

# RISK NEXT GENERATION

## STRATEGY GUIDE

*Written by EuR]Yun.*

Welcome in my strategy guide! The guide is dedicated to players of a level from newbie to middle skill. If you are pro it probably won't help you but who knows? I'm myself quite a good player and I hope my experience can shine over my lines and empower your playstyle. It's the reason why I write this, to make the reader a better player, to make you overwhelm everyone and everything.

I'm French so excuse all the weird stuff you may read. English is far from being my first language. I rather liked to focus on clear and brief explanations instead of writing a pure text essay. If you feel up to fix the mistakes you read, just do it and send the fixed text to me ([Kuchiki Byakuya @hotmail.fr](mailto:Kuchiki_Byakuya@hotmail.fr)), I'll add you in the "Special Thanks" section.

This is an all-about guide. I speak about how a "Free-For-All" game goes and the different steps that compose it. I give numerous warfare and diplomatic strategies for all the aspect of the game, being navy, land or psychological tips. I also focus on the new "1 Versus 1" format, brought to us few months ago by Psycho in his last version of the map and where strategies are totally new and different.

Note that my strategies are not the only viables. It's just the strategies that were / are working for me, they fit my playstyle. If you are already an experienced player you may feel like they are not good for you. Don't be afraid, we just have a different way to play.

Guide is "far" from complete yet, as you can see it still needs screenshots and maybe videos and quantity of empty section to fill. It's a long work and I don't manage to contact the two players who accepted to help me so I don't know when it will be finished. Have mercy with me, I'm French and quite busy IRL so I'm doing it for the community.

Enjoy reading my guide, I hope it will makes you the rank#1 on Risk Next Generation!

Risk Next Generation website: <http://www.risknextgen.com/?noforce=1>

Risk Next Generation 1v1 page: <http://risknextgen.com/1v1/>

My stats on the three first seasons of FFA Risk Next Generation:

**Season #1:** Ranked #48 with 48W/16L

**Season #2:** Ranked #3 with 115W/30L

**Season #3:** Ranked #13 with 51W/13L

Note that I didn't get higher ranks only because I wasn't playing 24 out of 24 hours per day. If I'd be playing more than 4 games a day I'd be #2 second season and at least top #5 third season.

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# I. TYPICAL GAME PROGRESS

## 1. EARLY GAME

### A. STARTING POSITIONS

The very moment when you have to mobilize all the micro skills you have. This moment will determine the future of your game, how you will have to behave and act toward every other player.

A lot of players say you are fucked if you have bad starting locations. They are totally missing the truth. There's always a way to expand and to survive. Keep this state of mind and you will survive and expand successfully in more games.

Since the new version has an increased number of small countries I think you can start in any continent, they are all more or less viable. I personally only know how to start in Europe / Asia (north start) / Antarctica. I asked other RNG members to provide me a small guide for the other continents and I'll also create an account to try out different starting possibilities.

Where to start ?

This is a question you will have to answer at every game. The faster you acquire starting reflexes, the stronger your advantage over other players will be. Vote the faster you can (check "Modes: Pros & Cons" for further information) and then push "Alt+A". Every enemy barracks will look red on your minimap.

INSERT SCREENSHOT RED BARRACKS MINIMAP

Once you have a clearer vision of the global situation, you can gather information before the rest of the players voted. Quickly spot 2b, 3b or possible 4b countries you can take (check "Early Game" warfare strategies for more information). When you spotted all your possible starting countries, analyze the rest of the expand possibilities in the continent. You will usually have only one really viable continent. If you have a continental preference go for it, expand speed is primordial.

*Note: What is a viable continental expand possibility? A continent where you have some barracks among the other countries in addition to your barrack in your starting country.*

List of the different possible starting countries for each continent:

- EUROPE: Germany, Ukraine, South and North Ukraine

INSERT SCREENSHOT EUROPE START

- ASIA: Ural, South Irktusk, Irktusk, Mongolia, South Mongolia

INSERT SCREENSHOT ASIA START

- ANTARCTICA: Middle Antarctica, Middle East Antarctica, East Antarctica

INSERT ANTARCTICA START

No matter where you start, you must have at least 7 income at round 2. 8inc is fine and 9inc is even better. 10 income is easier to manage in the new version but still rare.

If you can't start in a viable starting location you have to take at least one 2b country somewhere. This bad luck won't happen much, don't worry. Unfortunately it also means you will

have a smaller income than another eventual skilled player. If you have some luck you will be able to expand in the area you have been forced to start in.

INSERT BAD STARTING LOCATIONS SCREENSHOT

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## **II. STRATEGIES: Common to Advanced**

### **1. WARFARE**

## A. GENERIC

### - LURE

Luring is an efficient way to earn bounty. It consists on taunting enemy units in order to make them fight yours in a bad position (chokepoint, bottleneck). You can lure enemy units by attacking them with a mortar (he's out of the range of riflemen) or just move a rifle and shot enemy units. If you only want to lure a small amount of units just move into the fire range of the units you want to kill and back behind your lines. Luring can be performed in land but also in navy fights. Lure is especially efficient against multitasking enemies since they probably have other fronts and don't always realize you have lured their units. The more units are lured the more difficult it is for the player to make them back.

To counter luring, use "Hold Positions". Against a mortar, back your units until the mortar has been lured out of the protection of the rest of the army. Then attack him with some rifles, you will kill him easily. If your enemy realizes your units are holding their positions he may want to strike you with his forces. If you pay enough attention you would be able to unleash your troops before your enemy kills many of your units.

INSERT SCREENSHOT LURING MORTAR / LURING FEW UNITS / LURING SS

### - LINE DYNAMICS

Dynamic army lines are the way to take the upper hand over the opponent's army. Or on the contrary be on a disadvantaging position. You already saw gigantic lines of riflemen fighting in an epic and final conflict. These lines have to be managed, modified and reinforced. The more flexible are your lines, the harder it is for your opponent to take the upper hand over you.

INSERT SCREENSHOT IDEAL UNIT LINE

This is the example of an ideal unit line. The main and general principle is to create a bottleneck with your rifles. Such a position increases the number of enemy units in your shooting range, and on the contrary makes a lot of enemy rifles useless.

There are several ways to create such a line. Repeatedly back your rifles by few yards, they will recreate a pack of rifles. You can also spawn or move rifles in the extremity of your fighting line. "Surrounding" is really similar to this strategy. Another way is to spot the places where your units are surrounded and to order them to back.

INSERT SCREENSHOTS RECREATE ARMY LINES

### - SURROUNDING

Surrounding is a strategy that increases chances of breaking a chokepoint. It can also be effective in huge fights but used differently.

The main principle is to use the "Move-order" instead of "Move-Attack" around the chokepoints. Your regiments will totally surround the barracks, all your rifles will hit the enemy units.

It's the same principle than massive sea invasion. You have so many units shooting at the same time that your opponent can't save the barrack, except if he either moves a lot of units in the circle either create expansive units.

INSERT SCREENSHOTS TOTAL SURROUND

## - TIMING

It is important to know when to strike. In early, mid or late game there's one thing that you should always look at before attacking someone: the time counter. If it's early in the round your opponent likely has the major part of his income, whereas if you wait for 20" or 10" he may have spent gold somewhere (pay attention to what your target do).

In a general manner, try to find the moment where your target is busy fighting / loading troops or whatever. If you want to make a move make several other moves that will hide your primary objective. Make sure all the moves trigger at the same time, remember that "Attacking Alert" in Warcraft 3 doesn't warn the player more than once per minute (or something like this). So if all your moves happened in the same minute your opponent would receive only one alarm, the first place where he got attacked (that's why your primary move should happen in third or four position).

It is also very efficient to perform a sea and a land assault in the same time, most of the pubbies can't handle a SS fight and a land front, or defending their coast from a sea invasion.

## - MULTITASKING

Multitasking is the fact of having several fronts in the same time.

It can happens when you are getting teamed, when you hit several players or when you're fighting someone in different places. Your reaction and way to handle your fronts will depend on what is happening.

If you got ganged by several players that you can't beat (check "Resist a Teaming"), having multifronts with the different players is useless, you will just lose your time and your resources.

If you triggered the teaming by attacking everyone (you considered yourself rich and skilled enough to take over the world, check "Power Balance & Shifting"), you have to reduce the attention you need to pay to the secondary front. Stay focus on one front, try to break lines here in particular. Stay on a defensive stance on other fronts and you will be fine.

If you have several fronts against another player, your reaction will depend on his skill. If he has more skills try to decrease the number of fronts by retreating the more troops you can without losing much income. In the same time focus on a primary front. On the contrary if the faced player is less skilled, try to create the more front you can. He won't know where to focus and will probably be really discouraged.

In a general manner if you are skilled enough to focus on assaulting on several fronts, do it. But if you realize you are feeding your enemies decrease the number of attacking fronts. You should always choose to focus on the front you share with the greatest threat for you.



You can make Multitasking easier by assigning control groups to the barracks of one or several of your fronts. If you just need to push “1” then “Q” in order to train rifles, you don't need to scroll the map to the front. What increases the control you have over your primary front.

Pushing “Space” when an event occurs make you instant scroll the map to the place it happened. It can useful sometimes but when there are a lot of things happening you're not always scrolling to the place you wanted to see.

INSERT SCREENSHOTS SEVERAL DEFENSIVE FRONTS AND ONE OFFENSIVE FRONTS

## - BLITZKRIEG

This famous historical warfare strategy perfectly fit to Risk. It is the exact term to call the way you have to play in order to win. The faster you can and the more economic possible. Whenever you're trying to win in-game, you have to do it fast. Your attacks and raids must be performed in the same time. Your target must not realize you're attacking him before it's too late for him. The other players must not realize you're getting so big that you can kill them all.

There are several ways to increase the speed and the surprise effect. Create and use your mobile sea force. Pre-positionnate Transport ships in strategical places. Use knights to deeply cut the income. Send SSs to cut several shipyard at once in order to support your ground invasion. Use breaklining units such as Marine Generals and Knights to destroy the rare chokepoints remaining. Always complete the continents you are taking, you need to have a huge income.

If you are quick enough, your target will be dead before anyone could have done something against you. If you choose your target well (most of the time you have to hit the bigger player), the income boost would raise your income above the one of all others unified.

INSERT SCREENSHOT BEFORE AND AFTER BLITZKRIEG

## - ROAR

Roar... Warcry, rally, cheat. It is everything in the same time.

To make it simple, Roar is a must-have. But strangely there are not much players using it (more since Psycho made it temporary auto-castable). If you do use it, it will makes a big different (to not say a gap) between you and the rest of the players.

Roar is available on the Leet Medic, the Marine Major and the General. Each of these units are not used in the same time. Most of the time prefer the Leet Medic to use Roar. If you're just cutting a shipyard and / or need a quick Roar use the Marine Major. And if you swarmed few generals to breakline a front always remember to cast their Roar ability.

On a huge front, spawns two or more Leet Medics (depending on how big is your front). Turn autocast heal off and save them in a unit group. Then send them in a place they roar the more units and ordered them to hold position. Use Roar as soon as they have enough mana.

INSERT SCREENSHOTS DOUBLE ROARING

In a moving front (you are pushing), just create a list of order for your leet medics (after having selecting them with your unit group). Move (to a strategical position, in the middle of your

army) – Roar – Hold Position. To create an order list just maintain “Shift” pushed and give several orders, the unit will follow them one by one.

Roar is also a must-have when you are fighting with SS. A no-roared SS is a shame ! In a SS fight 80% of the time your opponent's SS are not roared, if you do roar yours you have 25% more firepower on your entire fleet.

#### INSERT SCREENSHOT ROAR SHIPS

Few maths words to explain the usefulness of Roar:

Roar = 2 gold (Leet Medic, considering the fact he can also auto-heal, major heal and dispell)

Roar bonus = 25% bonus damages. Considering damages worths than half the cost of a unit, it improves every unit by ~15% of its total stats.

50 gold roared army = 58 gold army

80 gold roar army = 92 gold army

140 gold roar army = 161 gold army

10 SS roared army = +60 gold bonus

The more units are buffed by Roar, the more beneficial it is for your economy.

## - DISPEL

What is Dispel ? The new ability available on your Leet Medic. It disables effects of roar and frenzy of every units in the area of effect.

Considering all the information you now have on Roar, you perfectly know how to use Dispel. As soon as you fight someone that uses Roar, be even more skilled than him. Spawn two additional Leet Medic and make them wait at the back of your army. When you see your enemy is using Roar, create an order list for one of your medic: Move – Cast Dispel (on the right place) – Move Back – Hold Position.

#### INSERT SCREENSHOT CHOOSE TARGET AREA OF DISPELL

A little disadvantage of Dispel is that it has a short cast range so you can easily loose your Leet Medic in the operation (but maybe Psycho would have fixed it before you read this lines).

To sum up, Dispel is just the negation of Roar, it costs more mana so you need to consider training Leet Medics before you need them.

## - SURVIVE A TEAMING

## - WIN A TEAMING

## - FIGHTING A BIGGER PLAYER

When you are forced to fight a bigger player on your own there are not much solution. Either you are 1v1, in case you have to refer to the “Fighting 1v1” section. Either there are several other players and someone bigger than you is attacking you.

In that case you have to take measures in order to stay alive. If you realize your enemy is noobful, you can rely on your skills to just hold your lands and maybe take some of his. But if he's decent he will know how to break you with his gold.

If you face someone that know what he's doing, try every strategies know. Every little advantage is good to take. You have to rely on bounty, so on unit lines, chokepoints and surrounding to decrease the gold difference between you both. Avoid casualties, heal every unit you can, if you use melee units make sure they won't die, don't loose your leet medics, focus the expansive units. Try to decrease the number of different fronts so you can focus all your effort on one single point. On the contrary if your opponent looks less skilled than you do, force him to multitask by taunting his units on other places.

If your warfare skills are not enough, you can ask for help, it's not a shame. If your opponent is expanding too much maybe someone will help you. If a player would like to make you his puppy he may help you too. Try to show the other players how beneficial it would be for them to strike the one who is annoying you.

If despite everything you tried, the bigger is crushing you and nobody wants to help you. Get over it, don't whine and try to analyze what will happen next. If you think that you can still win, even if you have only one island, flee away with warships and / or transport ships (with all your armies loaded). If you think it will be impossible to win even if you save all your troops, just get over it and leave. You don't need to stay and whine. Wonder what if every player you kill would stay in-game to flame you. Would be boring.

## - TEAMING A PLAYER

There's nothing more feeding (in a matter of bounty) than a teamed player. It's just awesome when you're not the victim of a teaming for once. So please yourself, feed your KD.

A teamed player is probably multitasking as hell (depending on who's teaming him). So just increase the number of his fronts and at least one of them will feed you like milk feed a baby. Repeatedly taunt his units at several places and sometimes his men will be drained to bottlenecks or chokepoints for a long time. Spot the different undefended barracks and cut them at the moment when your opponent is the more busy. In addition to the income cut you will have enough barracks inside his lands to break any possible holdfeet.

If it's Classic mode it's even more beneficial to you. Find and kill every warships of your opponent, it's the most rewarding in bounty. Also feed yourself on his coast, kill any land units that would be there for some random reason (spawns of coastal countries especially).

## - FIGHTING 1 VERSUS 1

## B. LAND

### - EARLY GAME

Early game is different from the rest of the game because of the gold limit you have. You need to optimize your gold, it makes some strategies impossible to perform. It also forces you to focus more on a fight, to use more micro. Early game expand is a matter of micro but mainly of strategical choices, but early fights are mainly based on micro.

First of all, use only Rifles if you prefer to adopt an offensive stance. Even if Priests are really useful, you can try to focus them and to kill them before they worth the 2g their owner spent for them. Don't use mortars, 3g is far too much for almost no use.

INSERT SCREENSHOT ONLY RIFLES

You have to use cheap strategies, and strategies that makes a difference in a matter of KD. You need gold and one of the main advantage you can take early game comes from Bounty (you don't have much income differences with other players in two first rounds).

Some general rules apply (check "Nearby Rivals" section for further information). Don't attack a player of the same size, try to focus on expanding in other countries in the same continent instead. Use surround the more you can. Focus the Priests and the low hit points Rifles. Use your Barracks to focus the expansive units (right-click on enemy Priests, it will set the rally point of the barrack to this unit but also order the barrack to shot the target). Use Chokepoints.

## - EARLY EXPAND (1<sup>ST</sup> TO 3<sup>RD</sup> ROUND)

The first rounds (from 1 to 2 or 3) are a bit different in a matter of expand than other rounds.

Early game you need to save your gold and the more units your can. It means you have to pay attention to how you capture barracks, it costs time and slows down your expand. But it is necessary early game. You can forgot the rules below when you reached >22 income and go for regular 3g capture cities (send 3 rifles to a barrack, no matter if their being hit, they will capture the city).

Considering you have to deal with 4g and maybe 7-9 gold in round 1 and 2, you have to minimize the number of gold you need to take a country.

For these early expand strategies we consider you can attack from south, in order to lure the Rifle out of the barrack's protection. So that you can take small countries with a minimum amount of gold.

1g for a 2b country – Lure the Rifle, hit him until he has 45% of its hit points, back your own Rifle and swap with with your 100% hp Rifle. Capture the barrack with this Rifle.

2g for a 3b country – Hit the first Rifle with your two men until he has 50% of its hp. Then attack the second Rifle. Once he has less than 50% of hp use the most healthy Rifle to take the first barrack.

INSERT SCREENSHOT 1G ATTACK AND SWAPING / 2G FIRST AND SECOND RIFLE

Remember that if you can't take all the barracks without a loss, you can't complete the country with the minimum amount of gold required.

## - UNIT USES

## - ARMY COMPOSITION

## - CHOKEPOINTS

A Chokepoint is a place where you can easily hold an assault and fight a bigger army than yours. A Chokepoint (if properly used) cancels the advantage of having more units. That's why you sometimes see a 7inc player resisting for several rounds to a 25inc player. Chokepoints are the different places in the map where the attacking army has to fight in a bad position: units are shot by several barracks, units are blocked in a small path, units are surrounded...

If you make a good use of these strategical points you can hold very easily your borders. Early game they are deadly so avoid them.

The more barracks are shooting at the enemy lines in the same time, the more efficient is your chokepoint.

INSERT SCREENSHOTS 1 AND 2 CHOKES

## - BOTTLENECKS

Bottle necks work like Chokepoints but in a bigger scale. Mid to Late game they are almost untakable. It is all the shallow water between continents. Don't attack from these thin land paths.

INSERT SCREENSHOT BOTTLENECKS

## - BATTLEFIELD COMFORT

It is stupid to fight in a place you don't have the advantage. If you don't have another choice, go for it but there are some things you can try to make it easier for your men to fight.

If you realize some trees are blocking your path and / or making surrounding strategy unavailable, take the time to cut them, it worth it.

If you're attacking a barrack defended by some walls, destroy them, they are targetable.

If you're backing a massive amount of units, check the path they are going to follow. If there are trees blocking it, destroy them.

In a general manner it is always beneficial to cut down the trees and / or other doodads that could slower your army. You don't need much time to do it.

INSERT SCREENSHOTS MIDDLE EAST AND UKRAINE CLEANED

## - MAJOR INVASION

## - FLANKING

Flanking is the action of attacking a enemy army on his sides / flanks. Flanking is easier when you can unload units anywhere.

The aim is to create a secondary army line on the flank of the enemy army. It is a bit similar to the surrounding strategy and is also linked to the line dynamics.

Take a group of units, they can be Rifles, Knights or Marine Generals (they have bloodlust, what makes them even more powerful in Flanking). Load or order it to go to the extremity of the enemy line. When they will start attacking enemy units they will create a huge mess where your opponent's Mortars and Priests will easily die.

If you know you will have to fight in a determinate place, prepare your Transport Ships and / or flanking units in advance.

INSERT SCREENSHOTS LOAD AND GROUND FLANKING

## - HOLD POSITIONS

Everyone knows that, defense is easier than offense in Risk. But why ?

It's particularly true Early Game because the barracks deals a high amount of damages compared to the low number of Rifles you have.

But later on the barracks is less useful.

If you have the opportunity to defend against a player, do it. Don't try to counter attack until your opponent used all his gold against your defenses.

Considering you are defending, you have the advantage of spawning units that are instantly fighting on the battlefield. It also increases the efficiency of counter units because your army composition is evolving in the same time enemy units are striking you. So it costs resources and time to your opponent to react against the unit you create.

A good army composition and a regular chokepoint often give the win.

INSERT SCREENSHOT IDEAL DEFENSE LINE

## - BREAKLINE

Breaklining is the action of getting through the enemy line of Rifles. To hit the heart of his army where there are Priests, Mortars and maybe Tanks or Leet Medics.

Breakline is easy to perform if your opponent doesn't pay much attention to the battlefield. But most of the time he will be. So always care about the units you are going to use: they are expensive and worth to be saved.

To breakline a enemy front train some Knights and / or Marine Generals and roar them. They will slaughter the first line of Rifles and reach the vulnerable units of your enemy.

If your enemy is paying attention to his units he will try to back these vulnerable units or try to defend them by using counter units or other melee units. In the case he reacts to your attack, back all your Knights and heal them. In the same time spawn the ideal counter to the units your enemy just trained and kill them.

If you managed to use the strategy in an efficient way you would have earned bounty from slaughtered enemy Rifles at start and from the melee or counter units he created after without losing much breaklining units.

INSERT SCREENSHOT BREAKLINE AND BACK BREAKLINING UNITS

## - TAUNT

Taunt is a brand new ability cleverly brought to us by Psycho. It is available in Tank A. It forces every nearby enemy units to attack it.

It offers at least three new strategies, I may find more uses but for now that's all I got.

It can be used to defend against a breakline regiment, a flanking or a transport invasion. As soon as you realize you are being hit by a huge firepower, build a Tank and make it Taunt to redirect the damages. When enemy units are taunted make your tank flee away. Most of the time, the opponent's force will walk through your lines without dealing much damages in an attempt to hit the Tank. The aim is to gather enough time to raise a defensive force powerful enough to resist the assault.

INSERT SCREENSHOT USE TAUNT AGAINST BREAKLINE AND BREAKHOLD

It can also be used in huge fights. Build a Tank A (or more) and order it to move to the heart of your army, between your priests and your mortars. As soon as it's ready move it closer from the enemy lines and Taunt. Use the same method than previously and make your tank back to lure the enemy units closer to your army.

INSERT SCREENSHOT TAUNT IN HUGE BATTLES

The final use I found is in breaklining sea invasion (check "Break Holdfeet" for further information). When you fill up a Transport Ship with melee units, add a Tank A. When you land, instantly Taunt with the Tank. The enemy units will ignore your melee units and try to walk through them.

INSERT SCREENSHOT TAUNT IN BREAKHOLD

The general principle of Taunt is to make enemy units useless and vulnerable, redirecting damages is just a secondary use.

## - FAKE ASSAULT

Fake Assaulting is the action of creating small moves to redirect the attention of your opponent on a useless place of the battlefield.

It is particularly useful if you want to cut your opponent's income with Knights.

Taunt some units with a mortar, order a pack of Rifles to assault a barrack, perform a breaklining assault on a holdfeet. In the same time use four or five knights to cut a high number of barracks.

Your opponent will likely be busy with all your fake moves and forget your primary assault.

It is useless to use such a technique if your main move is a frontal and huge assault. It is really obvious on the minimap that you are moving forces.

INSERT SCREENSHOT TWO FAKE ASSAULTS AND ONE MAIN ASSAULT

## - FACING SEA

Fighting Warships with land units is not a piece of advice I would give, but sometimes you have no choice.

You can't expect to defend against Warships in other places than shipyards, in any other place just retreat your troops until they got out of the ship's range.

Most of the time you will only be able to fight a Warship with land units when the ship is the defender of a shipyard (he just cut your income for instance, or he cut it several rounds ago and the owner forgot it).

Warship's weakness are the Rifles. Roar a bunch of rifles (~25) and you can get rid of any battleship. Surround the ship with your units and focus it. In few seconds you will sink it.

INSERT SCREENSHOT RIFLES VS SS

## - DEEP STRIKE

Deep Striking is the action of capturing few cities behind the enemy lines before the actual assault. These barracks will be used to create a surrounding force in the back of your opponent's army.

It is often performed by sending few Knights before the rest of your army. These Knights will have to capture at least one cities.

You can make your strike even deeper by spawning new Knights in the captured barrack and to send them take other undefended barracks.

INSERT SCREENSHOTS KNIGHT CUTS AND SURROUNDING FORCES

## - INCOME CUT

Cutting the income is the action of taking one or more barracks that gives a continental bonus and to hold it for more than one round.

The same method than "Deep Strike" can be used, using Knights as a quick way to cut income. But it usually don't last since you only have one barrack in the middle of your opponent's land.

The easier is to spot a barrack that can be captured and then defended via other barracks and to take it. Once you captured it, hold it at any cost.

INSERT SCREENSHOTS HOLDING A CUT TERRITORY

## C. NAVY

### - EARLY GAME

### - UNIT USE



- INCOME CUT
- SS VS GROUND
- SS FIGHT PRINCIPLES
- TRANSPORT VS SS
- SS LINES
- FOCUSED FIRE
- WOUNDED SS
- PRESHOT
- SS DANCE
- FACING MORE SS
  
- MAJOR LANDING COMPOSITION
- MAJOR LANDING
- HOLDFEET
- ART OF DEFENSE
- FAKE INVASION
- TRANSPORT FOCUS
- MOBILE SEA FORCE
- BREAK HOLDFEET
- REDIRECT INVASIONS

Redirecting invasion is the fact of forcing other players to land on the place you wanted them to land.

During the reinforcing phase, instead of defending your barracks with the same number of Rifles, choose some of them and let them undefended. Choose carefully what holdfeet you will let the enemy take. They have to be surrounded by your own barracks.

The point of this strategy is to let the attacker take the holdfeet and to totally surround him in order to drain his gold on this particular point.

This is a dangerous way to play, if the invader has a lot of gold stacked he may be able to break your surrounding with his money power. Use this strategy carefully.

INSERT SCREENSHOT: UNDEFEND LANDS

- RETREAT

## 2. DIPLOMACY

- PEACES & TRUCES

For the few of you that still think Peaces and Truces are for losers: you are wrong.

You have to spot Peaces that are beneficial to you, and if they are not suggested by the other player, you have to suggest them.

The most common beneficial Peace is early game, you have to peace the bigger nearby player who's not in your continent. This will allow you to focus on your expansion and not on defending your borders.

It is also useful to peace recent neighbours: when you expanded somewhere and created a border with a new player, peace him.

In a general manner, peace or accept peaces from players that you won't have to hit in the few next rounds. Nothing is worse for your political image than an instant backstab right after you agreed for a peace. If someone is asking you for peace but that you don't want to peace, tell him your answer and explain him why you can't accept.

- HONOR & BACKSTABBING

It is a funny thing I have to write something about Honor when Me1k0r is calling me "the worst backstabber ever".

I disagree with the common rule "behave with honor is rewarded". Because it's not.

Don't lose your time with such useless thing, Risk is a game of warfare, moreover it's a ranked game of warfare. What matters is win, a vague principle of honor has to be forgotten. There is nothing too sneaky for you.

Backstabbing can be seen by the other players as a really bad thing. To counterbalance the side effects of a backstabbing you can try to give good reasons for your backstabbing ("this player was too big", "he was gonna hit me anyway").

A backstabbing is always more efficient when used on a trustful player.

Don't feel bad about any act, it's just a game and you gotta win it.

Don't whine when you're being backstabbed, most of the time you know when you will get hit by your "ally". As soon as you like in a bad situation, fear to get backstabbed. It's a normal situation in Risk, just deal with it with a cold head.

## - **FORGIVING & PRIDE**

Forgiving will makes you win more games. How many of you already seen someone giving up any chance of winning for going into a vendetta against someone ? Everybody already see that. Have you ever wondered what if this suicidal player would have forgive the one who bothered him ? He could have win the game.

Every game can pisses you off, there are a lot of annoying things in Risk, things that can makes you loose your temper. You must deal with these things. If someone that backstabbed you suddenly realize it was not the right thing to do, let him back his troops and fight the right guy. Don't go for a vendetta against him. You can have your pride, but you can't have the win with it. I rather like having the win.

In a general matter, if you need the help of a player to win, forgive him anything he could have done early on.

## - **PLAY TO WIN**

Risk Next Generation is ranked. Ranking creates competition. If you don't play to win, just stop reading my guide and go play Mario Galaxy.

You must be always aiming the win, no matter what. If you see you can't win, just leave the game. But most of the time there's always a way to win. Find it, and do everything in your power to make it true.

Never lose hope.

## - **WHINE, FLAME & COMPLAINS**

There's not much to say about it. Risk can makes you lose your temper, try to deal with it, whine, flame and complain is never good for your political image.

In a general manner, try to behave, RNG is a community after all.

## - **MAKING FRIENDS & ENEMIES**

There are several things that can makes a player your enemy or on the contrary your friend.

It is a good thing to make allies and at least one enemy. The enemy is useful because you know who will hit you. It also gives your friends an eventual target if they want to strike someone.

There are different ways to make a player likes you. One of the most common is to give up a small land that gives a continental bonus to a player. If a player almost completed a continent, give him the small part you own. If you are two big players in the continent, help him to get the other part he needs if its owner don't want to give it up.

Friends and Enemies almost always rely on split continent, a player will dedicate all his gold to complete the continent he has. Giving or not giving the small countries you have is always the perfect way to influence the friendship of other players.

## - ANALYZE LONG TERMS RELATIONSHIPS

You need to always have a clear view of what is happening and what will happen, depending on diplomatic forces.

Don't peace someone you will have to betray soon. Peace players that looks trustful (in a sense they won't backstabb you at a strange moment). Don't declare war to a dangerous player. Don't backstabb someone before you can actually kill him totally (maybe you forgive people but they don't).

If you want to create a puppy, don't missjudge him or underestimate his skills. Don't help people that are obviously skilled or better than the average of the rest of the players, they will be harder to kill later on. If you have a "old friend" (a early peaced player) don't openly disagree with him, don't decrease the friendship of your relations by any sentence.

Even if most of the time you have to quickly take decision, take enough time to know what will result of your answer.

## - ANALYZE PLAYERS

Player analysis is the best way to know what political profile to play and what players to kill. Each information you can gather during the game is helpful, use every free moment you have.

A player analysis relies on several aspects: most commons are KD and overall self confidence. Someone being arrogant is often better than the average of players. Looking at KD is always relevant, at the end of the early expand stage, good players usually have  $KD > 1,5$ .

His army composition is also a good way to know how is the player skilled and how to fight him. If you notice he's using a lot of mortars you won't create that much Rifles against him for instance. A balanced army composition often means the player has skills.

Analysing your opponent's diplomacy is also a good thing. Try to spot what tricks other players are using and counter them. Reveal the sneaky thing hide behind the words to the public or on the contrary keep it for you if it serves your will.

Expand speed is relevant too. If someone finished a continent before you in the same condition than you it means he has more skills than you do.

Check how every players manage their attacks, spot the weaknesses and use them when you're fighting them. Also pay attention to the reaction time of the player, the faster it is the more skill the player has.

## - MANIPULATION

One of the greatest art in Risk Next Generation. There are some players that have average warfare and micro skills but manage to win a lot of games thanks to their brain and their manipulation skill. If you're good at manipulating a game, you can deal with a lot of situations without being worried.

Your power of manipulation relies on your political image, but not only and not mainly. Most of the time a manipulation will work if you manage to find in-game reason to give. Nothing is more important than looking like a honest guy in what you say. If you're being spotted as a manipulator by other players, don't hide yourself. Confess you are trying to push the game on your side, but also say why.

If you want someone to get teamed, and the guy says that you are just trying to quickly win the game explain to others that, even if you're manipulating them, the fact that you have to team him is true, no matter what you want, it's necessary to team him.

Now you understood how important is the principle of honesty we can move on to more practical uses of manipulation.

Manipulation can allow you to get someone teamed, to make someone almost unable to win a game, to create a general mess or to unlock stalemates.

Getting someone teamed may be the easier trick. But you can only do it if you're not the bigger player. If a player is being greedy, it's easy to say he's going to get even bigger as soon as he will have the opportunity to. If someone never stopped expanding since the start of the game you can tell it to other players. If a player is sitting on the higher income of the game for several rounds he might looks like the threat for anyone. If a player has a huge army size but a lower income than you or someone else you can also try to get him teamed since the gold he actually has is bigger than others' gold stacks. In a general manner you can get someone teamed by using the fear of a loose and the greed of everyone to get their part of the cake in the player's lands. It's even easier if you're currently fighting and have the upper hand over him, you can tell everyone that he's vulnerable and they can freely take his lands. The side effect can be you getting teamed instead, but it can also avoid you teaming by focusing all the possible threat on the player you're fighting.

When you are in a game where a player is only camping and doing nothing since he got his continent, you may fear he hits you at the worst moment. Be happy, every other players have the same concern. You can make sure this player won't get the win. First make everyone aware of the fact this player will likely have the higher gold stack if you don't get rid of him. Once you know other powers fear the camper, you can get him teamed or establish a pact with other players who says that as soon as he makes a move, everyone stop attack each other and focus his forces against him. Either he gets teamed, either he dies when he moves. Perfect for you, one less player you have to eliminate, he's already dead, it's just a matter of time.

Manipulation can also lead to a general mess, where everyone forget about analyzing the eventual threats (but you have to keep the cold head). If there's another player trying to manipulate the game to its advantage, he will likely know you are also using the same tricks. If he spots you and reveal your sneakings to the public, you can play the card of honesty and makes him looks like the bad guy. As previously said, admit you're trying to influence other players, but also say he's also

trying to, and moreover, he's hiding himself behind your manipulations to manipulate. This will lead to a huge mess in the brain of other players, they won't know who is the bad guy and who to attack. If you're using other manipulation tricks afterward, be aware of the fact that they will have less power over the others, and the other skilled guy will probably try to get you down by saying you're dangerous.

Unlocking stalemates is hard, even with high manipulation skills. Stalemate is the moment when the players are the most suspicious towards each other and when they fear the most to lose the game. If you follow the rules of power balance and power shifting you would be aware of whom player is dangerous and whom is not and may help you (even if he doesn't want to :P). Once you analyzed everything and you know who can beat you, you can suggest teams (for a four or more ways) or teaming a single player (for a three ways). Since I already stated how to team a player, I'll focus on how to create teams. The advantage of this solution is that it makes you look fair to other players. If you suggest teams, make sure the income level is about the same, if it's not, point out why it is fair anyway (he has less income but more army size, he has more income but is less skilled...). When you suggest what players would be in the same time, choose the average skilled player of the game as an ally, and the real threat as an enemy. Your ally must be skilled or rich enough to survive or else you will find yourself in a hard situation (most of the time players don't stop teaming, even if your ally is dead). Fight yourself the real threat or make your ally fight him, it doesn't really matter since you're going to hit them both once you get rid of your opponent.

Manipulation relies on greed and fears of any player, find them and you know how to manipulate them all.

- CREATE A PUPPY
- DIPLOMACY WIN
- HIDING SKILLS
- SPOT THE THREAT
- AVOID A TEAMING
- POLITICAL IMAGE
- POLITICAL PROFILES

Instead of keeping the same style of play (what makes you recognizable among other players) every game, you can try to adapt your political image to some generic "profiles" (or create your own one !).

From **NewRelic's** thread "The Politicians of Risk"  
(<http://www.risknextgen.com/index.php/topic,1842.0.html>)

**The Weaker Player**

One of the most common methods used to miss lead players is to appear as less of a threat to others. The most common way to accomplish this is staying either second or third in income to avoid conflict and encourage others to wage war.

### **Mr. Skillless**

Another great technique is to conceal your true skills by creating a bad KD or even slowing your growth to avoid detection, smart players will target other players they view as the greatest threat based on speed, efficiency, region etc, so playing dumb doesn't hurt.

### **I don't understand**

This is a fun one to use and best used in combination with Mr. Skillless, I often find that other players will attempt to use you for their own benefit if they don't view you as a threat, so what better way to give that appearance than to pretend not to understand the game. This is not an easy skill to master as other pros can see through bad performance and when a fraud is detected, you move from the last target to first.

Back to me (unfortunately my writing skills are lower =D).

### **The All-Mighty**

The aim of this profile is to protect you from possible attacks. You have to scare the other players, but if you get too far you'll be teamed. It is a matter of balance, and if you find the right one you will use the profile with efficiency.

It is easier to create this political image when you are big in a matter of income and skilled.

The profile will makes you looks like the untouchable guy. You have to play on two different boards, being pitiless towards those who attacks you and being friendly with everyone else.

The point is to forces everyone to attack someone except you. When other players will choose a target, it likely won't be you.

When you are being teamed, exterminate the belligerents with more gold than necessary. If you are fighting someone, try to overwhelm him the faster you can. If you see someone is about to hit you, warn him he will regret it. If he hits you anyway take all his lands if you're not already too big, and if you are, cut his income and tell other players that they are free to take his lands. If someone betrayed you don't forget it and make him pay as soon as you can. Remember him why you are killing him so it also recall the others they must not fuck with you.

### **I'm your little brother !**

This profile is easy to create and it is close to NewRelic's one. It can be easily set up when the big power of the game peaces you or helps you when he could have killed you.

A trust relationship can be established at that stage by claiming you now owe him something. Then if anyone asks help against this player you can answer "no, he's my friend" or "no he helped me, I owe him life" or things like this to reinforce the faith he has in your peace. The big power will believe you are not a threat at all for him and won't expect an attack from you when you will try to take over the world.

### The Friendly

This profile grants a very positive political image of yourself and is very helpful for your political power and for your safety. Help every small players you can and peace them all. Don't attack someone once you get your two continents (except for helping the little powers). If the majority of the players likes you nobody will be able to get you teamed by using manipulation as long as you don't expand. And even if you are trying to get over the world, you can use your political image at your advantage by recalling players that you helped them earlier.

## 3. ECONOMY

### - EARLY GAME

Early game economy is particular. You need your gold to expand but you also need it to counter an eventual nearby rivals or a random player that is attacking you for no logical reason.

Some players choose to split up their forces at start to increase their starting income. I agree on a small extent, I won't got for several 2b countries for instance. I rather like focusing the major part of my gold in the same place, it gives a higher protection against early enemies.

Depending on your style of play, try to keep at least one gold stacked to be able to train a Rifle in a critical place. If you see someone is trying to cut one of your country you will be able to hold it and earn the income for one more round at least.

### - BOUNTY

Bounty is the second way to earn gold. You get one gold for each four gold you killed, so if you manage to kill four Rifles without loosing one, you are winner. It can be obvious at first sight, but when you try to apply this rule you realize it's not that easy to not loose a single Rifle.

There are several sources of bounty. Early game any guy that would attack you can feed you. Hold him in some chokepoints and micro like hell your wounded Rifles. If you manage to save them all you will have as many units as before he attacks you and the gold earned from bounty.

Warships fights are a the biggest source of income. Never let one of your SS dies, 10 gold for your opponent is far too useful. On the contrary, find and sink all the isolated SS, or if your opponent save his wounded SS and hide them in a part of the land, try to reach them and to sink them all. As soon as you see someone is busy, try to sink one of his SS.

A breaklining move is often expansive, if you save at least half of these units it is beneficial for your bounty. Considering the firepower of these units they probably killed more units than you loose. On the contrary, if you're being breaklined, try to surround or to kill these units the faster you can. If you have some Marine Generals use their "Net" ability to block the expansive units of your opponent.



Full transport ships are also very vulnerable and give a good bounty. When you are being sea invaded and you see your opponent is backing in his transport, hit them instead of hitting the units he loaded.

You must not underestimate bounty, it often makes a real difference between you and other same income players.

## - **SAVE GOLD**

You must know when to save gold.

It is a bad calculation to stop expanding or fighting when one of your enemy has a higher income than you. As long as someone is bigger than you, you can expand without being threatened by a possible teaming.

Saving is beneficial when you are bigger than other players, the better situation is when you have at least 15 more income than the second bigger player. At that time you can stop doing anything and focus on your diplomacy while you are saving up more gold than anybody else.

Never waste an opportunity to save gold, don't attack someone, don't involve yourself in other's diplomatic issues. Most of the time other players will leave you alone.

## - **INCOME MATTERS**

Income size has a really huge impact on the game and on your diplomacy. The way you expand is directly affected by your income size. You can't expect to go over 70 income and not getting teamed. This number can be lower if you're facing more skilled players, they will team you faster. 65 income is nice in a nooby game and 55-60 is good in a more skilled game.

To make sure to have a solid income and solid positions, you have to choose your continents wisely. Considering it's a bad idea to split up a continent with someone, don't go for half a continent, prefer to focus on a smaller one or on non-continental countries.

Income also matters a lot in mid and late game. Decreasing your income by few points won't penalize you much in a matter of gold and will decrease the risk of getting teamed. Increasing your income by few points can allow you to match the income of a bigger player, still without increasing the risk of getting teamed.

After all, your income is what the other players will refer to to understand who you are. Manipulate it as you wish to influence the diplomatic relationships.

## - **GOLD WASTES**

A mistake a lot players make. They waste their gold on hopeless fights.

If you really want a land, make sure you take it quickly and without much losses. If it starts being expensive and painful for your KD stop it and try to make the other players forgive you.

Following the same principle, if you're trying to land somewhere but that your enemy spawned enough forces to counter you don't waste your men in a useless fight. Load them all back in your transports and go somewhere else.

If you managed to take an holdfeet somewhere, don't waste all your gold for no reason. If you realize you are being totally surrounded, stop training units, you will just feed the other's KD. No matter how hard you wanted the land. There are some situation when you try to hold it anyway (for further information check "Money Power").

Early game don't waste your gold trying to defend a country very far away from your continent.

If you cut a continent but realize the other is focusing all his resources to take it back whereas you can't hold him, back your units before they get slaughtered.

## - WINNING POSITIONS

You will sometime have the opportunity to highly increase your income. As long as you run the risk of being teamed, don't take it all. But make sure you can take it in one round. For instance if a continent is almost empty of any resistance, take half of the countries and cut the other countries. As soon as you have the opportunity to take over the world complete the continent in one round and you will have a major income push.

If a player is annoying you but that you can't kill him or take his lands because you're already too big, you can do something anyway. Cut his income in some place, if someone fears you're getting to big, told them you are just cutting him for being an asshole. You can also tell them to take his lands, it will gives you a better political image and remove a shard in your ass.

In a general matter, having winning position is being able to raise your income really fast or kill a player as fast.

## - HIDE GOLD

Not much to say here, it is pretty obvious. Never reveal your amount of gold, if you want to scares someone (1v1) tell him you have double the gold you actually have. If all the players know you have more gold than anyone else there's not much you can say, they are true. Make yourself look like the friendly guy, or redirect the threat on someone else ("if you team me now he will win").

If you strike someone, you don't need to use all your gold power. If you are attacking someone with SS don't train more than one before he trained some battleship himself. Following the same principle, if he raises a fleet don't raise a way bigger fleet, just train as many SS +1.

## - ANALYZE GOLD STACKS

This part is really important in power shifting and global analysis. You have to be always aware of how powerful are all remaining players. You don't need to know the exact amount of gold

someone has, but you need to know if someone spent a lot of gold, or on the contrary if someone is fully stacked.

Obvious things: notice the fights that can happen, notice if someone is never fighting or half fighting (fighting and saving gold in the same time). Spot the campers.

When you have a clear view of how much gold each player has you know who and when to strike.

## - MONEY POWER

There are sometimes when you don't manage to break a player by using regular rules of gold saving and ideal unit lines and so on... In that case if you have a huge amount of gold, prefer a quick end instead of a skilled assault.

Using your money power means spawning mass expansive units. You may have a worst KD but you owned your opponent way faster than if you would have used regular set of units.

There are only few situations where it is useful to waste your gold this way. If you are fighting 1v1 and needs to hold an holdfeet or if you are getting teamed and need to get rid of a particular player.

## III. STRATEGIES: One versus One

### - STARTING POSITIONS

The aim in 1v1 is to take the most 2b countries possible in first round. In FFA I rather focus on one or two countries to take because there are a lot of players who can fuck up your start. In 1v1 you know where the bases of your enemy are, you can consequently safely use 1g for each 2b country you have. The aim is to have 0 deaths in the first and second rounds (and more if you have skills). Having 0 deaths means you have the upper hand (less deaths, bounty, more gold and units).

The best situation in first round is when you have a 3b country takable with 1g or a 4b country takable with 2g. Check out every possibility you have (but make it quick, you only have 60 seconds and taking a country with 1g takes ~40 seconds).

Once you have your first countries, instead of going straight for a continent rather focus on other small countries you have. Take every 2b-4b countries where you have a barrack. Then you can focus on a continent.

If you see you're getting surpassed in income there are two key continents you can try to take (but don't lose time trying to take them if you see your opponent is blocking you). SA and AUS can give you an epic gold push in round 2 or 3 (if you have 10 inc and one base in AUS you can try to take it round 2 if your opponent doesn't have a base in it).

## - MAP CONTROL & FOG

Map control is the fact of knowing what is your opponent doing and when is he doing it. Having the map control means having a massive advantage towards your opponent. If you know where to strike and where to cut when he doesn't have a clue on what you're doing, you almost have the win yet.

A major difference between FFA games and 1v1 is the fog. It creates a whole new set of strategies. Transport in any shore becomes far more effective since your enemy can't predict where you are going to land. So here comes the map control, you can almost always know what he's doing if you use the information you have.

First thing is the red icons on the minimap. It shows where the starting barracks of your opponent are. Simple guessing, when you see someone has the south barracks of a 2b country it's almost sure the player is going to take it with 1g, allowing you to block him or to cut him before the end of the turn (both rifles will have low hit points). Following the same principle try not to start in a country where your opponent has a barrack, it's easy for him to make his rifle "Hold Position", making luring impossible.

INSERT SCREENSHOT RED ICONS ON MINIMAP

Second useful thing is the little text at the bottom of the multiboard "China taken by EuR]Yun." If you are aiming an aggressive playstyle it's your most useful tool. If you want to know where to strike him and how to cut the more possible countries you need to remember every lands he owns. You really have to pay attention to what countries your opponent is taking, if you see he's going for a particular continent try to take a small and easily defended country in the continent in order to block him. Your opponent can do the same against you so in order to avoid it try to take a continent in one round (any continent).

INSERT SCREENSHOT INFO TEXT OF MULTIBOARD

You can improve the map control you have by taking small countries in several different continents, allowing you to cut off almost any possibility of gold push for your opponent. Using patrolling empty transport ship is a good idea to watch for your coast but it's expensive in a matter of gold and time, I rather like to rely on my speed to quickly train troops where the enemy landed.

## - EXPANDING PLAYSTYLE (EUROPEAN STYLE)

There are two ways to play Risk 1v1 (RNG or Devolution), expanding or being aggressive. Both have pros & cons but both need different skills. Most of the time European riskers rather like to focus on income whereas Americans are aggressive. It's a general rule that not always apply (PowerSpirit is French and is playing kinda aggressive). Both playstyle are viable but playing aggressive requires more skills (and different skills).

Expanding will rely on map knowledge (what are the faster countries to take, the easiest continent to start with, how to quickly expand from one place to another...) and on micro skills (taking countries with the minimum required rifles). If you think you are a quick expander always aim the highest income. Most of the time the other players will say a nice "gg" when he will realize you have 20 more income.

The aim with this playstyle is to have so much income that your opponent can do nothing to

counter you. Income cut, sneaky attacks or huge invasions will be useless since you will have at least double more gold.

In order to perform a successful expand, you have to focus on neutral lands, never attack your opponent, only focus on expand. You have 80 inc and he has 50 inc but he's still not quitting? Keep expanding. You have 100 inc he has 30? Keep expanding. As soon as you have a solid 25~30 inc go for your first big continent (Europe is a nice continent to start with imho). If you encounter difficulties (your opponent is cutting your continent by reinforcing one country in it) just go for another continent. The golden rule is to never fight him, just ignore his troops and his attacks, at any time. Either it is early or late game, you don't care, all you have to do is to outincome him. And when it will come the time where you have nowhere to expand, just strike him with all your money power.

One of the issue this playstyle can have is that if you overexpand (expand without keeping a small amount of gold), your opponent can try to save few income and to use it all over you. He may have more gold than you since you used it all for expand. But most of the time it is almost impossible to beat a player with at least double your income so don't worry, your money power will own him.

## - AGGRESSIVE PLAYSTYLE (AMERICAN STYLE)

This playstyle is much more fun (even if I'm playing Expand playstyle), it relies on early game micro, map control and timing. Playing aggressive is like a all-in in Holdem Poker. Either he wins early game either you will win thanks to your bigger income later in the game.

## - MULTITASKING

## - NAVY

# IV. OTHERS

## - IMPROVE YOUR KILLS/DEATHS RATIO

If you follow all the guide strategies and improve your skills you should have a good KD. But in a general manner there are few things you can do to improve your KD.

Pay attention to your unit lines, if you have good ones you would always have a higher KD than other players.

If you can stay on a defensive stance, stick to it. Defending is always better for your KD, you don't need to pay much attention to how your units are positioned.

Really focus on micro early game.

Use evolving army compositions and analyze how your enemies are reacting to the units you are using.

If you have several fronts and one with SSs, focus only on the SS and go for a defensive stance on others. SS are the first KD reward.

If you perform a sea landing make it so that you can retreat before you lose too much units if you know you can't break the holdfeet.

Give up lost lands and hopeless fights. Instead of losing all your units prefer to back to unify your forces.

Avoid teaming.

Hunt the units you can: SS or Rifles near costs.

Lure units when you can and especially leaver's forces.

## - LAGGMOVE BUG

Laggmove bug is a problem coming from the Warcraft 3 engine itself. It is not powerful enough to handle a so high number of units. Your units are moving, then stopping, looking towards the direction they are supposed to go, but not going to. Their moving step by step.

Note that the laggmove bug can affect only one player at once. You can whine when you realize you're being teamed and your units are laggmoving whereas opponent's armies are smoothly moving in and out the battlefield.

The laggmove bug does not affect units that are currently attacking. For instance, ranged units won't stop attacking. It only affects movements, what makes melee units useless (they will die before they reach the enemy units).

Laggmove bug occurs when you have a very high number of units that are currently obeying to a move order.

To solve this problem you have to choose a front, and / or reinforcement that are currently moving but who have not a main importance. Make them hold position to reduce the number of units who are moving.

If you ordered enough units to hold position your other units would move smoothly again.

## - COMEBACK

Comebacks are totally possible. Even with the 3-rounds rule. But some conditions need to be fill in order to make your comeback.

If you lost all your armies, it's impossible to comeback. In that case you can just leave. But if you play normally it's impossible to lose all your men. You should have been able to flee away at some moment in the game. And if you didn't you can only blame yourself.

If, for some reason, you can't hold any territory, just flee away with all your troops. Save all your gold. If enemies are chasing you, keep running away, they will quickly have bigger issues than a small pirate. Take an island if you can. And if you can't wait for a player to be busy and take one of his barrack for one round (to restart the 3-rounds rule).

Now you have your small force, your gold and a territory to avoid being kicked out of the game, you can start thinking about your comeback.

The golden rule is to never strike the weakest power of the remaining players. You have to always strike the bigger one, if you don't he will win the game, obviously making your win impossible. Most of the time, a big player will likely try to kill you as soon as he sees you're hitting him. A good thing for you, medium powers often take the opportunity to hit the same player than you.

Now considering several players are hitting the same guy, you would be able to take some of his lands, and maybe one complete continent. Use the troops and the gold you saved, no matter if you don't have any more gold, you need a complete continent.

If for some reason (whine ?) the big player leaves, you have to analyze the global situation really quickly. You are often out of gold at that stage, making you vulnerable against every other powers who saved gold. You have to use diplomacy to keep you safe from being hit by your closest neighbor. Once you recovered lands and a more or less stable diplomacy status, you can play as a regular game, following the "Power Balance & Shifting" rules.

## - SELF CONFIDENCE

Really important: being self-confident. The quotation in the loading screen is one hundred percent true: "It is fatal to enter any war without the will to win it".

If you fight someone, avoid thoughts like "I'm going to lose it", or else you will really lose it. As I said in the "Play to Win" section, if you think victory is out of your range, just leave the game, it has nonsense to stay in-game. Why wasting time if you can't win?

Concerning the strategy choice you make: if you don't hit a skilled player because you think he will beat you, it's a bad choice. What if you attack another player that looks less skilled ? It makes one less player that can help you in case the skilled player take over the world, and it allows the skilled player either to strike another power, either to strike you. In both case it's a bad move to not hit him.

## - MODES: PROS & CONS

### **All ships**

Or "Classic". The regular way to play Risk, all ships are available.

Increases the gap between good and other players. Higher micro skills give you the upper hand over most of the pubbies.

In a general manner, "Classic" mode makes the game faster. Stalemates still exists but they solve really quicker than other modes. It also decreases the lagg because you spend your gold for less units (battleships, and especially SS, are expensive).

"Classic" also decreases the chances of a pirate to survive. You can break any islands or coastal countries with your warships. Bunkering is also less possible and less efficient because continental bonuses can be easily cut by few SSs.

The main advantage of this mode in my opinion is the fact that you can quickly determine the winner of a game without having to perform huge and painful assaults.

"Classic" mode reduces the efficiency of defence and makes low skilled players easier to kill.

Vote "Classic" if you have some micro skills, vote for it if you want a faster game, vote for it if you have an average computer than often lags and finally vote Classic if you want to have a good KD.

### **No SS**

In my opinion a useless mode to select, if you can't train SS ships just use S ships.

### **Transport Only**

Or "Tranonly".

Makes defense easier, improving efficiency of bunkering and slow-play. Forces players to use only regular land units, so harder to make a good army composition late game. Harder to get a good KD (with the same skills Tranonly KD~1,3 and Classic KD~1,5)

Needs more timing skills and analytical skills than Classic Mode because it's harder to take holdfeets against skilled players.

Increases lagg in-game when there are stalemates. Players having large amount of gold are forced to spend it for cheap units (1-3 gold) instead of spending 40 gold for a SS. There are a lot more units on the battlefield.

In a general manner slows the game down and makes noobs harder to kill. But needs more strategy in the choice of your units late game.

### **Bridges & No Bridges**

Not a major difference between the two modes. Bridges can be useful at start to expand from one continent to another without having to build Transport Ships. But mid to late game bridges are less useful since they are just bottlenecks. You can support your land assault with warships or filled transport ships, but I don't think it is a good idea to attack from these bridges.

It makes a bigger difference with warships. Bridges create bottlenecks since ships have to take a waygate from one side to another. If you camp one of these points you can choke the opponent's fleets and surround them easily.

It is a good way to deeply cut income with Knights or other units.

You can also support a naval landing by sending units on the bridge.

Notice that you can't load or unload units in the positions of the bridges even when you are on "No Bridges" mode.

INSERT SCREENSHOT BOTTLENECKED SSs.

### **Transport landing on any shore**

The brilliant idea of Psycho. Always choose this option please, it's the revolution of Risk.

You can unload your troops anywhere except on the positions of bridges.

You can cut income everywhere, consequently you need to reinforce every coasts you have and to spot weakened coasts others have. Check "Transport Only" for further information.



### **Transport landing only on shipyards**

The regular landing of Risk. Offers really few strategies for Transport Ships. Makes landing almost useless because you are bottlenecked on ports and you will probably be killed when trying to take deeper barracks.

Never vote this mode if you are on "Transport Only" unit limitation.

INSERT SCREENSHOT SLAUGHTERING PORT ASSAULT

### **The mode I choose**

In my opinion the mode that offers the more different strategies is "Classic" with "Transport on Any Shore". It's just full of skills, you can perform breakthrough landing and in the same time solve battles with your battleships.

I'm using Transports early to mid game to quickly cut incomes at better positions than just shipyards. Late game I'm using warships to makes everything smoother and easier.

## - RISK NEXT GENERATION VS RISK DEVOLUTION

## - SPECIAL THANKS

The last section but not the least. It is important to know who you have to thanks for all these information. You can thank me of course, but there are different other players that helped me, and some of them more than others.

I think we can all thank PsychoMarauder for bringing us such a complete and awesome map. If you have time go on the forum and bump his Karma =D

I also thank Mul\_Daya who provided me a small strategy section on how to start in the continents I usually don't choose. He also gave me a game where we deeply tested the new Tank warfare.

At the time of the first guide I remember N0-0-b0dy gave the first beta review, so I thank him for that. It's always a pleasure to have quick feedbacks.

Same for Me1k0r, he gave constructive feedbacks when he read it.

I have to thank Lt\_Avata too, he helped me to know what lacked in the previous guide and what he would like me to focus on.

I thank the whole Risk Next Generation community.

And I finally thank the reader for going that far in my guide, if you read these lines it means my work is not useless, and it's really pleasing to know that.

Hope to see all of you guys on the battlefield x)