IMPERIAL STRUGGLE CONDENSED RULES V.1

Components

Active play counters include hexagonal Squadrons (Fleets) showing Sea control, square Flags showing control of other spaces, and hexagonal War tiles, Basic and Bonus, affecting War results and always placed by the controlling player sight seen face down (SS/FD) until revealed in War. Other counters typically either represent currency or are markers. Cards are of two types: persistent Ministries with general effect, and episodic Events.

Turns

Play comprises ten turns of two types:

1. Peace Turn 1
2. War Turn 1 (War of the Spanish Succession, four subsets)
3. Peace Turn 2
4. Peace Turn 3
5. War Turn 2 (War of the Austrian Succession, four subsets)
6. Peace Turn 4
7. War Turn 3 (Seven Years' War, four subsets)
8. Peace Turn 5
9. War Turn 4 (American War of Independence, three subsets)
10. Peace Turn 6

Peace turns (PT) pair into Eras: Succession (1 and 2), Empire (3 and 4), and Revolution (5 and 6). Events of both current and immediate predecessor Eras are in play, but only the current Era's Ministries are in play. PT comprise eight alternating Action Rounds (AR), four each per player, a total of up to 48 per game. During AR, players play Events and do actions mainly by spending Action Points (AP) of three types (Diplomatic, Economic, Military) deriving from Investment tiles (Chits) augmented by Debt and Treaty Points, driving Victory Point (VP) scoring. On War turns (WT) up to 15 War subsets (WS) per game resolve.

Victory

The Victory Track begins with a VP marker set at 15. France scores up; Britain, down.

The three instant victories, applying only at particular times in the play sequence, are:

- The VP marker is zero or less (Britain wins) or 30 or more (France wins), or
- Winning all
    o Regional (four) and Global Demand (three) Awards in a PT Scoring Phase, or
    o WS (four, or three in WT 4) of a particular WT at the maximum level

After Final Scoring after PT 6, if VP are at or below 15, Britain wins; otherwise, France.

Map

The map comprises four Regions, two split into Sub-Regions:

- Europe
- North America
    - o Northern Colonies
    - o Canada
- Caribbean
- India
    - o Carnatic Coast
    - o Hooghly River

The map features five kinds of spaces interconnected by black lines of ordinary adjacency and dashed gray lines (Conquest Lines) of WT adjacency:

- Political (Diamond)
    - o Alliances (dotted edges, support Wars)
    - o Prestige (green edges, score VP in PT and Final Scoring)
- Markets (Round)
    - o Trade control of a local commodity (six different types, two per Region)
        - ▪ Three variably score VP for Demand in PT (also Final Scoring)
- Territories (Square)
    - o Land control
- Forts (Hexagonal)
    - o Land control, and are "Fort spaces" while empty (until a Fort is built)
- Seas (Hexagonal)
    - o Sea control

Spaces have other effects, including counting for Regional VP, enabling Advantages, affecting Events and Isolation, being Conflicted, modifying WS, and more. Pentagons are not spaces, holding Advantage markers controlled by controlling all adjacent spaces.

Only one Flag or Fleet may be in a space at a time. Political spaces often are grouped (Spain, Austria, etc.) and may be controlled freely within groups (with its two Alliance spaces, Spain may ally with both Britain and France for example).

A number found in spaces usually shows the modifiable base cost of acting upon it in an AR. For Seas, with no number, Fleet locations determine variable action cost. In Territories the number applies only in WT. Dots rimming some Alliances and all Forts and Seas show which WT contain at least one WS that control of such space modifies.

All spaces generally are playable except the two green Prussian Political spaces (playable from PT 3), the purple Sons of Liberty Political space (from PT 5), and (maybe) the two American Political spaces in the middle of the board (in PT 6).

Access, Control, and Vulnerability (Conflict, Isolation, Damage)

Players may freely access Political spaces and Seas. Other spaces may have restricted access.

Control definitions:

- "Flag" means to place a friendly flag in an empty space
- "Unflag" means to remove an opposing flag, emptying a space
- "Shift" means either Flag or Unflag
- "Switch" means to swap flags in a space
- "Change" means either Shift or Switch
- "Sail" means a Fleet moving and thus Shifting and/or Switching Seas
- A "friendly" space contains a player's own Flag or Fleet

At setup, each player, plus Spain, controls Territories and Markets as color printed. Flag these Markets (Spanish markets optionally). Color printed Territories count as Flagged but need not have Flags placed unless Switched. Also, at setup and when a WT ends, randomly choose one Basic War tile per player per each next WS for placement SS/FD (a placement players optionally also may randomize or individually direct).

Territories can only Switch, and only in WT by War results.

Sailing Fleets affect Sea control in WT and PT. A fleet may Sail once per AR.

Political spaces can only Shift, and only in PT.

Conflicts, placed by Advantages and Events, can occupy only Political spaces and Markets.

An Isolated Market (from the perspective of either or both players) could not connect, at the start of the AR, directly or through friendly Markets to a friendly non-Market space.

Conflict makes a Conflicted space useless to its controlling player.

Conflict does not itself Isolate a Conflicted Market, but does block Isolation connection.

Markets can Change in WT by War result, or can Shift if not Isolated or also in the same AR that a friendly Fort is built, or a friendly Fleet Sails, next to a particular Market. Extending control by "daisy chain" of friendly Markets newly placed in the same AR is prohibited.

Change removes Conflict.

Flagging a Fort space builds its (Intact) Fort, but requires that the builder have controlled, at the start of the AR, a space next to the Fort space.

Forts Switch in WT by War results, except that a Fort Damaged as a War result becomes useless except for control, and also vulnerable to Switching in PT until its controller Fixes it.

AP, Action Costs, and (Vulnerabilities Summary)

(To review,) the base cost of action in an AR upon a space is its printed value, except for Sailing Fleets. Negative cost modifiers apply before positive.

Diplomatic Action Points (DAP) Shift Political spaces. Economic Action Points (EAP) Shift Markets. The minimum cost to Shift both types of spaces is 1 AP.

Conflict or Isolation makes the base cost to Shift 1 AP.

Intact friendly Forts and Fleets Protect adjacent Markets, <u>even when Conflicted</u> (as the friendly Protecting space is not Conflicted). Protection modifies Shift cost by a maximum of +1 AP (against the opponent) and reduces the cost to quell such Conflict (see below).

DAP or EAP spent in more than one Region in the same AR incur a cost penalty of +1 AP per action in each Region beyond one.

Military Action Points are versatile. MAP build Forts, Fix or Switch Damaged Forts, build and Sail Fleets, quell (remove) Conflicts, and buy Bonus War tiles.

<u>Fixing or Switching a Damaged Fort renders it Intact</u> and costs as if a new build -1 AP to Fix or +1 AP to Switch. Also, to Switch (but not to Fix), a Market or Fleet friendly to the Switching player must be next to the Damaged Fort.

New Fleets, built for 4 MAP, go in the Navy Box and cannot Sail until the next AR. Sailing costs 1 MAP if the destination Sea is empty. Sailing otherwise costs 3 MAP from the Navy Box or 2 MAP from elsewhere, displacing the opposing Fleet to the Navy Box.

Conflicts cost 2 MAP to quell, -1 AP if a Market is Protected and +1 AP if the Conflict is strong (see Haitian Revolution Event).

Bonus War tiles cost 2 MAP each, up to two may be bought in an AR, and up to two may be placed in each WS. New tiles are drawn randomly from the tile pool and placed SS/FD in any of the next WS. (Note that separate WT pools have tiles of identical values, with names and emblems for historic value only). If a newly placed tile exceeds the limit of two per WS, an excess tile must transfer to another WS with space available.

(To summarize vulnerabilities: Isolation and Conflict both reduce base Shift cost, but Isolation's only other effect is to prohibit Shifting absent a newly built Fort or Sailed Fleet next to the Isolated Market. Conflict is overriding, rendering a space and its control useless except as maybe being Protected, but maybe also benefiting the opponent in a WS. Quelling by MAP, Change, and some WS results remove Conflicts. Damage makes a Fort both useless, except for control and breaking Isolation, and vulnerable to Switching in an AR).

Advantages

Players control an Advantage by Flagging all of its connections, immediately losing the Advantage otherwise. An Advantage may be used once per PT, and is Exhausted after use. An Advantage's tile describes its ability. Advantages controlled at setup may be used from game start. AP shown on Advantage tiles denote <u>costs or cost modifiers subject to normal AP conformity and Action restrictions, and not AP grants</u>.

An Advantage cannot be used:

- in WT
- in the AR control is taken
- if any of its connections is Conflicted
- if plainly useless in its genuine function but as a means only for secondary gain
- so as to qualify to benefit from any aspect of an Event played in the same AR

An Advantage still may be used in the same AR as an Event and may enhance its effects. Per AR, a maximum of two Advantages, and only one per Region, may be used; the Region is that of the Advantage's controlling spaces and is not necessarily that of its applied effect.

Currency

Each Chit shows a Major Action, a Minor Action, maybe an Event card play authorization (dagger); and maybe an Upgrade (cycle) which is a SS swap of FD Basic War tiles (either with a newly drawn tile, discarding the reject, or of any two in play between WS).

Numbers on a Chit denote base AP available for each Action. Coins represent EAP, a quill pen DAP, and a historic grenade MAP. Players alternate each AR to choose a Chit to fund their actions, but any Event (to be) played must fully resolve first. Other actions may happen in any order, but must remain separate. Unused AP are lost.

A Major Action is unrestricted. <u>A Minor Action may have only one use or application (is a "one-shot") and may not in any context displace opposing Fleets nor Unflag absent Conflict.</u>

Debt and Treaty Points

Both players start with no Treaty Points (TP), no Debt, and a Debt Limit of six (or, six "available" Debt). Debt may be freely taken within the limit but only conformingly to augment AP from a Chit or an Event. TP often are losing War results and are won with some Regional Awards and by other means, and are not Debt, but function like Debt.

If an Event would drive violation of the Debt Limit, Debt conforms to the Limit and the opponent scores 1 VP per notional excess Debt.

TP are not limited, but players each forfeit all but four after the last AR of a PT.

A player may choose a Chit, do nothing (pass the AR), and reduce Debt by two.

War

During WT resolve WS in order by discovering and netting modifiers listed for each WS (War tiles, Alliance spaces, Conflict markers counting against the player on whose flag they were placed, Intact Forts, Fleets, Keywords, etc.)

The WS Theater named at WS right is the bounded geography all War resolution, except that Conquest includes any additional spaces listed below the WS results table. To resolve a WS:

1. Reveal its War tiles
2. Tile owners inflict initial results on the opponent if possible
   a. Debt increases (D symbol) (possible VP scoring, depending on Limits)
   b. Fort Damage or Fleet displacement to the Navy Box (graphical symbol)
   c. Market or Political space Shifts (Flag symbol) (only if not Conflicted, and must avoid causing Isolation if possible)
3. Sum and net modifiers as listed in the WS to discover the result
4. Apply results:
   a. Tie is a draw (*status quo ante bellum*)
   b. Net loser adds any TP
   c. Net winner scores VP and inflicts results including Conquest Points (CP)
5. Cleanup: Remove (quell) Conflict markers <u>that modified the WS</u> and return War tiles to pools (see special instructions after WT 2 / for PT 4)

A CP award entitles the winner to Demand, only in Theater or as named in the WS:

- Territory Switch
  o Opponent may Veto, up to twice per WT (but the CP are <u>spent</u>)
    ▪ The first Veto incurs a 3 VP penalty; the second, 5 VP
    ▪ Such Territory <u>may not be Demanded again in the WT</u>
- Fort Switch
- Market Change
- Fleet Change (only Fleets in Theater or Navy Box may Sail to so effect)

Demanding has a base cost of 1 CP (even Vetoed: the Demand costs and the result is free). The only modifier, +1 CP, derives from any French Huguenots marker present (flipped or not). If a Conquest Line connects to a Demanded Territory (optionally: or Fort), the Demanding player must already control at least one space so connected. This prerequisite <u>may</u> "daisy chain" if a War result of more than 1 CP might allow multiple Demands.

A player who won all WS of a WT each with a maximum result wins the game.

Optionally, immediately after a WT a player may Shift one Political space in Spain per Territory ending the WT Switched (by Demand) from Spanish control by the opponent.

Events

The Event deck contains historic events by Era with effects as shown by card, whether separate by player or common to both. Players may play up to one Event per AR, and only when both the Chit shows a dagger symbol and when any symbol found at the Event card's upper left matches the Chit's Major Action. Resolve immediately (except AP awards):

1. Determine whether the Event bonus condition is met
2. Resolve the standard effect
3. Resolve any bonus

All effects not specified optional must resolve as described, even adversely. Event AP may comprise a separate Major Action or may merge with Chit AP. AP merged with a Minor Action are restricted. Played or discarded Events exit play. Players may inspect discards.

Where Event effects appear to conflict with rules, the Event text governs. (Note: This context can be subtle; players must not contrive to contort text and manufacture conflicts. As an interpretive example, South Sea Speculation mandates either player to Unflag any – even an Isolated – Market, provided others do not Isolate as a result. Normally this action is prohibited using EAP – which notably are not awarded or involved. Yet Calico Acts empowers only France, and not Britain, to Unflag even an Isolated Cotton Market, as the card awards Britain 2 EAP restricted to Unflagging Markets thus as EAP by normal means including restrictions, while directly mandating that France Unflag regardless of EAP).

Ministries

Ministries have abilities and restrictions as described on the Ministry cards. Each ability is general, separate, and persistent. Ministry Keywords often enable Event bonuses and sometimes modify WS. Ministries reveal only on their AR or in a WS when a player uses an aspect of their abilities. Ministry abilities and AP function similarly to those of Events.

Additional, exceptional, and specific rules and clarifications

Ties always score zero and Conflicted spaces never count for scoring.

Black lines determine Isolation for War results.

A friendly space may not Unflag (for example, to quell a Conflict by Change before a WT in preference to loss of a Flag in a Conflicted space) unless so mandated by an Event.

Fleets have no effect while in the Navy Box, but can be adversely affected.

Spain opposes both players regardless of Alliances. Spanish controlled Markets are Isolated.

Hudson Bay is uncontrolled at start. Territorial control is taken by War result with CP.

MAP Bonus War tile purchase ability converts, in PT 6 only, into a 2 for 1 exchange of MAP for either DAP or EAP (not both in the same AR), playable as if a Major Action.

The Haitian Revolution Event may replace ordinary Conflicts with strong ones.

The number "1" found in Territories aims to denote the 1 CP base cost of a Demand.

The Jacobite Uprisings Ministry exits play immediately after either Jacobite Defeat in the last WS of WT2 or play of the Papacy Hanover Negotiations Ministry. Jacobite Victory in that WS enables France to play three Ministries from PT 4 provided one is Jacobite Uprisings. Jacobite Victory markers affect play only through a revealed Jacobite Uprisings Ministry.

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By winning the American Revolution WS [as enabled by "USA" War result] France may perform a unique War resolution sequence, choosing either or both of the below actions, in part or whole, without British Veto option and disregarding any conflicting rules:

-   Unflag any or all Northern Colonies Sub-Region Forts (thus reverting to Fort spaces)
-   Switch any or all of the following Territories to American Flags: Northern Colonies, Carolinas, San Agustin, [if also "Canada" War result, also Quebec & Montreal]

American Flags:

-   Remain inertly in play for the rest of the game
-   Exclude American Territories for all purposes from the Antilles War WS
-   Isolate (block all connection)
-   Count as French in Final Scoring

Markets Isolated as a result of France's choices in this context immediately Unflag. Afterward, all spaces not American Flagged function by normal rules in PT 6.

American Prestige spaces become playable if France placed any American Flags.

Play sequence

1. New Era: Skip on PT 2, 4, and 6. On PT 5, remove all Succession Era Events from play. On PT 1, 3, and 5, shuffle the current Era's Events into draw pile and place two randomly drawn Award Markers FD in each Region's Award box, then reveal one per Region. On PT 3 and 5, increase players' Debt Limits by four each.
2. Reset: Randomly draw three new Global Demand tiles (always from among all six) to select commodities eligible for Global Demand scoring. Refresh any Exhausted Advantages, markers, and abilities used last PT. Move any previously revealed Chits to the Used Chits pool and draw nine new available Chits, recycling discarded Chits only as needed. Each player draws three new Events and then discards down to three with discards FD until both players commit before revealing.
3. Ministries: On PT 1, 3, and 5, each player selects two Ministries SS/FD from any eligible (see left of card for eligible Eras). On PT 2, 4, and 6, players may swap out any FD Ministry for another eligible (and in the unusual PT 4 case that Jacobite Defeat in WT 2 reduced France to one Ministry, France may choose a second).
4. Initiative: On PT 1, France has Initiative. Otherwise, the player behind in VP takes Initiative, except at 15 VP Initiative does not change. The Initiative player chooses which player will take the first (and thus all odd-numbered) AR this PT.
5. Actions: Players alternatingly perform eight AR by selecting and marking available Chits one at a time per AR, finishing each AR before the opponent starts the next.
6. Maintenance: Reduce TP to four per player. The player who went first, followed by the opponent, resolves any remaining abilities empowered "at the end of the turn."
7. Scoring:
   a. Regional: In each Region, compare Flags plus Fleets. Winners score Region Award VP. A red "2" on the Award tile means that a player must win by two to qualify to score. After scoring, reveal any next FD Award Marker.
   b. Prestige: Compare Flags plus Fleets in Prestige spaces. Leader scores 2 VP.
   c. Global Demand: Compare Flags in Demanded Markets. Score, and impose other effects, as listed by Era on the board.
   d. Check for either PT instant win condition.
8. War: After PT 1, 3, 4, and 5, resolve the next WT as described in the War rules, then proceed to the next PT. On PT 2, simply proceed to PT 3; on PT 6, to Final Scoring.
9. Final Scoring (only after PT 6):
   a. Score Prestige.
   b. Compare available Debt. The player with more, scores 1 VP per 2 (full) Debt of difference, to a maximum of 4 VP.
   c. Score 1 VP per commodity for the player controlling more of its Markets. (Ignore Demand; score up to 1 VP total for each of the six commodities).
   d. Score 2 VP per friendly Territory the opponent (not Spain) controlled at start.

Isolated Markets and Damaged Forts count for Scoring; Conflicted spaces do not.