



R U L E B O O K



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## INTRODUCTION

*Struggle of Empires* is set in the eighteenth century: an age of discovery and sail, a period of colonization and the beginnings of industrialization, and also a time of almost constant warfare in Europe and its far-flung colonies.

You will assume the leadership of one of the seven European Major Powers of that time and direct its military, economic, and political development to compete with your rival Major Powers. You will forge alliances, build armies and fleets, establish colonies, improve your economy, wage war, and manage unrest among your citizenry.

You will decide whether to expand in Europe or take control of colonies in the Americas, Africa, and the Far East. If well made, your choices will guide you to victory in the impending *Struggle of Empires*!

## OVERVIEW OF GAME PLAY

The game consists of three major Wars, each lasting for 5 or 6 rounds of play depending on the number of players. Each War begins with the formation of two Grand Alliances of the Major Powers and represents a period of approximately two decades.

In each round of play, you will perform two actions, and if available, any number of free actions. At the end of each War, you will score victory points based on the relative number of each Major Power's Control markers in each of 11 regions in Europe and the colonies. Although military units can be used to capture or defend Control markers, they do not represent control of a region themselves. Your challenge will be to balance your military and economic needs.

Players may take advantage of various tiles and tokens – including local alliances, trade, special abilities, improvements, military tactics, and covert operations – that grant economic, military, and political benefits. It is difficult to win without these.

Gold is essential throughout the game. Although gold is always available through taxation, it comes at the cost of increasing unrest among the citizenry of your nation. Extensive unrest due to over taxation can lead to negative consequences, including the total collapse of your nation!

*The era depicted in **Struggle of Empires** was one in which the barbarous transatlantic slave trade was prominent - centered on what became known as the Gold Coast in western Africa. It was one of the greatest tragedies in the history of humanity in terms of scale and duration and is often regarded as the first known instance of globalization. In the game, this system is referred to as Gold Coast Commerce.*

## THE STRUGGLE OF EMPIRES DELUXE EDITION

As a highly regarded strategy game, *Struggle of Empires* has long been a candidate for an updated version – and *Eagle-Gryphon Games* is known for its expertise in creating deluxe, quality game editions. We have created new art, a large and reimagined game board, high quality cardboard components, new wooden components, and a larger box with a complete storage solution. Most importantly, we have developed an updated rule book!

This updated and revised rule book clarifies the original rules and examples and also provides a wealth of variant rules. We are pleased to include 2 new variant rules by Martin Wallace. Other variants are based on designer and fan suggestions. Some address issues of balance and luck in the game and others provide new ideas for setup and play with lower player counts. We have reviewed the many discussions, comments, and files on [BoardGameGeek.com](http://BoardGameGeek.com) - including discussions and comments by Martin Wallace and members of the *Warfrog* team who originally produced this excellent game. We then developed, play tested, and curated these variants and have included them so that players may use the ones that best suit their gaming group.



# COMPONENTS

## CARDBOARD COMPONENTS

(302)



1 Rulebook



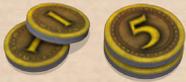
1 Game Board



1 Neutral Region  
Markers Display



7 Player Boards  
1 for each Major Power



60 coins  
50x "1" Gold,  
10x "5" Gold



100 Unrest Counters  
72x "1", 9x "0",  
9x "2", 10x "5"



65 Neutral Region  
Markers



7 Player Order Markers /  
Battle Odds Charts



3 Attack Differential  
Reminders



9 Trade Tiles



20 Free Action Tiles



19 Improvement Tiles



3 Military Tactics Tiles



16 Immediate  
Action Tiles

## WOODEN COMPONENTS

(384)



1 War Marker



1 Game Phases  
Marker



1 Auction Gavel



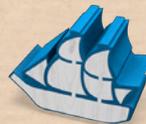
1 Active Player  
Marker



2 Covert Operations  
Tokens



98 Armies  
14 in each player color



56 Navies  
8 in each player color



14 Forts  
2 in each player color



140 Control Markers  
20 in each player color



42 Local Alliance Markers  
6 in each player color



7 Victory Point Markers  
1 in each player color



7 Population Markers  
1 in each player color



7 Grand Alliance Markers  
1 in each player color



7 Grand Alliance Markers  
(for non-player Major Powers)  
1 in each player color

## OTHER



4 Auction Markers  
*These can supplement or replace  
the Auction Gavel.*



2 Distant Sea  
Movement Dice



8 Battle Dice



2 Cloth Bags



## THE GAME BOARD

### GAME MAP

- \* The map consists of 7 Major Powers and 11 named Victory Point regions: The 7 Major Powers are all in Europe. There are 5 European Victory Point regions and 6 Colonial Victory Point Regions.
- \* The blue and white border around the Colonial Regions denote distant areas that require a Distant Sea Move die roll when units move in or out of the distant area. Movement within Europe is not affected.
- \* You and your opponents will each choose 1 of the 7 Major Powers to lead in the upcoming *Struggle of Empires* and will compete for control of the 11 Victory Point regions.
- \* You can place military units in your home country but never in another player's home country.
- \* Navies may only be placed in a player's home country or in Victory Point regions with a colored ship icon (*Baltic States and the Mediterranean in Europe plus the six Colonial regions*).
- \* German States, Central Europe and the Ottoman Empire can never be occupied by a Navy.
- \* **Special Case:** A Navy in the Mediterranean occupies and supports both **the Mediterranean and the Ottoman Empire** as shown by the two colored ship icon.
- \* The map provides areas where players can:
  - \* Establish a Local Alliance (by placing a Local Alliance marker):
  - \* Conduct Trade (by taking a Trade tile):



### ORIGINAL RULES VARIANT

- \* Britain is adjacent to the German States.
- \* The German States are not adjacent to the Baltic States.
- \* Spain is adjacent to Mediterranean.

*See page 14 for Army Movement Rules and further discussion of this Variant.*



Local Alliance



Trade tile



## GAME PLAY TRACK

 Uses the Game Phases marker to track Phases of Play:

**Phase I - Draw and Place Neutral Region markers (2<sup>nd</sup> & 3<sup>rd</sup> Wars Only).**

 Drawn randomly from the Draw bag based on the number of players.

**Phase II - Determine Grand Alliances and Turn Order**

 Using player Grand Alliance markers.

 Use the Auction Gavel to mark the next person that will start an Auction.

**Phase III - Player Actions**

 After each player's turn, give the Wind Rose marker to the next Active Player.

**Phase IV - Income & Maintenance and Population Increase**

 Population Increase is tracked on the Population Track with player Population markers.

**Phase V - Assess Control for Victory Points**

 Victory Points are tracked on the Victory Point Track using each player's marker.

**Phase VI - End of War**

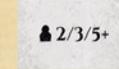
 Uses a single War marker to track the 3 major game turns (*Wars*).

Reminders for End of War (*return Local Alliances, refresh Free Actions, return a Blockade tile, and ready Grand Alliance markers*) and End of Game (*Penalties for Unrest*).

## GAME SETUP

Special Rules for 2 & 3 player games are noted by blue font.

- \* Place the game board **1** and the Neutral Region Markers Display **2** in the center of the table.
- \* Place the Gold coins **3** and the Draw Bag of Unrest counters **4** so they are in convenient reach for all players. Do not include the Value-5 Unrest counters in the bag – place them near the board in the General Supply.
- \* **Tile Set Up:** Arrange the tiles **5** and Covert Action tokens **6** on the game board Display as indicated.
- \* If playing with less than 7 players:
  - \* Some tiles are removed depending on your player count. The tiles have been marked in the lower right corner to show which are used at each player count.

 Use this tile **only** when playing with 2, 3, 5, 6 or 7 players.

 In a 2 or 3 player game, each player will start with 1 Improved Agriculture and 1 Reserves tile designated by a green icon in the lower right corner of the tile.

\* Place the War marker **7** on the (I) space of the War Track and the Game Phases marker **8** in area (I.) of the game play track.

## PLAYER SETUP

- \* Seat the players around the table and determine a start player. Give the start player the Auction Gavel. **9**
- \* Beginning with the start player and going clockwise around the table for each player:



\* Select a Major Power and take the player mat, military units (14 Army, 8 Navy, and 2 Fort), Control markers (20), Local Alliance markers (6), and the individual Score, Population and Grand Alliance makers in that Major Power's color. **10**

\* Place the appropriate status marker of your color in each of the following places:

- o Alliance marker in area (II.) of the Game Play track next to the Grand Alliance proposal circles. **11**
- o Population marker on the (5) space on the Population track. **12**
- o Victory Point marker on the (0) space of the Victory Point track. **13**

\* Take 10 Gold **14** from the General Supply.

## NEUTRAL REGION MARKER DISTRIBUTION

FIRST: Set up all non-player Major Powers before placing any Neutral Region markers on the map (if there are less than 7 players).

\* For each player count, sort out the labeled sets of 5 Neutral Region markers as shown below:

7 Players: **Skip this step**

6 Players: Use set **A**

5 Players: Use sets **A+B**

4 Players: Use sets **A+B+C**

3 Players: Use sets **A+B+C+D**

2 Players: Use sets **A+B+C+D+E**



\* Assign a letter set for each non-player Major Power.

**Optional:** You may randomly mix the letter sets for your player count and then draw 5 for each non-player Major Power. Return and redraw any region duplicates until all non-player Major Powers have 5 unique Neutral Regions.

\* For each non-player Major Power, place an Army in their player color in each of the Neutral Regions they have been assigned.

**Optional:** In Neutral Regions with ship icons, roll a die and assign a Navy instead of an Army on a roll of 1 or 2.

*Note: German States, Central Europe, and Ottoman Empire do not roll to place a Navy.*

2 & 3 Player Only: For each non-player Major Power, randomly select 1 of their Neutral Regions and replace the Army with a Control marker in their player color.

*Note: 2-player games tend to be more warlike and 3 player games are more cutthroat with important negotiations. Ensure that you make use of all available tiles. For example, the Covert Operations and Military Tactics tiles can be quite useful in the 2 and 3 player games.*

\* Place all used non-player Major Power Neutral Region markers on the Neutral Region Markers Display. **2**

\* Return all remaining unused Neutral Region markers to the Draw Bag. **15**

\* Place Grand Alliance markers (using the shorter cylinders) for each of the unplayed Major Powers in the Grand Alliance space for assignment. **11**



\* Return all other materials for the non-player Major Powers back to the box.

## Martin Wallace Simple Variant for 4, 5, and 6 Players

### SET UP

- \* Use all tiles as if it is a 7 player game.
- \* Instead of returning unplayed Major Powers to the box:
  - \* For each unplayed Major Power, draw 5 random Neutral Region markers and place one Army for that Major Power in each of the Neutral Region drawn – similar to player set up.
- Option:** Place a Navy instead of an Army on the roll or a 1 or 2 on 1d6 if the Neutral Region allows naval access.
- \* The Neutral Region markers for the unplayed Major Powers are then placed on the Display.

### Phase I - Draw and Place Neutral Region Markers

- \* Randomly draw and place 10 Neutral Region Markers in this Phase for all 3 Wars – just as if it was a 7 player game.

### Phase II - Determine Alliances and Play Order

- \* Using the shorter Grand Alliance cylinders, include the unplayed Major Powers in the Grand Alliance auctions. This means all seven Major Powers (*played or unplayed*) will be included in the two Grand Alliances.

### Phase III - Player Actions - Attack

- \* Each unplayed Major Power Army (or Navy) will add +1 strength to the combat total of their ally. For example: If Russia is an unplayed Major Power in the red Grand Alliance and had two armies in North America, then Russia would add +2 to the Land Combat strength to any red Grand Alliance member whether attacker or defender. A Navy would be used in the Naval battle instead of the land battle. These units cannot be used in attacks versus Neutral Region markers.
- \* Unplayed Major Power armies (*or Navies*) can never be removed or targeted by other Major Powers – they are permanent fixtures.
- \* Unplayed Major Powers are ignored when assessing Victory Points.

## NEUTRAL REGION MARKER MAP DISTRIBUTION

Place random Neutral Region markers on the map as follows:

- 7 Players: **10** Neutral Region markers (*from the full bag of all 65 markers*)
- 5-6 Players: **9** Neutral Region markers (*from the bag less the markers used*)
- 4 Players: **8** Neutral Region markers (*from the bag less the markers used*)
- 3 Players: **6** Neutral Region markers (*from the bag less the markers used*)
- 2 Players: **4** Neutral Region markers (*from the bag less the markers used*)

## PLAYER NEUTRAL REGION DISTRIBUTION

- \* Draw random Neutral Region markers based on player count and place one of your Control markers in each region drawn.
  - \* For 4, 5, 6, or 7 players, draw 5 random Neutral Region markers each.
  - \* For 2 or 3 players, draw 6 random Neutral Region markers each.
- \* While drawing, you may choose to return any duplicates and redraw. **If playing with 2 or 3 players, you must redraw duplicates so you end with 6 unique Neutral Regions.** Ignore any values or icons on the markers. When done, place all used Neutral Region markers on the Neutral Marker Display.
- \* Beginning with the start player and going clockwise for 5 rounds of placement:
  - \* Place 1 of your military units (*Army/Navy/Fort*) in any Victory Point region. You may also place these units in your home country (*not recommended for your first game*).
  - \* You do not need a Control marker to place a military unit in a region. No movement rules apply to this initial placement
  - \* Armies and Forts may be placed in any of the eleven Victory Point regions.
  - \* Navies may only be placed in regions with a Ship Icon.

**ORIGINAL RULES** did not allow or dictate returning duplicate draws. To play with original rules, keep duplicates. This can seriously affect your game if you are spread too thin. It might be useful to have 1 region with 2 markers, but if you have 2 regions with 2 markers, you will most likely fall behind.

## PLAYER DRAFT FOR INITIAL NEUTRAL REGION MARKERS

- \* Experienced players may prefer to draft Neutral Region markers instead of drawing random ones at the beginning of the game.
- \* Each player draws the allotted number of Neutral Region markers +1 and chooses 1 to place facedown in front of them and then passes the rest to the left.
- \* Repeat choosing a Neutral Region marker and passing the remainder until all players have their allotted number of Neutral Region markers facedown in front of them. Plus 1 unchosen marker in hand
- \* Return all unchosen Neutral Region markers in hand to the Draw Bag.
- \* Then each player places a Control marker in their color for each Neutral Region marker they have in front of them the same as with the normal rules
- \* Place the used Neutral Region markers on the Neutral Region Markers Display.

# GAME CONCEPTS

## CONTROL MARKERS AND SCORING



\* Ownership of Control markers is a zero-sum game - if someone gains a Control marker then someone else loses one (*Major Power or Neutral Region*).

\* A fixed number of Control markers are added to the Victory Point regions at the start of each War.

\* You claim or seize ownership of Neutral Region markers by replacing them with your own Control marker.

\* Scoring is determined solely by Control markers regardless of military strength.

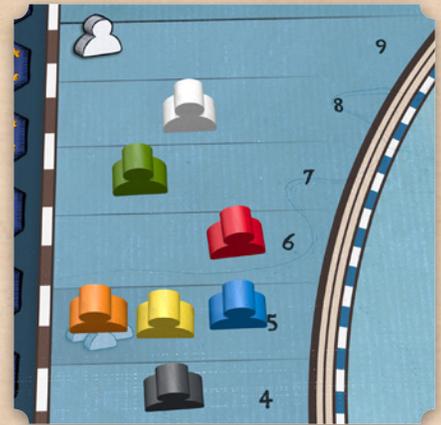
## POPULATION



\* Population is recorded on the Population track and cannot be adjusted below 0 or above 9.

\* Population is a limited resource. Your available population is used to deploy military units or to provide you with revenue. Therefore, revenue will decline and maintenance costs will increase whenever you convert population into military.

\* It is important to find the right balance between having an effective military and generating sufficient revenue to maintain that military while also providing for other necessary expenditures.



Population Track

## UNREST



Unrest is the measure of discontent among your citizenry. At the end of the game, relatively high unrest will result in severe Victory Point penalties or even the collapse of your Major Power. *See End of Game page 27*

Unrest counters consist of 9 Value-0, 9 Value-2 and 72 Value-1 counters that are drawn from the Draw Bag. The Value-5 Unrest counters are only used for making change. You gain Unrest counters for the following instances:

\* Gain 1 Unrest counter whenever you lose a military unit (*Navy/Army/Fort*) for any reason.

\* Gain 1 Unrest counter for each instance of Taxation. *See Taxation next section*

\* Gain 2 Unrest counters when taking an Industry Improvement tile.

You can only reduce unrest by taking a Government Reform Improvement tile or with a Pass. Keep your Unrest counters hidden facedown in front of you.

When returning Unrest, return that Value (*not that many Counters*) to the general supply. If you run out of Unrest counters in the Draw Bag, return any Value-1 counters in the general supply to the Draw Bag.

### ORIGINAL RULES & OPEN UNREST VARIANTS

Players may prefer to use the original rules. In this case, they may also prefer to keep Unrest open as it is trackable in the original rules. In either case, keep all of the Unrest counters in an open general supply except for the 0-Value unrest counters that can be returned to the box.

When you take unrest, take 1 point of unrest instead of drawing 1 hidden Unrest counter. Keep unrest hidden for Original Rules and open for Open Unrest. You can make change as needed from the general supply.

*Note: We found the fog of war created by hidden unrest has a positive game effect at the end of the game by creating tension as well as saving time spent in analysis of players' unrest totals.*



### Taxation Example 1:

You have 1 Gold on hand. You bid 4 Gold and win the Grand Alliance Auction. As a result of winning you now must pay 4 Gold.



You only have 1 Gold so you must take 2 Unrest counters to make 2 Taxation free actions to gain the necessary 3 Gold to pay off the debt. This will leave you with 1 Gold on hand.



If you have the Bank Improvement, you would only need to make 1 Taxation free action as the 1 Gold you have plus the 3 Gold you receive for taxation will be enough to pay the debt. You would only take 1 Unrest counter and will have no Gold remaining.



**Note:** If you bid Gold and are then overbid by another player and retire from the auction, you do not win the auction so you do not need to pay and therefore you will not need to use Taxation.

**Taxation Example 2:** The active player threatens to attack you unless you pay a bribe of 3 Gold. You decide to pay the bribe but only have 1 Gold on hand. You must now use Taxation to gain 2 Gold and 1 Unrest counter so you can make the payment.

Your ability to take Gold for expenses is limited only by your tolerance for Unrest. Remember, too much Unrest can cause severe penalties at game end!

Although Gold may have exchanged hands earlier, nothing is binding until after a player's commitment of units in the formal Call For Allies step. Be careful of breaking deals or making idle promises; a poor reputation can have consequences within the game.

## GOLD



You begin the game with 10 Gold and you may receive Gold income from trade and at the end of each War.

\* Gold is used to purchase certain tiles, to pay for winning an alliance auction, and for making an Attack.

\* Gold can also be used to make payments to other players as part of a negotiation (to propose alliances, withhold or commit units, attack or defend a player, extort gold in return for not attacking, etc.)

## TAXATION

\* Whenever you have an expense and you do not have enough gold on hand to pay for it, then you must use the Taxation free action to cover the expense.

\* You can even do this as an inactive player to pay other players.

\* Immediately for each instance of Taxation:

\* Take 1 Unrest counter.

\* Take 2 Gold (or 3 Gold if you have the Banking Improvement tile)



\* Taxation can only occur when an expense must be paid and not sooner. You must first spend any Gold you have on hand and only then use the Taxation free action to gather enough Gold to pay the deficit.

\* **IMPORTANT:** You cannot pay Gold to remove unrest and you cannot use Taxation to simply accumulate Gold on hand.

## NEGOTIATION

\* Negotiation is an open and informal process and should be conducted in good humor.

\* At any time in the game and especially while making an alliance proposal or declaring an attack, players may negotiate as they see fit to attempt to influence other player's actions. This includes, but is not limited to, making payments or bribes to change alliance proposals, withhold or commit units, or to attack or defend another player. An attacker could even attempt to extort gold in return for not attacking or to switch an attack to another player or a Neutral Region marker.

\* **IMPORTANT:** You can never offer anyone a Control marker; and, only the active player can ever capture a Control marker. Control markers can neither be exchanged, nor relinquished.

\* For an attack, an ally can offer to commit any or all of their Navy and/or Army units in the region specified but cannot commit Forts (which can only defend their owner) or transfer any benefits from their tiles or Local Alliances. The attacker and defender can only benefit from their own tiles during an attack.

\* Prolonged negotiations can unnecessarily (and sometimes painfully) slow the game. We highly recommend keeping some sort of time limit agreed before play subject to your own tastes.

\* Negotiation is viable at all player counts. It can be ruthless at 3-player and although it is constrained in 2-player, you can still bribe your opponent!

# SEQUENCE OF PLAY

*Struggle of Empires* is played in a series of 3 Wars, each comprised of the following phases:

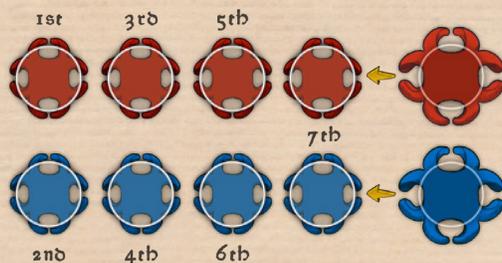
## I. DRAW AND PLACE NEUTRAL REGION MARKERS - 2nd & 3rd Wars only



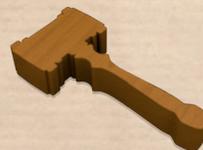
- \* Any Neutral Region markers from previous wars on the map are left in place.
- \* Place new random Neutral Region markers from the Draw Bag on the map as follows:
  - 7 Players: 10 Neutral Region markers (from the bag less the markers used)
  - 5-6 Players: 9 Neutral Region markers (from the bag less the markers used)
  - 4 Players: 8 Neutral Region markers (from the bag less the markers used)
  - 3 Players: 6 Neutral Region markers (from the bag less the markers used)
  - 2 Players: 4 Neutral Region markers (from the bag less the markers used)

## II. DETERMINE GRAND ALLIANCES AND TURN ORDER

- \* Create the two Grand Alliances (red and blue):
- \* Players and non-players will be divided into two Grand Alliances for each War through a series of auctions.



- \* Each auction is a proposal to place 2 unallied Major Powers in opposing Grand Alliances: one in the red alliance and the other in the blue alliance.
- \* The order in which allies enter these alliances will also determine their order of play for the current War (as indicated in the Alliance Display: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc.)
- \* After each auction, a new auction round begins with a new proposal until all players have been placed in either the red or blue alliances.
- \* All players must be placed in a Grand Alliance before any non-player Major Powers can be proposed.
- \* With an odd number of players less than 7, the final non-allied player is placed in a proposal with a non-player Major Power.
- \* All players may participate in each auction whether or not they have already joined an alliance.
- \* The Auction Gavel determines who begins each auction.
  - \* For the 1<sup>st</sup> War, the first auction begins with the start player (who was given the Auction Gavel in setup) and continues clockwise.
  - \* In Wars 2 and 3 the player who played last in the previous war will be given the Auction Gavel to start the first round of bidding for the Grand Alliance auctions for the next War.

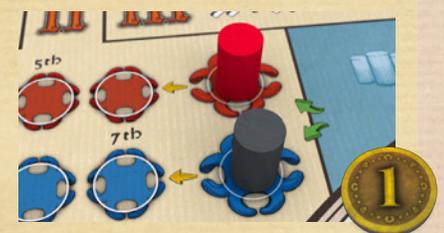


### Grand Alliance Example:

Remember, when bidding, players **do not** have to have the Gold on hand. They must pay only if they win.

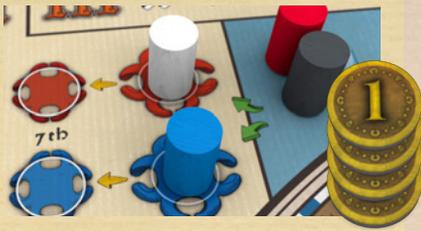
Britain is the 1<sup>st</sup> person to bid as she went last in the previous war. Before making her proposal, **Britain** passes the Auction gavel to **France** who is next in clockwise order.

**Britain** makes her proposal by placing her own alliance marker in the red alliance and **Prussia's** alliance marker in the blue alliance and then makes her bid of 1 Gold. This means **Britain** wants **Prussia** in a different Grand Alliance, perhaps so she can declare war on **Prussia**!



The **French** player, next in clockwise order, is happy with this proposal and decides to pass.

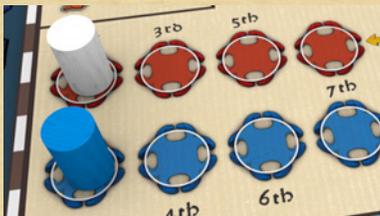
**Prussia** is next and isn't happy. He creates his new proposal by removing the **British** and **Prussian** alliance markers and placing **Austria's** alliance marker in the red alliance and **France's** alliance marker in the blue alliance and then raises the bid to 4 Gold.



Now all of the remaining players decide to pass in turn. As all other players have passed, **Prussia** wins the auction with their bid of 4.

**Prussia** only has 3 Gold on hand, so he takes a Taxation free action to gain 1 Unrest counter and 2 Gold. He pays 4 Gold for the winning bid and has 1 Gold left over.

The **Austrian** alliance marker is placed in the first space on the alliance display in the red alliance and the **French** alliance marker is placed below it in the first space in the blue alliance.



**Note:** During Player Actions, **Austria** will play 1st and **France** will play 2nd.

The next round of bidding now starts with **France** who now holds the Auction Gavel. To begin, **France** passes the Auction Gavel to **Prussia**, who is next in turn order, and then **France** makes his auction proposal.

There is a slight advantage to going early in turn order in the first War. You will have first choices for claiming tiles as well as Colonization (COL) and Gold Coast Commerce (GCC) markers.

For the second and third Wars, you may find going later in the turn order more useful. For example, Incite Pirate Attack and Incite Colony Revolt tokens can be played with best advantage on the victory point leaders after they have taken their final turn and can no longer respond. Going last in the final War with Logistics and a War Office can also be devastating to opponents.

## \* Conducting the Grand Alliance Auction

- \* Before beginning each auction, the player with the Auction Gavel should pass it to the next player to their left. That player will start the next auction in the series after the current auction is concluded.
- \* To begin, the active player proposes two Major Powers who are not yet in an alliance by placing one unallied player's alliance status marker in the red Proposal circle and another unallied player's alliance status marker in the blue Proposal circle.
  - o These two Major Powers will NOT be allies but will be in opposing alliances.
  - o The proposal may include the player's own alliance status marker but doesn't require it.
  - o The only time a player may place a single alliance status marker up for proposal is for the War's last auction when there is an odd number of players. The single remaining unallied alliance status marker must be proposed alone for either the red or the blue Grand Alliance.
- \* Bids are in Gold and the first player can begin with any amount including a 0 bid.
- \* Players don't need to have Gold in hand to make a bid.
  - o Gold is only required to pay for a winning bid.
  - o Any deficit will be made up through Taxation.
- \* During the bidding, a player may pass or they may raise the bid.
  - o A pass means the player is content with the current proposal.
  - o Players may always re-enter the bidding in a later round of the same auction even if they passed earlier in that auction.
  - o Raising the bid allows a player to change the proposal using any two unallied Grand Alliance markers, including those in the currently proposed auction.
- \* The player who made the last bid before all other players pass in succession wins the auction.
- \* Winning the Auction
  - \* The player who wins an auction must immediately pay for his bid (using Taxation as necessary). All other bids are ignored.
  - \* The alliance status marker in the red Proposal circle is placed in the first empty box (from left to right) in the red alliance row (on top) and the alliance status marker in the blue Proposal circle is placed in the first empty box in blue alliance row below that.
- \* Repeat the auction process beginning with the player with the Auction Gavel until all players have an alliance status marker in either the top or bottom row of the Grand Alliance display.
- \* After the last auction is completed, give the Auction Gavel to the player who will play last for the current War. They will start the auction process in the next War. And give each player the Turn Order tile based on their position in the Grand Alliance display (1, 2, 3, 4, etc.)

### III. PLAYER ACTIONS

- \* With 2, 3, or 4 players: play 6 rounds. With 5, 6 or 7 players: play 5 rounds. Non-player Major Powers do not take actions.
- \* Order of play for each Round is determined by the position of each player's Grand Alliance marker on the Grand Alliance display (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc.)
- \* There are 3 types of actions: Regular, Special, and Free.
  - \* On their turn each round, players may perform either **2 Regular** actions or **1 Regular** and **1 Special** action (*in any order*).
  - \* On their turn, Players may also use as many Free actions as they have available. Free Actions include Taxation and those from Free action tiles.
  - \* After all players have completed their turn of 2 actions, advance the Game Phases marker 1 space and begin the next round of player actions with the first player in turn order.
- \* This continues until the last round is completed (5 or 6) at which time play progresses to Phase IV – Income and Maintenance & Population Increase.

#### REGULAR ACTIONS

Regular actions can be used for both your first and second action during your turn each Round.

**Exception:** See *Colonize* and *Gold Coast Commerce*.

#### > BUILD 1 MILITARY UNIT

- \* You may place 1 Army, 1 Navy, or 1 Fort in your home country at the cost of 1 Population. (*Reduce your Population marker on the Population track*).
- \* Once built, you may now move this unit to any region as per movement rules in *Move 2 Military Units*. *See next page*
- \* Forts generally only move when built and are treated as an Army for movement purposes. Once placed outside their home country, a Fort cannot be moved.



Army



Navy



Fort

*Fort movement represents the cannons being transported to and emplaced in the actual Fort.*

- \* If the unit moves across any number of Distant Sea Area borders, the **Distant Sea Move** rules will apply. *See Distant Sea Move next section*
  - o **Exception:** When built, if a Fort fails a **Distant Sea Move** check, it remains in your home country and as an exception, it now can only be moved as part of a normal *Move 2 Military Units* action.
- \* You must have available pieces to build military units. You can use the action Build 1 military unit to destroy a unit and then re-build it following the same rules above for building a unit. This will still cost 1 Population; and, in addition, you must take 1 Unrest counter for destroying a unit.

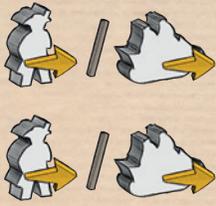
*This is usually reserved for rebuilding a Fort.*





## MOVE 2 MILITARY UNITS

**Army or Navy only - Forts cannot be moved once emplaced in a Region.**



- \* You may independently make 2 moves for 2 different units as separate events (*Army and/or Navy*). You cannot move a unit that failed a Distant Sea Move check in your first move as your second move. *See Distant Sea Move below*
- \* All movement is point to point. Military units do not move through Regions – they go directly to their intended destination. There are no restrictions for how far a unit can move.
- \* You may move units to your home country but never to another Major Power's home country. Generally you only place units in your home country when they are built and are immediately moved out as it is better to have a unit in a VP producing region rather than in your home.

### ORIGINAL RULES VARIANT

#### Adjacency and Army Movement

The original adjacency rules are not intuitive and favored some Major Powers over others. For Example, Austria has direct access to 4 European Regions. In contrast, Great Britain, United Provinces, and Spain only have direct access to one.

Closely tied into the adjacency rules, the Army movement rules to European regions is awkward and has little meaningful effect on play.

The original rules are included here as a variant for players who wish to use them. They can also be used as a means to give new players a little help against more experienced players. Giving new players Austria, Prussia, and Russia will give them a little more leeway for early mistakes in placement.

An Army may only move from any Region to a European Region if at least 1 of the following conditions is met:

- \* The player has a Control marker in the European Region.
- \* The player has a Control marker in an adjacent European Region.
- \* A player may move to The Baltic States if they have a Navy in the Baltic States.
- \* A player may move to The Mediterranean or to the Ottoman Empire if they have a Navy in The Mediterranean.
- \* The European Region is adjacent to your home country.

#### Adjacency Clarifications

- \* Britain is adjacent to German States.
- \* Spain is adjacent to The Mediterranean.
- \* German States is NOT adjacent to Baltic States.

### NAVY MOVEMENT

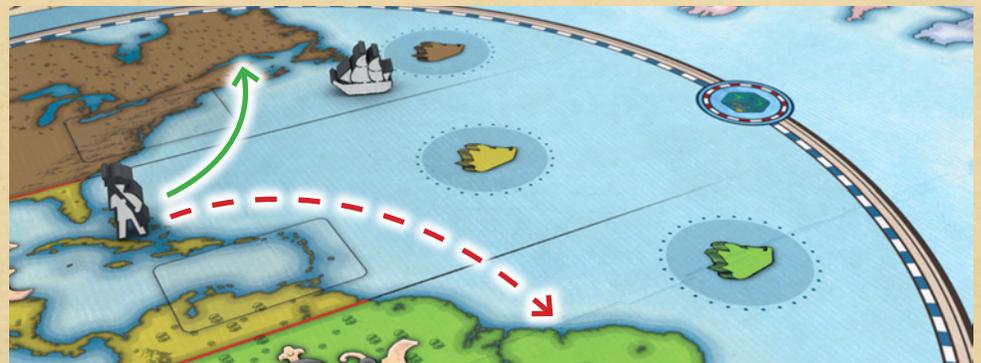
- \* A Navy can be moved from any Region to any other Region that has a ship icon (*the 6 colonies, The Baltic States and Mediterranean*) or to your home country.
- \* A Navy cannot be moved to the German States, Central Europe, or the Ottoman Empire.

### ARMY MOVEMENT

- \* An Army can only move to a Colonial Region if you have at least 1 Navy present in that Region.
- \* An Army can always move to any Victory Point region in Europe or its home country (*no Navy needed*).



**Example:** A Navy in North America does not allow an Army to move to the Caribbean or South America; it only allows movement to North America.



Moving armies between North America, Caribbean or South America requires a fleet at the destination. The only advantage is there is no Distant Sea Move Check in the area of the Americas.

## DISTANT SEA MOVE

- ✦ Any move by an Army, Navy, or Fort that crosses 1 or more Distant Sea Borders is considered a Distant Sea Move (*In other words, a move that is not entirely within Europe or entirely within the Americas*).
- ✦ This is a dangerous move and may be subject to failure to move or possible loss of the unit.
- ✦ For each Distant Sea Move, roll the Distant Sea Move custom die.



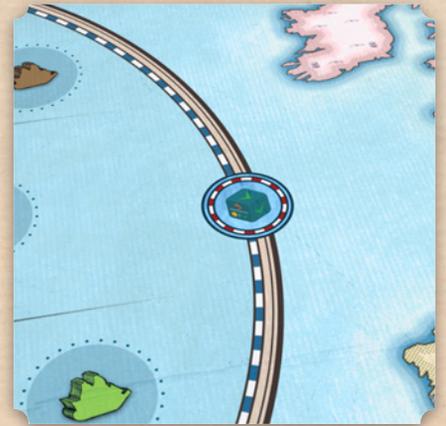
If the roll is Success, the move is completed successfully.



If the roll is Stay, the unit remains where it is. Or, you have the option to pay 1 Gold to complete the move successfully.



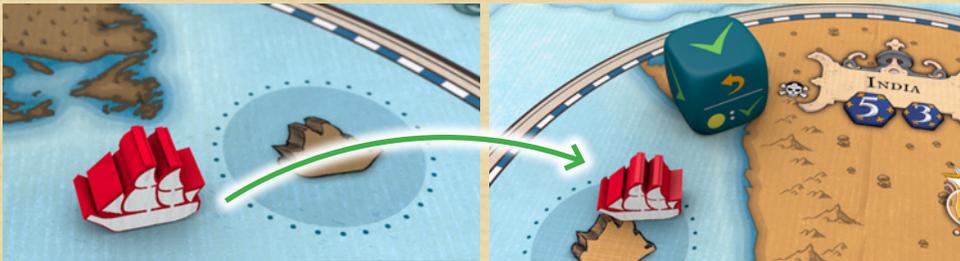
If the roll is Sink, lose the unit. Or, you have the option to pay 2 Gold to have it remain where it is; or, pay a total of 3 Gold to complete the move successfully.



Distant Sea Border

### Move Example

**Britain** decides to Move 2 Military Units. She wants to move her Army in German States to India but she doesn't have a Navy in India.



She decides to move her Navy in North America to India first. This is a Distant Sea Move so she must roll the Distant Sea Move die. The die roll is 'Success' and the unit completes the move.



Now **Britain** can move her Army from German States to India as her second move. This also requires a Distant Sea Move die roll. The die roll is 'Sink' meaning the Army is lost. However, she can pay 2 Gold to keep the unit in place in the German States or pay 3 Gold to allow the move to succeed.

### ORIGINAL RULES VARIANT Distant Sea Move

*Distant Sea Move in the original Struggle of Empires was a "low risk of a high penalty" action with not many instances for a player to average out the high penalty (basically 2 actions). In this variant, you will be successful less often and can only mitigate failure by using a Navigation tile.*

- ✦ When making a Distant Sea Move, roll both a white and a red die:
- ✦ If the white die roll is greater than 1, the move succeeds.
- ✦ If the white die roll is 1, the red die roll determines the result as follows:
  - On a roll of 1 or 2, the unit is lost and returned to your supply
  - On a roll of 3 or 4, the unit remains in its point of origin.
  - On a roll of 5 or 6, the Move is successful.
- ✦ 2 **Navigation tiles** are provided for use with this variant. Add them to the Tile Display on the Game Board.
- ✦ Navigation provides a +2 bonus for the red die roll.
- ✦ 2 Navigation tiles provide a +4 bonus for the red die roll.





## PERFORM 1 ATTACK



Player Control marker



Neutral Control marker

### PURPOSE OF ATTACK

The purpose of an attack is primarily to gain a Control marker by converting a Neutral Region marker or a Control marker owned by another Major Power in the opposing Grand Alliance. *(You may attack enemy military units in a location where they hold no Control markers, but this is seldom worthwhile other than to inflict unrest at the risk of gaining unrest yourself!)*

**Reminder:** *You can never directly attack Control markers owned by your own Grand Alliance.*

*See Covert Actions: Incite Pirate Attack and Incite Colony Revolt Special Actions.*

Battles will see military units lost by one or both sides and each lost unit causes the owner to take 1 Unrest counter.

*Unrest from combat is only caused by unit losses or the roll of 7 on your battle dice.*

*If a player must lose a unit, but has none (and no allied units), then no unit is lost and no unrest is taken.*

### DECLARATION AND PAYMENT FOR ATTACK

- \* During the game, there can be informal negotiations concerning attacks. Plans and promises can be made, Gold can change hands, etc. but nothing is binding until after the Attack is officially declared and paid for.
- \* The attacking player makes their formal commitment to attack by paying 2 Gold and designating the Region of attack and the Neutral Region or Major Power Control marker being attacked. The attacker must have an army present to have a Land Combat, although a Naval Combat can take place if the attacker only has a Navy present. However, the sole point in having only a Naval Combat is to destroy enemy fleets.
- \* A single Attack includes the possibility of both a Naval Combat and a Land Combat. Naval Combat, if any, occurs first.
- \* **Naval Combat** determines which player receives a +1 strength bonus for naval support in the subsequent Land Combat. This only occurs in Victory Point Regions with a ship icon (*the 6 Colonial Regions, the Baltic States, and the Mediterranean, which includes an attack in Ottoman Empire*).
  - o The attacker and defender must each have a Navy or a player ally committed Navy present in order to engage in Naval Combat. A Local Alliance Navy is not sufficient on its own.
  - o The attacker and defender each decide whether their Navies will participate in Naval Combat; attacker first, then defender.
  - o If there is Naval Combat, all Navy units from both the attacker and the defender must be included.
- \* **Land Combat** determines whether the attacker converts the defender's Control marker to their own.
  - o The attacker must have at least 1 Army of their own present or there can be no Land Combat.
  - o All of the attacker's Army units and all of the defender's Army and Fort units must be included (*Forts are not used for attack*).

#### ORIGINAL RULES VARIANT

##### Must have Own Fleet for Naval Combat

*Although this is not explicitly stated in the original rules, many veteran players play with this rule. Use this option to simplify and shorten Naval Combat.*

- \* The attacker must have a Navy present in order to engage in Naval Combat. A Local Alliance or Allied Navy is not sufficient on its own. If the defender has a Navy present and the attacker does not, the defender gains the +1 strength advantage for the upcoming Land Combat. If neither have a Navy present, no Naval Combat occurs.

## FORMAL CALL FOR ALLIES AND COMMITMENT OF THEIR MILITARY UNITS

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- \* After the attacker has committed to the attack (*having paid their 2 Gold and before the rolling of Dice*) there is the formal call for allies beginning with the attacker, then followed by the defender.
- \* At this time, allies make their formal commitments of Navy and/or Army units (*Ally Forts cannot aid in defense*).
- \* If allies decide not to honor any agreements, promises etc. negotiated during an informal negotiation period, so be it. Those negotiations are non-binding, even if Gold changed hands.
- \* Players may never ally with a Neutral Region to aid their defense.
- \* Any military units that allies commit in the Call for Allies step are now included in the upcoming naval and/or Land Combats. This commitment is now binding for this attack.
  - o Non-player Major Power units automatically ally with an attacker or defender in their Grand Alliance. **This includes attacks against defending non-player Major Power Control markers in a 2 or 3 player game.**
  - o Non-player Major Power units can never be attacked or removed and so cannot be used as losses in any way (*for a loss in battle or for a roll of 7*).
  - o Non-player Major Power units are not included if a player is attacking a Neutral Region marker.
  - o **In the 2 or 3 player game, the non-player Major Power Control markers have a defense value of 3. They may be attacked if they are not in your alliance.**
  - o **Non-player Major Power Control markers do NOT add their strength to a battle when acting as an ally.**



*An ally's commitment of a type of unit is generally for all of their units of that type present because every unit increases the strength of their side.*

*However, an ally may decide exactly how many of each type of unit they are willing to commit, if any.*

## OUTCOMES FROM ATTACKS

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- \* **Naval combat winner:** The winner of a Naval Combat gains a +1 strength modifier for the subsequent Land Combat.
- \* **Attacker wins land combat**
  - \* When the attacker wins a Land Combat against a Neutral Region, they replace the Neutral Region marker with one of their own Control markers. Some Neutral Region markers confer additional rewards when replaced. (*Replaced Neutral Region markers are placed on the Neutral Region Markers Display, not to the Draw Bag*)
  - \* When the attacker wins a Land Combat against a Major Power with a Control marker, they replace one of the defender's Control markers in that location with one of their own. The defeated Control marker is returned to its owner's supply.
- \* **Attacker loses or ties land combat**
  - \* If the attacker loses or ties the Land Combat against a Neutral Region or defending Major Power, the defending Control marker remains unchanged. The attacker gains nothing.
- \* **Unit losses** – *Also see Ally Losses below*
  - \* The losing side in a Naval or Land Combat must lose 1 involved unit and the owner of that unit gains 1 Unrest counter for the loss of a unit.



- \* Defending Forts cannot be removed to satisfy losses in a tie and so a defender will avoid a loss if their only defending units are Forts, or if they had no units to lose.
- \* **IMPORTANT:** Local Alliances may never be used to fulfill unit losses.
- \* If there is a tie, both the attacking and the defending side must lose 1 involved unit and gain 1 Unrest counter for the loss of that unit.
- \* If there is no unit to be lost, then no Unrest counter is gained (*an actual unit must be lost to cause the gain of an Unrest counter*).



\* **Unit loss for rolling 7 - win, lose, or tie** *Also see Ally Losses below*

- \* Whenever either the attacker or defender rolls a 7 (*final rolls only – See Reserves tile*), their side must, where possible, lose an additional unit and the owner of the lost unit gains 1 Unrest counter for the loss of a unit.

\* **Ally losses**

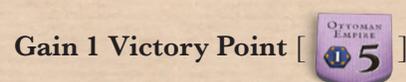
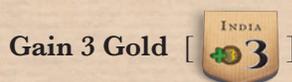
- \* In all cases where an ally must lose a unit: if there is more than 1 ally to choose from, then the losing player (*attacker or defender*) decides which of their allies with a committed unit must lose a unit and gain 1 unrest.
- \* In the case of Naval Combat, with only allied naval units attacking, the loss of a unit and gain of 1 Unrest counter must be taken by an ally.
- \* In the case of a defender with no units present in a combat, an ally with a committed unit in the combat must lose a unit and gain 1 Unrest counter for the unit lost.
- \* If an attacker or defender has lost or tied and then must lose another unit because they have rolled a 7, then an ally with a committed unit in the combat must take this second loss and gain 1 Unrest counter for the lost unit instead. *See Special Case regarding Forts and Ties directly below*
- \* If there were only allied units defending, all losses fall on the allies.
- \* **SPECIAL CASE:** If a defender only has Fort units in a tied Land Combat, then their ally must cover the loss in the tie as Forts can't be lost to ties. However, if a 7 was also rolled, the defender would then lose a Fort and gain 1 unrest due to the roll of 7.

*Reminder: A winning attacker does not need surviving units to gain a Control marker.*

**EXECUTION OF NAVAL AND LAND COMBAT**

\* **If the attack is against a neutral region marker:**

- Neutral Region markers with a defense value (*equal to the number shown on its marker*) may be attacked.
- A Neutral Region cannot have allies and automatically cedes the +1 strength for naval support for the upcoming Land Combat if the attacker has a Navy present.
- When defeated, Neutral Region markers may award the following benefits:



*See Colonize and Gold Coast Commerce Actions on page 23 for conversion of Neutral Region markers that cannot be attacked*

## \* If the attack is against a Major Power



- \* Determine if the attack is subject to a preliminary Naval Combat for naval support bonus (*all areas except the German States and Central Europe*).
- \* Actual Naval Combat can only take place if both attacker and defender have at least 1 Navy of their own or of a committed ally present in the region.
  - o If the attacker or defender has 1 or more Navies present (*including those from committed allies*) and the other player has none (*including those from committed allies*), then that player automatically gains the +1 strength naval support bonus in the following Land Combat without Naval Combat.
- \* If both attacker and defender have 1 or more Navies present, (*including those from committed allies*), proceed as follows:
  1. The attacker must decide if they will commit their Navy units (*including all committed units*). If the attacker declines to commit, then the defender receives the +1 strength naval support bonus without Naval Combat.
  2. If the attacker does commit to Naval Combat (*including ally committed units*), the defender then decides whether to commit their naval units (*including ally committed units*). If the defender declines to commit their Navy units (*including ally committed units*), the attacker receives the +1 strength naval support bonus without Naval Combat.
  3. If both the attacker and defender commit their Navy units (*including committed allies*), then Naval Combat is resolved with the winner receiving the +1 naval support bonus. Remember, both attacker and defender must use all of their Navy units present in addition to any committed ally units.

## RESOLVING NAVAL COMBAT

### I. The attacker and the defender first determine their base strength.

- \* **+1 strength for each friendly Navy** (*including ally committed units*)
  - \* **+1 strength for the attacker or defender with more Naval Training tiles.**
    - \* **Note:** Attacker or defender must have a Navy present to apply their Naval Training Bonus.
  - \* **+1 for each Local Alliance applying to this region** (*attacker and defender only*).
    - \* **IMPORTANT:** Local Alliances that can support either Naval or Land Combat are used once only for either the Naval or Land Combat. Owners must choose now. If used for Naval Combat, this bonus cannot be used for the following Land Combat.
2. Attacker and defender each now roll 2 Dice and find the difference between their own Dice. This amount is added to their base strength to determine their total strength for the Naval Combat.
  3. The winner gains a +1 strength naval support bonus for the upcoming Land Combat.
    - \* If there is a tie, neither player gains the strength modifier
    - \* **IMPORTANT:** It doesn't matter if the winner has no surviving naval units.



## NAVAL COMBAT EXAMPLE

Russia

Great Britain



+3

5



+1 +1



+1 +1



+1

5

Russia attacks Great Britain's Control marker in the Ottoman Empire. Britain has 1 Navy in The Mediterranean and 1 Naval Training tile. Russia has no naval units present and no Naval Training tiles.



After the call for Allies, Russia has persuaded the United Provinces to ally and commit their 2 Navies in The Mediterranean. Great Britain has also convinced Spain to ally by means of a 2 Gold bribe and they have also committed 2 Navies in The Mediterranean.

Strengths are now Russia 2 (+2 from ally) and Great Britain 4 (+1 Navy, +1 Navy Training superiority, +2 from ally). Great Britain decides not to use the Local Alliance now.

Russia and then Great Britain both decide to fight for the +1 Naval Support bonus.



Russia rolls a 5 and a 2 and the difference of 3 brings their total strength up to 5. Great Britain rolls a 4 and a 3 and the difference of 1 brings their total strength up to 5 as well.

The result is a tie at 5 each. Neither gains the +1 Naval Support bonus.



Both sides must now lose 1 unit for the tie and 1 unit for their own roll of 7. Each lost unit will cause their owner to draw 1 Unrest counter.

Russia has no Naval units to lose so his ally United Provinces must suffer both losses and loses both Navy units and gains 2 Unrest counters!

Great Britain loses their Navy unit for the tie and gains 1 Unrest counter and their ally Spain also loses 1 Navy unit for the dice roll of 7 and gains 1 Unrest counter as well.

Note: If Great Britain had 2 Navy units and their ally only had 1, this second loss would still go to their ally since Great Britain already took the first loss.

## RESOLVING LAND COMBAT

### 1. After Naval Combat, if any, the attacker and defender determine their base strength for Land Combat.

**Reminder:** attacker must have at least 1 of their own Army units present or there is no Land Combat.

- \* If a defender has no units in the region, they still defend with a 0 base strength.
- \* **+1 strength** for the side that won the **Naval Support bonus**
- \* **+1 strength** for each Army unit for attacker and defender (*including ally committed units*).
  - \* Remember, both attacker and defender must include all of their and their allies' Armies present.
- \* **Defender only: +2 strength** for each Fort (*defender must commit*).
- \* **+1 for each Local Alliance** for this region unless Local Ally was already used for Naval Combat (*attacker and defender only*).
- \* **+1 strength for the attacker or defender with more Army Training tiles.**

**Note:** Defender must have an Army or Fort present for Army Training to apply. The attacker always has an Army present or they can't attack, so they always apply their Army Training.

### 2. Attacker and defender each now roll 2 Dice and add the difference between their own Dice. This amount is added to their base strength to determine their total strength for the Land Combat. (Any other player may roll the Battle Dice for a Neutral Region.)

### 3. The player with the highest total strength is the winner.

**IMPORTANT:** It doesn't matter if the winner has no surviving military units.

*See outcomes from attacks (above).*

## LAND COMBAT EXAMPLE:

*Russia* has attacked *Great Britain* in the Ottoman Empire to contest her Control marker there. The Naval Combat was a tie so there is no Naval Support bonus.



## MARTIN WALLACE VARIANT

### Surrender During Land Battles

A defender may choose to surrender rather than fight a Land Battle.

- \* The attacker declares an attack and pays 2 Gold:
- \* Then, during the Execute Attack for the Land Combat, the defender may surrender and lose their Control marker. They suffer no additional penalty for doing so and therefore do not incur unrest. They retain all of their military forces in the region. No Battle Dice are rolled and no units are lost by either side.

*NOTE:* If the defender does not have any military units in the region, they can still defend with a strength of 0 and will not lose unrest as they will not lose any military units.

*Up to 2 Navies can be lost from either side in a Naval Combat and up to 2 land units from either side in each Land Combat. Therefore, in a single Attack, up to 8 units could be lost if both sides tie in both Naval and Land Combat.*

*Where possible, the first unit loss is taken from the attacker's / defender's units as required.*

*If there is no such unit available, the loss falls on a committed allied unit as chosen by the attacker/defender. (Their choice irrespective of any prior undertakings in negotiation).*

*If any 2nd unit loss is required, it will normally fall on a committed allied unit (attacker's/defender's choice); but, if there are no such allies, the loss will be from the attacker's/defender's remaining units.*

*Remember, players must take 1 Unrest counter for each lost unit.*

**Russia**



+1 +1



+1 +1



+1 +1



+0

6

**Great Britain**



+2 +1



+0



+1 +1



+1

6



**Great Britain** has a Fort, 1 Army Training tile and 1 Local Alliance for Ottoman Empire giving them a base strength of 3 (2 for the Fort and 1 for Local Alliance – no bonus for Army Training as **Russia** has more tiles).



**Russia** has 2 Army units and 2 Army Training tiles for a base strength of 3 points. Although both sides can apply Army Training, **Russia** gains the Army Training bonus because they have more Army Training tiles than **Britain**.



After the call for allies, **Russia** gains support of 2 Army units from **United Provinces** for a bribe of 3 Gold as well as 1 Army from **France**. This now gives **Russia** a total of 6.

**Great Britain** convinces **Spain** to add their 1 Army unit there for another bribe of 2 Gold and **Austria** also decides to help **Great Britain** by committing 1 Army giving **Great Britain** a total strength of 5.



The dice are rolled. **Russia** rolls a 3 and a 3 and so his total strength remains at 6. **Great Britain** rolls a 4 and a 3 to raise her total strength from 5 to 6.

It is another tie! Both sides must lose 1 unit for the tie and **Great Britain's** side must lose another unit for the roll of 7.

**Russia** loses 1 Army unit for the tie and gains 1 Unrest counter.

**Great Britain** must lose 1 unit for the tie but only has a Fort that is immune to loss due to a tie. Instead **Great Britain** must choose either **Spain** or **Austria** to lose 1 Army and gain 1 Unrest counter. She chooses **Spain**.

Due to the roll of 7 by **Great Britain**, their side must lose another unit. In this case, **Great Britain** must lose the unit. They must take the loss because one of their allies already lost a unit and the Fort is not safe from the 7 die roll. **Great Britain** loses her Fort and gains 1 Unrest counter.

**Great Britain** retains her Control marker in the Ottoman Empire even though she has no military units left in the region.



## PASS

Players may choose to pass, generally near the end of a War.

- \* If you choose to pass both actions or if you pass 1 action and did not make an attack on your turn, you may return 1 point of unrest to the general supply.

Once per Turn, you may Choose One Action Below:

## ORIGINAL RULES VARIANT

Original Rules do not allow returning 1 point of unrest. Passing conveys no benefit and is a lost action.



## COLONIZE



- \* You may convert a Colonize Neutral Region marker [👤] to 1 of your Control markers by expending one Population point. You do not need presence in the Region to do this. *You can only do this once per turn and cannot also use Gold Coast Commerce in the same turn.*



## GOLD COAST COMMERCE



- \* You may convert a Neutral Region marker [🌐] to 1 of your Control markers if you have a Navy in Africa. You do not need presence in the Region and it doesn't cost 1 Population. *You can only do this once per turn and cannot also use Colonize in the same turn.*

## SPECIAL ACTIONS

You may only perform 1 **Special Action** each turn. **Exception:** See Colonize and Gold Coast Commerce.



## ESTABLISH LOCAL ALLIANCE

- \* Place a Local Alliance marker in a region with an unestablished alliance. *Pay 1 Gold if you establish the Ottoman, Portugal, Gaucho, or Denmark Local Alliances.*
- \* Whenever you are in combat as the attacker or defender in a Region where you have a Local Alliance, add +1 strength as provided by the Local Alliance to either your Navy (*you must have a Navy present*) or Army (*Attacker must have an Army present and defender must have an Army or Fort present*).
- \* All Local Alliances markers are removed at the end of each War.



Unlike other Local Alliances, the Portugal Alliance grants +1 strength when fighting in each of 3 Colonial Regions (S. America, India, and the East Indies)



## CLAIM 1 TILE

- \* Once per round, you may claim one of the Free Action, Improvement, Military Tactics, or Immediate Action tiles on the display board by paying the cost on the tile (*if any*).
- \* Costs include the following – sometimes in combination:
  - \* Pay Gold [👑]
  - \* Take Unrest counters [👤]
  - \* Pay Population [👤 / 👤]
- \* If the tile has no cost on it, it is free – although it still requires the Claim 1 Tile action to take it.
- \* In a 2 or 3 player game, players may not take more than 3 Trade tiles.

## FREE ACTION TILES

 **Claim a tile for the rest of the game. You may use it as a free action once per war (flip after use)**



**Diplomatic Service** (1) – Cost 2 Gold: As a free action and once per war, you may establish a local alliance. You must still pay any cost for the Alliance. This does not count as your 1 special action to establish a local alliance.



**Improved Agriculture** (5) – Gain 1 Population on purchase. As a free action and once per war, gain 1 Population.



**ORIGINAL TILE VARIANT**  
Cost 4 Gold, does not provide +1 Population on purchase.



**Mercenaries** (2) – Cost 3 Gold: As a free action and once per war, you may build 1 Army in your home country without paying a Population.



**Pressgangs** (1) – Cost 3 Gold: As a free action and once per war, you may build 1 Navy in your home country without paying a Population.



**Reserves** (4) – Cost 2 Gold: As a free action and once per war, as attacker or defender you may cancel a battle outcome. Both sets of Dice are re-rolled for this combat. More than one Reserves may be used during a combat by either player.



**Trained Native Militia** (1) – Cost 4 Gold: As a free action and once per war, you may build 1 Army without paying a Population point. You may place this Army directly in a Colony without making a Distant Sea Move roll and you are not required to have a Navy there. However, you must have a Control marker and/or a military unit in the colony (Army, Fort, or Navy). After placement this unit has a free move but would still be required to make any Distant Sea Move roll.



**War Office** (1) – Cost 8 Gold: As a free action and once per war, you may perform one attack at no cost.

**Company Trade Tiles** (9): As a free action, gain 1 Gold for each Control marker you have in 1 region. Choose 1 if the tile lists more than 1 region. You may own both East Indies Company tiles and/or both Levant Company tiles. Each is used separately.



\* Baltic Company (1); East Indies Company (2); Gold Coast Commerce (1); Gold Mines (1); Levant Company (2); Sugar Plantations (1); Tobacco Fields (1)

## IMMEDIATE ACTION TILES

 **Use Immediately and Remove from Game.**



**Government Reform** (10): immediately return 2 points of Unrest to the general supply (not to the Draw Bag).



**Industry** (3) – Cost 2 Population and Gain 2 Unrest counters: immediately gain 3VPs. Also gain 1VP for each Improved Agriculture Tile owned.



**ORIGINAL TILE VARIANT**  
Improved Agriculture does not provide 1 Victory Point when combined with Industry.



## IMPROVEMENT TILES

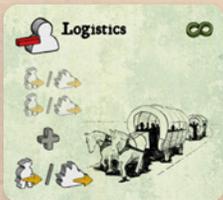
 These tiles give you permanent abilities.



**Army Training** (6) - Cost 6 Gold: As attacker or defender, if you have more Army Training tiles than your opponent during Land Combat, you gain a +1 modifier. You must have an Army or a Fort committed to this battle. The modifier also counts when attacking Neutral Region markers. Army Training tiles from allies do not count.



**Banking** (2): You take 3 Gold and 1 Unrest counter when you use the Taxation free action



**Logistics** (3) - Cost 1 Population: Whenever you perform a Move action, you may move one extra unit.



**Militia** (3) - Cost 4 Gold: As part of a normal Build action, you may build 1 additional Army at the end of a normal build action as a free action. You must still pay a Population point for this additional build. You can't use this tile in conjunction with Mercenaries, Pressgangs, or Trained Native Militia.



**Naval Training** (3) - Cost 5 Gold: As attacker or defender, if you have more Naval Training tiles than your opponent during Naval Combat, you gain a +1 modifier. You must have a naval unit committed to gain the modifier. Naval Training tiles from allies do not count.

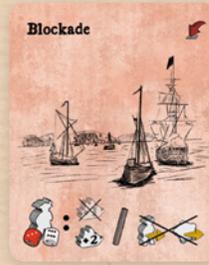


### ORIGINAL TILE VARIANT

**Navigation** (2): Gain a +2 modifier on the Distant Sea Move die roll.

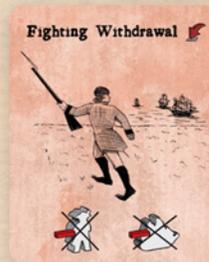
## MILITARY TACTICS TILES

 Keep these tiles until used.

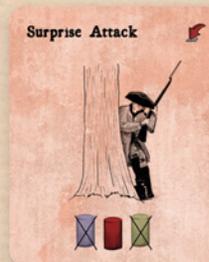


**Blockade** (1) - You may choose 1 of 2 possible uses:

- \* As a free action, return this tile to the general supply to gain a bonus of +2 instead of +1 for naval support in the current Land Combat underway (*this must be decided before Dice are rolled*).
- \* As a free action anytime you are the active player, you may place this tile in a Colonial Region under one of your Navy units to create a blockade. Any non-Allied players may not move land units to that Region unless they have more naval units there than you do. A *Blockade* on the map must be removed and returned to the general supply at the end of the War; or, if the player using this tile loses all of their naval units from the blockaded colony - whichever happens first.



**Fighting Withdrawal** (1) As a free action after a defeat, return this tile when you are the defender during an attack. You and your allies can avoid all military losses in one combat (*This could be either a Naval or a Land Combat loss.*) You still lose a Control marker, but you and your allies do not lose a unit and do not gain unrest thereby, including any loss due to a roll of 7. You may use this tile after the Dice have been rolled.



**Surprise Attack** (1) As a free action, return this tile when you make an attack: prevent all other players from joining forces with the defender. The defender still gains the use of any Local Alliance they have.

## USE 1 COVERT ACTIONS TOKEN



### INCITE PIRATE ATTACK - Only in Colonies

- \* The Pirate Attack token may be played in any Colonial Region. It has a strength of 1 and is used as a naval only attack against a Control marker of any color, even an allied player. It fights the naval units of the same color as the Control marker being attacked. If there are no naval units, then the Control marker defends with a strength of zero. Naval combat is carried out in the standard manner, but no allies may be called. If the Pirate Attack succeeds, place the targeted Control marker on the Pirate token. It no longer counts for income or VP calculation.
- \* If the Pirate Attack fails in its attack, it is returned to the general supply and is immediately available for selection (*except by the player who just used it*).
- \* If the Pirate Attack succeeded, any player may now make a naval-only attack on their turn against the Pirate token to seize the Control marker for themselves. If the Pirate token is defeated, the player exchanges the Control marker for one of their own and the Pirate token is returned to the general supply and is immediately available for selection. This is the same as an attack on a Neutral.

### INCITE COLONY REVOLT - Only in North America, Caribbean, and South America



- \* The Colony Revolt token may only be played in North America, South America, or the Caribbean. It has a strength of 3 and is used as a land-only attack against a Control marker of any color, even an allied player. It fights the land units of the same color as the Control marker being attacked. If there are no Army or Fort units, then the Control marker defends with a strength of zero. Land combat is carried out in the standard manner, but no allies may be called. If the Colony Revolt succeeds, place the targeted Control marker on the Colony Revolt token. It no longer counts for income or VP calculation.
- \* If the Colony Revolt token fails in its attack, it is returned to the general supply and is immediately available for selection (*except by the player who just used it*).
- \* If the Colony Revolt succeeded, any player may now make a land-only attack on their turn against the Colony Revolt token to seize the Control marker for themselves. If the Colony Revolt token is defeated, the player exchanges the Control marker for one of their own and the Colony Revolt token is returned to the general supply and is immediately available for selection. This is the same as an attack on a Neutral.

## IV. INCOME AND MAINTENANCE & POPULATION INCREASE

### A. Calculate Income:

- \* Gain Gold equal to your population level on the Population track.

### B. Gain Gold equal to the number of Control markers you have on the map.

### C. Pay Maintenance:

- \* Pay Gold equal to the number of military units (*Army, Navy, Fort*) you have on the map.
- \* You may not choose to remove a unit rather than maintain it.
- \* If you do not have enough Gold to pay maintenance, you must use Taxation free actions to gain enough Gold to cover it. Remember to take 1 Unrest counter for each instance of Taxation used.

### D. Increase Population

- \* Increase your population level by 5 on the Population track. Population may not be less than 0 or more than 9.

## V. ASSESS CONTROL FOR VICTORY POINTS

- A. Victory Points are awarded for each region with a Victory Point listing depending on the number of player Control markers in the region.
- B. Each of these regions will have 2 or 3 Victory Point values. The Player(s) with the highest total of Control markers score the highest listed value. All tied players receive the full value.
  - \* The Player(s) with the second highest total of Control markers score the second highest listed value. All tied players receive the full value.
  - \* The Player(s) with the third highest total of Control markers score the third highest listed value (if available). All tied players receive the full value.

*Note: Non-player Major Powers will never have more than 1 Control marker in a region.*

### Victory points example

*Britain* and *France* each have 3 Control markers in the German States. *Austria* has 2 Control markers, and *Spain* has 1 Control marker.



*Britain* and *France* each score 8 Victory Points.

*Austria* scores 5 Victory Points.

*Spain* scores 3 Victory Points.



If *Spain* had been tied with *Austria*, with two Control markers each, then she would have scored 5 Victory Points as well.

In 2 and 3 player games only, the non-player Major Power Control markers have an effect on VP assessment. They make ties unfriendly.

Tied players with a non-player Major Power will receive points for the next lowest value below the tied value. Those tied for 1<sup>st</sup> will get 2<sup>nd</sup> place points instead. Those tied for 2<sup>nd</sup> place will get 3<sup>rd</sup> place if available or 0 points if not.

*Example: Ottoman Empire awards 4-2 VP.*



If *Britain* and a non-player *Prussia* are tied with 1 Control marker each, then *Britain* will only score 2 points instead of 4.



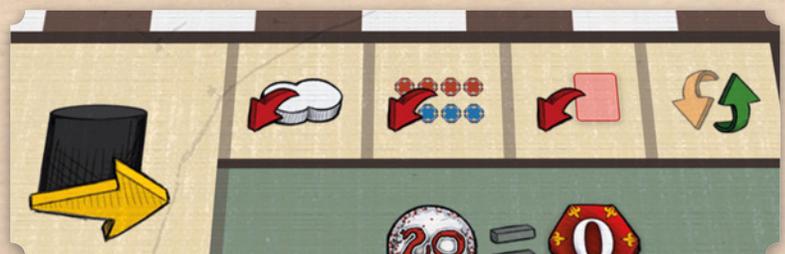
If *Britain* has 2 Control Markers and *Russia* has 1 Control marker and is tied with a non-player *Prussia* who also has 1 Control marker, then *Britain* will get 4 points and *Russia* will get 0 points.

- C. Track the Victory Points scored on the Victory Point Score Track on the left side of the board.

## VI. END OF WAR

End of 1<sup>st</sup> & 2<sup>nd</sup> War:

- \* Return Alliance markers on the map to their owner.
- \* Move Grand Alliance markers to the side to prepare for new proposals.
- \* Restore flipped tiles back to their ready side.
- \* Advance the War marker and Proceed to Phase I: Draw and place Neutral Region markers.



## STRUGGLE OF EMPIRES STRATEGY GUIDE

*Struggle of Empires is not a simple game. When you first sit down to play it you may find it hard to decide what actions are best. Here are a few tips that may help.*

*When placing your first five military units it is best to think defensively. If you are going to hold onto or intend to expand in the colonies then it is always best to place Navies first. Forts should only be placed if you have at least two Control markers in a region, otherwise you may be wasting them.*

*It helps to understand that Neutral Region markers determine how many Control markers can exist in a region. For example, there are in total only four Neutral Region markers for the Ottoman Empire, which means there will never be more than four Control markers in that region.*

*Understanding how the Grand Alliance system works is crucial. Generally, it pays to be allied with your enemy and at war with your friend. That way you reduce the number of people who want to actively attack you. For example, if you want to maintain Control markers in the German States, make sure you are allied with at least one other player there, otherwise you will end up toast!*

*When deciding on who to attack, it makes sense to see where you can increase your own victory point score over all other players.*

*Attacking a player who is already tied with you for first place in a region will not increase your own victory point score, it will only reduce their score.*

*When you first play this game, the number of tiles available will seem daunting. From our experience during play testing, we recommend considering the following, in no particular order, in the first War: Diplomacy, Mercenaries, Trained Native Militia, Pressgangs, War Office, Banking*

*In Wars 2 and 3, consider taking the Trade tiles and making Local Alliances.*

*Remember, Local Alliances only last one war, so only make them if you know it will be of use to you in the present War.*

*Government Reform tiles should generally be taken late in the game. As for the rest, it depends what your strategy is going to be.*

*It helps to have a policy to guide your decision making: a Colonial policy (concentrating on colonial victory point areas), a European policy (concentrating on European victory point areas), and a mixed policy. Each has its merits. The policy you decide to follow will determine what tiles will be useful. Trained Native Militia, and Pressgangs are useful with a Colonial policy. Improved Agriculture, Militia, and Logistics are most useful with a European policy.*

*Enjoy the game!*

## END OF 3<sup>RD</sup> WAR - END OF GAME

The game ends at the conclusion of the 3<sup>rd</sup> War after Phase V.

- \* Players now assess unrest.
  - \* If hidden unrest, reveal your unrest.
- \* Any Player with 20 or more unrest reduces their Victory Points to 0. Their Major Power has gone into revolution and is out of the game!
- \* Among the remaining players when playing with 4 or more players:
  - \* Player(s) with the highest total unrest (below 20) each lose 7 Victory Points. All tied players lose the full value.
  - \* Player(s) with the 2<sup>nd</sup> highest total unrest (below 20) each lose 4 Victory Points. All tied players lose the full value.
- \* When playing with 2 or 3 players:
  - \* With 3 players: player(s) with the most Unrest each lose 7 Victory Points; player(s) with 2<sup>nd</sup> most unrest each lose 4 Victory Points.
  - \* With 2 players: most unrest loses 7 Victory Points. If tied, no one loses any Victory Points.
- \* The player with the most Victory Points wins. If there is a tie, the tied player with the least Unrest wins.

## CREDITS

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