

Pirates Constructible Strategy Game combined with the board game RISK

1. The Risk board and the associated infantrymen, cavalry, and artillery units will be in a separate location from the main ocean playing area (board is too small for almost any point cost, let alone a cumulative game).
2. In the main ocean playing area, islands will be placed based on the Risk game board. I will bunch islands together to make the continents and have one island represent one territory. In addition to the islands representing the territories, I am planning on placing other islands based on real-life islands in the main ocean, such as Cuba. These islands (not territories, so therefore essentially irrelevant to the Risk part of the game) function first as wild islands, but they can have units from Risk placed on them, and they will (hopefully) be important outposts and possibly bases for factions controlling them. Due to space constraints, the realistics of the game will be severely hampered, as I will not have enough space for the Mediterranean (as well as the Red, Black, and Baltic Seas).
3. All of the territories that are bordered by only water will start the game as wild islands, unless chosen as a home territory by a faction. These territories follow the normal rules for wild islands. Australia functions as two wild islands, with both Eastern and Western Australia with 4 gold coins each.
4. Each faction will choose a home territory. The territory chosen as a home territory must be bordered by a body of water, and the territory chosen can be bordered by water on all sides (obviously that particular territory would not therefore start the game as a wild island). Home territories can be conquered, but a faction is not automatically out if their home territory is taken over by an opponent (unless of course they had no ships left and the units they lost in the invasion were their last).
5. When invading an enemy territory across water or reinforcing a friendly territory across water, the army units must be transported by ships. The lines that connect territories on the Risk game board are totally irrelevant, armies cannot invade across water unless they are transported in ships. That being said, ships have no limits on where they can transport army units. Ex: Normally you can invade Iceland from Great Britain via the line connecting the territories, and you can still do that (as long as the units are transported in ships). However, movement across the seas is not limited to the lines: a fleet can transport an army going from Great Britain directly across the Atlantic to the Eastern United States, or maybe from Madagascar all the way up to Alaska.
6. Invasions follow the standard rules for Risk, and combat due to an invasion happens as soon

as the units disembark from the ships. In order to land the troops on the territory, an explore action is needed, unless the territory is friendly and/or has been invaded before (home territories do not require an explore action to land troops there if it is the landing player's home territory).

7. Risk units cost 3 gold each (or 3 points). Hopefully this will be a reasonable and effective point cost, because I would rather not have to adjust their cost in-game. For the purposes of abilities and effects, army units are considered 'crew' when on board a ship, even though they have no abilities. Because of this, they do count against the ship's point cost. When a ship loads army units, they take up one cargo space per unit. They can be loaded and unloaded like normal crew with the following exceptions: An explore action is required in order to load or unload army units. When a ship loads army units from the main ocean, the army units will be transferred from the Risk board to the deckplate card of the ship, and when unloaded, transferred back to the Risk board from the deckplate card. In this way, the only time army units will be placed anywhere on the main ocean is if they are unloaded at an island that is not on the Risk board (an example would be Cuba).

8. Ships can fire on army units on land (following the regular procedure for a shoot action), but army units cannot fire back. However, if a ship misses an individual unit twice in a row in a particular shoot action, she loses a mast. Shoot actions by ships designating army units as the target will be simplified because the ships will be in the main ocean area rather than the Risk board, so the ranges become almost irrelevant. Ships cannot shoot over an island representing a territory in the main ocean to hit a territory beyond, no matter what range her guns are.

9. When a ship is docked at the island/territory that a friendly fort is on (unless it is abandoned), she can repair masts as if the island/territory is her home territory (although it is not considered a home territory). In addition to the regular rules for forts, the rules for forts regarding land attacks are as follows: Army units can attack forts from land, in this way they must have already invaded the territory. The fort can contain army units of that particular faction, as a means of protecting them. The fort serves as the last line of defence if placed on a territory bordered by land. If a fort is to be built on a territory that is bordered by land, the territory must also be bordered by water.

10. There are three custom forts that I have designed for the game-forts that were key strategic points in real-life campaigns. These forts are stationary. They cannot be placed on any territory/island and rebuilt on other territories/islands later in the game. Other than that, they function as regular forts.

Gibraltar (Gibraltar, located on the southern tip of Spain)

12 gold, 10 guns: 3S, 2L, 2L, 2L, 2L, 2L, 2L, 2L, 2L, 3S. Ability: When this fort hits an enemy ship, you choose which mast is eliminated. Once per turn you may double the range of ONE of this fort's cannons.

Diamond Rock (off Martinique)

4 gold, 2 guns: 2L, 2L. Ability: Extended Range.

El Morro (Havana, Cuba)

8 gold, 7 guns: 3L, 2L, 2S, 3L, 2S, 2L, 3L. Ability: Ships do not block this fort's line of fire. This fort's L-range guns cannot be eliminated.

Sadly, the space constraints will not let me effectively use these forts. Diamond Rock, with her 2L range, can shoot past Cuba, and the ranges just won't work. Maybe in a different game.

11. Each faction will start out with 20 point fleets. They will also be given one free infantry unit that will be placed on their home territory. All of the other territories will be empty at the start of the game (other than islands that start as wild island territories).

Edit: To make the game more balanced, there should be gold in territories that aren't wild islands. See battle report.

12. Unlike the regular rules for Risk, territories can be abandoned. However, a faction cannot abandon their home territory under any circumstances. They can move most of their units and/or ships and gold to another territory to avoid being annihilated, but they cannot abandon their home territory. If a player moves their units into an empty territory, they do not receive a territory card for conquering the territory, since they didn't conquer it.

13. When moving army units on the Risk board, each individual unit can only move from one territory to another once per turn. If units are part of a successful invasion, they cannot immediately move onto the next territory and invade it as well. Units can only move into one territory at a time (once per turn) even if the territories they are moving through are abandoned. When fortifying their position, a player can only move from one territory to an adjacent territory.

14. The golden cavalry piece that is used for bonus reinforcements when turning in a set of cards cannot be moved past the 10 mark. I may change this in-game, but I don't want armies to get a sudden massive influx of units that dramatically alters the game.

15. Wild islands will start with 4 gold coins on them, and whenever there is less than 4 gold coins, once per turn (at the end of each round of turns, not on every individual player's turn) a gold coin will be placed on the island, and in a fort if a player has a fort on the island (the islands replenish themselves).

16. With such a long game, I have decided to reuse the unique treasures that have one-and-done abilities. The UT's would be periodically shuffled back into the game by putting them in the tin that I use for treasure, and then randomly distributing them as treasures that replenish islands.

17. There are no reinforcements from the number of territories a player controls. Since players are supposed to pay for their armies, there will be no free reinforcements-players have to control continents and turn in card sets from their conquered territories in order to bypass the cost of army units.

These custom rules and ideas are by no means a finished product.