

Ms. **RISK**



THE FIRST WAR GAME WHERE WOMEN HAVE THE BATTLEFIELD ADVANTAGE

by Hassis Gaming
Producing Games with a Feminist Twist

Ms. RISK Rules

Introduction

For years women in the military have complained that exclusion from combat related fields limits their career advancement opportunities and discriminates against them. The purpose of these rules is to address this imbalance. Before reading these rules all players should know the basic rules of RISK. These rules will bring affirmative action for women and political correctness to the game of RISK. If you have any questions, comments, or suggestions please e-mail me at michael.casey@comcast.net

Game Setup

All women players play ahead of any men players. Each player rolls one die to determine their starting order. In the event of a tie, the tied players roll again. For example, in a 6 player game with 3 women and 3 men the 3 women roll and the woman with the highest roll plays first, the woman rolling second highest plays second, and the woman rolling 3rd highest plays third. Then the men roll and the man with the highest roll plays fourth, the man rolling second highest plays fifth, and the man rolling third highest plays sixth. All of the players then sit clockwise around the table according to their order of play.

According to their order of play each player selects their color of army and takes the following number of armies depending on the number of players in the game. In all cases a woman will receive 5 more armies than a man does.

Number of Players	Women	Men
2	See Rules for a 2 Player Game	
3	40 armies	35 armies
4	35 armies	30 armies
5	30 armies	25 armies
6	25 armies	20 armies

After all of the players have finished placing their armies on the board each woman player will receive one RISK card prior to playing.

Acquiring Armies

To determine the number of armies due to a player based on the number of territories they control the player divides the number of territories that they have by 3. If there is any fraction it is rounded as follows:

- For a woman the fraction is rounded to the higher number. For example, if a woman controls 13 or 14 territories she gets 5 armies.
- For a man the fraction is still rounded to the lower number. For example, if a man controls 13 or 14 territories he gets 4 armies.
- In all cases a player still gets a minimum of 3 armies if they control less than 9 territories.

When players trade in sets of cards for armies they are entitled to bonus armies if a card that they trade in shows a territory that they control. The procedure is as follows:

- If a woman trades in a set of cards she is entitled to receive 2 bonus armies for each card traded in that shows a territory that she controls. She must put the 2 bonus armies on the particular territory shown on the card. She is entitled to this bonus for every set of cards that she trades in during her turn.
- If a man trades in a set of cards and 2 or 3 of the cards traded in shows a territory that he controls he can only get 2 bonus armies for one of these territories which he must choose and place the 2 armies on that territory. He is entitled to this bonus for only one set of cards that he trades in during his turn. A man may never receive more than 2 bonus armies during his turn.

Attacking

During an attack the defender wins any tie roll of the dice when both the attacker and defender are of the same gender. However, if the attacker and defender are of different genders the woman wins any tie roll of the dice regardless of whether she is the attacker or the defender.

Fortifying Your Position

When a player fortifies their position at the end of their turn the following procedure is used:

- A woman may move armies from one territory to another following the “continuous chain” rule, which means that instead of only being able to move armies from one territory to an adjacent territory she may move armies from one territory to any territory connected by a continuous chain of territories that she controls. For example, if she controls Scandinavia, Iceland, Greenland, the Northwest Territories, Alaska, Kamchatka, and Japan the player may move armies from Scandinavia to Japan through the continuous chain of Iceland, Greenland, the Northwest Territories, Alaska, and Kamchatka. The player may not drop off or pick up any armies along the way. Only one movement of armies is permitted.
- A man may only move armies from one territory to an adjacent territory.

Wild Cards

This is a part of the game where men have the advantage. Wild Cards are not traded in as a set but are used to require a woman player to give a RISK card to a man player. As in a regular RISK game players disclose the number of RISK cards that they have but never their contents. The procedure is as follows:

- When a man draws a Wild Card he shows it to the other players and discards it to the pile of cards traded in. He then may take one RISK card from one woman player that he chooses to take a card from. He must select this card at random without knowing the contents of any woman player’s cards. As with all RISK cards its contents are not disclosed to any other players. If no woman player has any cards or if all women players have been eliminated from the game he simply takes another card from the deck.
- When a woman draws a Wild Card she shows it to the other players and discards it to the pile of cards traded in. She must then give one of her cards to any man player of her choosing, even a player who already has 5 or more cards (this might allow a man to trade in 2 sets of cards at the beginning of his turn). If she has no cards she chooses another woman

player with cards, without looking at the contents of any woman player's cards, to give one of her cards to a man player. The woman drawing the Wild Card will still make the choice of what man player is to receive this card. Any woman player giving a card to a man player is not to disclose its contents to other players. If no woman player has any cards or if all men players have been eliminated from the game she is not allowed to take another card from the deck. This applies even if she draws a Wild Card during the Game Setup before playing.

2 Player Game

In a 2 player game there is a third army called the “neutral” army. The woman player chooses the color of this army and counts out 40 armies for this army. The woman player first chooses her color and receives 45 armies and then the man player chooses his color and receives 40 armies.

Territories are assigned by a deal of the cards. The woman player removes the Wild Cards from the deck, shuffles the deck, and deals out 3 piles of cards, one pile with 15 cards, one pile with 14 cards, and one pile with 13 cards.

The woman player receives the pile of 15 cards, the man player receives the pile of 13 cards, and the neutral army receives the pile of 14 cards. Each player places one army on each of the territories shown on their cards. One neutral army will be placed on each territory controlled by the neutral army.

Starting with the woman player each player in turn places 2 armies on any one or two territories that they occupy and places one army on any territory occupied by the neutral army. This continues until all of the armies have been placed.

The woman player puts the Wild Cards back in the deck and shuffles the deck. Then she takes one RISK card for herself prior to playing.

The woman player plays first. During the game the rules mentioned previously for Acquiring Armies, Attacking (the woman player also wins all tie rolls of the dice when attacking territories occupied by the neutral army), Fortifying Your Position, and Wild Cards are followed.