers are withdrawn.

5. - Once all attacks are resolved, the player checks if any objective is completed, only one objective may be collected per turn.

6. - Move as many troops as wanted from one territory to another connected territory.

### **The Neutral Army**

The neutral army doesn't have a capital; it can never earn cards or objectives. When the neutral army is attacked by one player the other player will roll acting as its defender. The neutral army always defends with two red dice.

The neutral army cannot attack other neutral troops; it can't engage troops from the controlling player's army either. Territories with Cities in control of the neutral army don't produce any bonus. The neutral army ceases to exist when all neutral troops on the board are destroyed.

The attack of neutral troops may be stopped by the controlling player, but by doing so he ends the neutral army phase of his turn. If the defense is eliminated the neutral attacker may move the number of additional neutral troops that he considers appropriate, ending his neutral turn afterwards.

### **Pile of Casualties**

Casualties do not go directly back into the troop pile, they go to the corresponding Pile of Casualties (just keep them apart on a visible place). Both players have one and there's one for the neutral army. Any Pile of Casualties may contain a maximum of 12 troops at any given moment; additional casualties will be discarded into the troop pile.

### **Special Combat Actions**

Players may return troops in their Pile of Casualties to the corresponding troop pile in order to purchase Special Combat Actions (or SCA). The neutral army cannot use SCAs.

Players may purchase as many SCAs as they want during the second phase of their turns. Different SCAs cost different amount of troops. Stars on cards may be traded as 1 troop from the Pile of Casualties. Players may buy the same SCA more than once (troops permitting).

<b>COST</b>	<b>SPECIAL COMBAT ACTION</b>	<b>EFFECT</b>
<b>2</b>	<b>RECON MISSION</b>	When attacking a Site, one die cannot be 1. This SCA could be purchased multiple times to guarantee more dice.
<b>3</b>	<b>MANEUVER</b>	Move up to 5 troops to a single territory from connected ones.
<b>4</b>	<b>FORCED ALLIANCE</b>	Choose any player (including the Neutral Army) to be an ally for his next turn. He won't be able to attack the acting player.
<b>4</b>	<b>IMPROVED ATTACK</b>	Use one extra attack die during the current combat phase.
<b>4</b>	<b>IMPROVED DEFENSE</b>	Use one extra defense die for the next turn.
<b>4</b>	<b>KILL GENERAL</b>	Select one adjacent enemy territory, the enemy won't be able to attack you from that territory during his next turn.
<b>4</b>	<b>NEUTRAL ATTACK</b>	Neutral troops make a single attack against one adjacent territory.
<b>5</b>	<b>DRAFT 3 TROOPS</b>	Draft 3 troops and place them in territories under control.
<b>6</b>	<b>ATOMIC BOMB</b>	Remove 2 troops from any enemy territory, then roll 1D6 for any adjacent territory and remove 1 additional troop from each one on a roll of 4-6.
<b>6</b>	<b>BOMBARDMENT</b>	Remove 3 troops from any adjacent enemy territory.
<b>6</b>	<b>DRAW CARD</b>	Draw one card and add to the hand.
<b>6</b>	<b>SABOTAGE</b>	The sabotaged player will only draft 40% of the troops he would have received during his next turn.
<b>6</b>	<b>SPECIAL FORCES</b>	Attack rough terrain with 3 troops during the current turn.
<b>8</b>	<b>ESPIONAGE</b>	Steal one card from another player.
<b>10</b>	<b>BUILD AIRFIELD</b>	Place plane token on any territory under control. Airfield grants +1 to the highest roll on both attack and defense on that territory or in any adjacent one.

### **Optional Rules**

Tanks are considered as single units once formed, but they never take part of the attacking or defending troops, they grant +1 to the highest die roll during any attack or defense conducted on (or from) an adjacent territory. A single tank attacking a territory with 2 or more tanks grants no bonus. Tanks on conquered territories are destroyed. Tanks can be traded in exchange for 3 troops during the movement phase of the owning player's turn.