

# Imperial Struggle



## PLAYBOOK

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## Setup



1. Lay out the board.
2. Prepare the Event Deck by separating out the Succession Era Event cards. Shuffle them, and place them on the Draw Pile area of the Event Deck display (A). Put the Empire and Revolution Era Event cards aside; they will be used later.
3. Mix up the Investment Tiles and stack them face down in the Investment Tile Stack section of the Investment Tile Display (B).
4. Each player takes their Basic War Tiles and mixes them up in a face down pile, placing them in the appropriate box on their Player Mat (C1, C2). Then, each player takes the Bonus War Tiles for the War of the Spanish Succession, mixes them up, then puts them in a face down pile in the Bonus War Tiles box of their Player Mat.
5. Place flags and Squadrons on the map as directed below. (The map itself also indicates where the starting flags should go.) Place the remaining Squadrons for each player in the Unbuilt Squadrons box of their respective Player Mats.
6. Place the War of the Spanish Succession War Display next to the main board (D). Each player then draws four Basic War Tiles and randomly places one in each theater, in order, face down. The players may inspect their own War Tiles after placement.
7. Place the Game Turn marker on turn 1 and the VP marker on the 15 space on the General Records Track (E).
8. Mix up the six Global Demand tiles and place them face down near the Global Demand table (F).
9. Mix up the eight Award tiles and place two in each Region's Award box, face down.
10. Put the Conflict markers and Exhausted markers near the board, ready for use.
11. Put the Advantage tiles face up in their spaces on the map (except Wheat, which starts in in the Advantage box on the British Player Mat).
12. Place the Initiative marker in the Initiative space (G), French side up.

### Initial Flag & Player Marker Placement



#### Britain:

- **Europe**
  - o Flags in Austria (Alliance 2), Dutch Republic (3-cost Prestige space), German States (Alliance 3)
- **North America**
  - o Flags in Massachusetts Bay, Northern Colonies, Hudson Valley, Chesapeake
- **Caribbean**
  - o Flags in Carolinas, Georgia, Jamaica, Barbados, St. Lucia
- **India**
  - o Flags in Madras, Kanchipuram, Calcutta, Midnapore
- **Navy Box: 2 Squadrons**
- **General Records Track**
  - o Debt Limit: 6; Debt: 0; Treaty Points: 0
- **Advantage Box (Playmat)**
  - o Wheat



#### France:

- **Europe**
  - o Flags in Spain (Alliance 3), Austria (3-cost Prestige space, lower right), Bavaria, Ireland (Alliance 2)
- **North America**
  - o Flags in Quebec & Montreal, Acadia, Catarauqui, Algonquin
- **Caribbean**
  - o Flags in Louisiana, St. Domingue, Guadeloupe, Port de Paix, Martinique
- **India**
  - o Flags in Chandernagore, Pondicherry, Karaikal, Plassey
- **War of the Spanish Succession (Central Europe theater):**
  - o 1 Bonus War Tile
- **Navy Box: 1 Squadron**
- **General Records Track**
  - o Debt Limit: 6; Debt: 0; Treaty Points: 0
- **Advantage Box (Playmat)**
  - o Algonquin Raids

## Extended Example of Play

Raj and Eliza are playing *Imperial Struggle*, with Raj as the French player (blue) and Eliza as the British player (red). During step 6 of setup, Raj and Eliza draw War Tiles for the War of the Spanish Succession as shown on the War Display below. (In this example, all of these tiles are revealed for clarity, but in the actual game each side can only see their own tiles.) Note that the French start with one Bonus War Tile in Europe as well, in this case *Maison du Roi*:



*This Global Demand draw dramatically increases the Caribbean's economic value for the turn.*

### War of the Spanish Succession

1. Central Europe		Map: Europe
		<b>Bonus Strength</b> Austria Prussia Denmark-Norway Dutch Republic German States Sweden
<b>Margin of Victory</b>	<b>Winner Gets</b>	<b>Loser Gets</b>
1-2	2 VP	1 TRP
3-4	2 VP + 1 CP	2 TRP
5+	3 VP + 2 CP	3 TRP
<b>Available Territories</b> Catalonia, San Agustín, Asiento, Minorca, Hudson Bay, Acadia		

2. Spain		Map: Europe
		<b>Bonus Strength</b> Governance Sardina Spain Squadrons
<b>Margin of Victory</b>	<b>Winner Gets</b>	<b>Loser Gets</b>
1	1 VP	1 TRP
2-3	1 VP + 1 CP	2 TRP
4+	1 VP + 2 CP	2 TRP
<b>Available Territories</b> Catalonia, San Agustín, Asiento, Minorca		

3. Queen Anne's War		Map: North America
		<b>Bonus Strength</b> Coastal Markets Forts Squadrons
<b>Margin of Victory</b>	<b>Winner Gets</b>	<b>Loser Gets</b>
1-2	1 VP	1 TRP
3	1 VP + 1 CP	2 TRP
4+	1 VP + 1 flag N. Amer. Market + 1 CP	2 TRP
<b>Available Territories</b> Hudson Bay, Acadia		

4. Jacobite Rebellion		Map: Europe
		<b>Bonus Strength</b> Scots Dutch Republic Ireland Scotland Conflict Markers
<b>Margin of Victory</b>	<b>Winner Gets</b>	<b>Loser Gets</b>
1-2	1 VP	-
3-4	2 VP	1 TRP
5+	4 VP	2 TRP
<b>Special:</b> FR places 1 Jacobite Victory marker on Turn Track by winning with 4+		

requires a margin of 2 flags and/or Squadrons to secure, so it's a little harder to grab. The players now turn to Global Demand, drawing three tiles: Fish, Tobacco, and Sugar. Just like that, the situation has changed: the Caribbean, with its 0 VP award, seemed likely to be quiet this turn. But with both of its commodities in Global Demand—putting an additional 5 VP on the table—the Caribbean is now primed to attract quite a lot of attention. Eliza is also unhappy with the Fish draw, since it adds further value to North American investment. She resolves to address the military situation there with even greater urgency before the outbreak of Queen Anne's War.

The players skip the Reset Phase since there are not as yet any Exhausted markers in play,

Raj is fairly happy with these tiles, although the Jacobites may need some help. Eliza is a little less satisfied, particularly with the prospect of losing ground in North America so early in the game.

Eliza and Raj are now ready to begin the first turn. They skip the Deck and Debt Limit phases, since these do not occur on turn 1. For the Award phase, they flip the top Award tile in each Award box face up. (The bottom one will be flipped face up in the Award phase of turn 2.) The Regional awards for the turn will be:

- **Europe:** 1 VP (+1 Treaty Point)
- **North America:** 2 VP
- **India:** 1 VP (+1 Treaty Point)
- **Caribbean:** 0 VP (+1 Treaty Point)

Eliza grinds her teeth a bit as she sees that North America carries the highest VP award this turn, where she is already nervous about her military preparedness. (She does not know that Raj's best Basic War tile is also there!) Still, the 2 VP tile

and reveal the turn's Investment Tiles, taking 9 total tiles and placing them face up in the Available Investment Tiles area. They end up with:

### INVESTMENT TILE DISPLAY

Investment Tiles 	Used Investment Tiles 
Available Investment Tiles 	

Both players immediately take note of several considerations in this Investment Tile draw. Only three tiles have the Event symbol, so only three Events will be playable this turn—and being the player who gets to play two may make a big difference. Second, there is only one tile with a Major Military action on it, so most military actions will require Debt (Minor Military Actions, of which there are several, grant only 2 Military Action Points [♣]). Also, only one player will be able to carry out any aggressive naval action, since displacing an enemy squadron requires a Major action or an Event. (Remember that, barring the presence of a Conflict marker, opposing flags and Squadrons can't be removed with Minor actions, and Conflict markers can't occupy Naval spaces.) There may be high returns to being first to deploy Squadrons. The flip side of the scarcity of ♣ is the wealth of Diplomatic Action Points (♠). Opportunities to make alliances around the world will be plentiful.

The players now draw their Event hands. Raj draws #3 TROPICAL DISEASES, #12 MILITARY SPENDING OVERRUNS, and #8 TAX REFORM. Eliza draws #6 NATIVE AMERICAN ALLIANCES, #1 CARNATIC WAR, and #15 INTEREST PAYMENTS. Both players know there's no way they'll be able to play all of their Events, given the paucity of Event opportunities on the Investment Track, so they turn to their Ministry card choices focused primarily on board position.

Raj looks at his cards and the Investment Tiles, and decides that he will focus on Europe this turn. The wealth of Diplomatic actions combines well with his Ministry card #M-1 THE CARDINAL MINISTERS:



The Governance keyword is useless to him this turn, since he has no Events whose bonus effects trigger from Governance, but perhaps he'll draw one next turn, and the extra Diplomatic power this card offers seems worth it. And since he plans to make strong diplomatic moves in Europe, he chooses #M-3 COURT OF THE SUN KING as his second Ministry Card. In addition to offering bonus VP for winning the Europe award, it has the Scholarship keyword, which will enhance the effect of his TROPICAL DISEASES Event—an unpleasant surprise for Eliza should she choose to move aggressively in the Caribbean (which, given the Global Demand situation, seems likely). He places his Ministry cards face down on his player mat, since a Ministry card is not revealed until any of its capabilities are used.



Eliza is very happy to see NATIVE AMERICAN ALLIANCES, whose effect is quite powerful—especially if the bonus effect can be triggered. However, to play this Event card, she must select an Investment Tile with not only an Event symbol, but also a Diplomatic Major Action (as indicated by the Diplomatic action icon in the card's upper left corner). Thankfully, two of the Investment Tiles with Event symbols carry Diplomatic Major Actions, so as long as she gets one of them she'll be able to play NATIVE AMERICAN ALLIANCES.



She wants the bonus effect, so she decides to take #M-7 EAST INDIA COMPANY as her first Ministry card, since it has the Mercantilism keyword. It also rewards her for controlling economic Advantages, which may pay in the long term. So, for her second Ministry card, she selects #M-10 EDMOND HALLEY. The plethora of Minor Military actions will ensure she gets to build a cheap Squadron, and establishing the Royal Navy's presence in North America and the Caribbean will help her protect the Markets she'll need to capture those regional and commodity awards. Also, since she won't get to play all of her Event cards, Halley's ability to trade one Event card for a Treaty Point seems useful.






With Ministry cards selected, Raj (as the Initiative player) must now decide who will go first. Going first will allow him to select the sole Major Military Action on the Investment Track; or he


could ensure that he'll get to play two Events. Ideally he'd like to spring TROPICAL DISEASES on Eliza late in the turn, but with so few Event symbols available, they're unlikely to last that long. Of course, going second will give him the final word on the board before the Scoring Phase. Raj nonetheless decides to go first, and selects this Investment Tile for his first Action Round:




First, Raj must decide whether to play an Event, as permitted by the Event symbol on the tile. He chooses TROPICAL DISEASES, and removes a British flag from St. Lucia and one of his own French flags from Martinique. The bonus effect then permits him to remove an additional British flag, so he also removes the flag in Georgia. He flips his COURT OF THE SUN KING Ministry card face up, since he is using its Scholarship keyword.

Now Raj can take the Actions listed on the Investment Tile—a Major Diplomatic Action worth 3 , and a Minor Military Action worth 2 . With an eye to improving the effect of THE CARDINAL MINISTERS, he spends 3  to place a French flag in the 3-cost Prestige space in Spain. He also decides to take 2



Debt for 2 additional , placing another French flag in Savoy. Since he now controls both spaces connected to the *Mediterranean Intrigue* Advantage, he takes that tile, and places it in the Advantages section of his player mat. He can use it on the next Action Round to place a Conflict Marker in Spain, Austria, or Sardinia, provided Eliza does not take away his control of either space connected to *Mediterranean Intrigue*.



Now Raj takes his Minor Military Action and spends its 2  along with 1 additional Debt to fund the fort at Louisbourg. This is expensive, and places him at risk of dangerous Events that punish the player with less Available Debt, but Raj feels that Louisbourg will be especially valuable this turn since it provides access to all three Fish markets (and Fish is in Global Demand). That concludes the first French Action Round.

Eliza decides to take this Investment Tile:



It has a Military Upgrade symbol—and it is the only one this turn that does! But, first things first: she plays NATIVE AMERICAN ALLIANCES from her hand.





She flips her EAST INDIA COMPANY Ministry card face up, to take advantage of the Mercantilism keyword. The base effect, *Four Mohawk Kings*, lets her shift a Local Alliance in North America. She could thereby unflag the Algonquin alliance with the French, but that would leave her without any way of using the bonus effect (since she would not have any Advantages in North America). So she instead shifts the Iroquois alliance, placing a British flag there and taking the *Iroquois Raids* Advantage tile. Now that she controls an Advantage in North America, she

immediately activates it as the Event's bonus effect (note that it does not matter that she acquired this Advantage just now; the word "immediately" on the Event card supersedes the rule that Advantages cannot be activated on the same Action Round they are acquired) and places a Conflict Marker in Albany (to reduce its cost for future acquisition). Since the Event directs her to ignore Exhaustion, she does *not* place an Exhausted marker on *Iroquois Raids*.



Now, Eliza uses the Military Upgrade on the Investment Tile. She chooses to replace the tile in the "Queen Anne's War" theater, and conceals a grin as she draws one of her "+2" Basic War Tiles, placing it in the Queen Anne's War theater. She removes the incumbent "0" strength tile from the game.

The tradeoff Eliza incurs for access to these extra capabilities is the relatively low Action Points—only 2—for her Diplomatic Major Action. She decides to make a diplomatic overture in Sardinia and places a British flag there. For her Minor Military Action, she spends 1  to Deploy one of her Squadrons from the Navy Box to the Balearic Naval Space. Unfortunately, the other  is wasted, since only one purchase may be made with a Minor Action. She then decides to use Halley's second ability to discard CARNATIC WAR, moving her Treaty Points marker up to the '1' space on the General Records Track, and placing an Exhausted marker on the bottom half of Halley's card. That concludes the first British Action Round.

Raj now faces a dilemma. His remaining Events are not strong in the current situation (MILITARY SPENDING OVERRUNS would be a great play if Eliza had several military assets already in play, like deployed Squadrons or Bonus War Tiles, but she doesn't yet; TAX REFORM will let him recover the Debt he took on his first Action Round, but he won't get the bonus effect, as neither of his Ministry cards shows the Finance keyword). Nonetheless, by taking the only remaining tile with an Event symbol, he could deny Eliza the opportunity to play an Event—especially one that would punish him for having less Available Debt than she does. Alternately, he could take the single tile with a Major Military Action, to strengthen his position in the upcoming War and deny Eliza the chance to deploy all of her Squadrons in a single Action Round.

He decides to take the chance that Eliza doesn't hold any Events that will let her punish him for having less Available Debt than she does, and selects this Investment Tile:



Raj spends 1 ⚔ to deploy his only Squadron from the Navy Box to Biscay, a Naval Space in Europe; this will help him in the Spain theater of the upcoming War of the Spanish Succession. It is also a Prestige space, so it will help him win both the Europe award and the Prestige bonus this turn. With his remaining 3 ⚔, and 1 Debt for a fourth, he decides to build a second Squadron which he places in the Navy Box. French Debt now stands at 4.

With the 2 Economic Action Points (🌀) from the Economic Minor Action, Raj decides to complete the second French Action Round by flagging Georges Bank, a Fish Market that also gives him access to Halifax. If Eliza lets this go unanswered, that could allow a second French fort to be built in this area. The Fish race is now tied at 1 (with Eliza controlling Massachusetts Bay, and Raj controlling Georges Bank).

Eliza frowns. She could take the last remaining tile with an Event symbol and use it to play INTEREST PAYMENTS, but the bonus effect won't do anything for her since she has no Debt! Instead, she decides to take this Investment Tile, and begin her economic power play in the Caribbean:



She spends 4 🌀 replacing the flags in Georgia and St. Lucia that she lost to TROPICAL DISEASES. Next, she takes on 1 Debt and spends 1 Treaty Point to flag Santiago, to increase her relative advantage in Sugar markets. Finally, she decides to take 2 additional Debt to flag Albany, in North America. The base cost to take Albany is 1, since it contains a Conflict marker, but she must pay 1 additional 🌀 to flag it since she is switching Regions (Diplomatic and Economic purchases in a second Region cost 1 extra action point). The Conflict marker in Albany is removed

(as always, when a space changes control) and Eliza places a British flag there.

With the Minor Military Action, she deploys a Squadron to the Antilles Channel. This will increase the cost for Raj to unflag St. Lucia, which will help her avoid getting bottled up in Barbados. This costs 1 ⚔; the second ⚔ is wasted, since Minor actions can only be used for a single purchase.

Raj is thoroughly unamused by this, but feels more secure in his decision to leave the last Event to Eliza (since she didn't take it on her previous Action Round, he's now convinced she holds no Debt threat cards—but, as we know, he's mistaken). He decides to strike back with a Diplomatic offensive in Europe, selecting this Investment Tile:



He reveals THE CARDINAL MINISTERS and, to Eliza's dismay, points out that he will get the maximum bonus of 3 🌀. He places an Exhausted marker on the card.



Raj can spend a whopping 7 🌀 this Action Round. First, he activates his *Mediterranean Intrigue* Advantage tile, placing an Exhausted marker on it and placing a Conflict marker in the British-flagged Alliance space in Austria. Next, he pays 3 🌀 to remove the British flag from the 3-cost space in the German States, and a further 3 🌀 to flag it for himself. This gives him access to the *Central Europe Conflict* Advantage, which he places in his player mat's Advantages box. (He can't use it this Action Round, since he just acquired it.) He then spends his last 🌀 to remove the British flag from the Alliance space in Austria; this costs only 1 🌀 because of the Conflict marker (which is also removed). Finally, he exhausts his *Algonquin Raids* Advantage to place a Conflict Marker in Albany, in the hopes of slowing Eliza down in North America.

With the Minor Military action, Raj looks longingly at Halifax, but doesn't want to take on any more Debt. Instead, he buys a Bonus War Tile for 2 ⚔, and hits the jackpot with “*de Villars: +3*”. He places it in the Jacobite Rebellion theater. This concludes the 3rd French Action Round of turn 1.

Eliza decides she has waited long enough to teach the French about the importance of good financial management. Taking this Investment Tile, she immediately lays down INTEREST PAYMENTS:



COMPANY this turn in addition to its economic discount in India, and the India award this turn, while modest, is not nothing. With the 3rd ☺ and 1 Debt, she also flags Kurpa.



Raj has 2 Available Debt, to Eliza's 3, so the Bonus Effect will trigger. Raj's Debt Limit is immediately reduced by 1 (from 6, where it started, to 5). He wasn't at his Debt Limit, so Eliza doesn't get any VP. But now Raj has only 1 Available Debt. Thanks to the Bonus Effect, Eliza reduces her own Debt by 2 (to 1), giving her 5 Available Debt to play with.


With the Major Economic action afforded by the tile, Eliza makes a longer-term investment by flagging the West Bengal cotton market. While Cotton is not in Global Demand, the *Silk Advantage* this space grants will earn 1 VP from EAST INDIA



The situation at the end of Action Round 3.




Now for the Diplomatic Minor action. Eliza sorely needs to mend her position in Europe. The French are up 8-2 in Europe, with COURT OF THE SUN KING showing for bonus VP on the Europe award (if Raj wins it will be worth 2 VP and a Treaty Point). Additionally, Raj controls 3 Prestige spaces to her 1, so he will score an additional 2 VP if that situation persists through the end of the turn (see illustration at bottom of previous page).


So, incurring 1 Debt (to 2), she decides to spend 3  on the empty Prestige space in Austria. This ties up the Prestige space count, and will allow her access to the *Silesia Negotiations* Advantage, which might help her further reverse French political gains in Europe. This concludes Action Round 3 - each player will get only one more Action Round before the War of the Spanish Succession.

Raj surveys the remaining three tiles. The Economic Major actions tempt him, as he could contest Eliza's dominance of the Caribbean commodities, but as she will have the final Action Round, she'll be able to answer back equally. However, there is only one Diplomatic Major action left on the track. Choosing to accept defeat in the commodity trade this turn, Raj selects that tile, aiming to assemble an unbeatable European coalition to back the duc d'Anjou's claim to both the Spanish and French crowns.







First, Raj activates his *Central Europe Conflict* Advantage, placing a Conflict Marker on British-flagged Sardinia. Eliza groans—with no Military actions remaining on the Investment Track, she won't be able to remove it before war breaks out.

Next, using the 2  from the tile's Minor Military Action, Raj buys a Bonus War Tile (recall that the actions on an Investment Tile can be taken in any order, except that Event play must come first). He does this first because he wants to see what his final tile strengths will be before negotiating additional alliances to bolster weak theaters (or go for a decisive victory where he is already strong). Unfortunately, it is "*d'Artagnan: +1*"—beneficial, but not the strongest in the pool. He assigns it to Central Europe.

With his 4 , he decides to flag Denmark-Norway and Sweden (which puts him back in the lead for the Prestige bonus). Sweden's alliance is not useful in the upcoming War, but Raj feels—perhaps overconfidently—that he has a sufficiently strong edge already. That concludes the 4th and final French Action Round of the first turn.

Eliza is left with two of the same tile, so there's no choice: she takes one of them.



With 4  from an Economic Major action, Eliza decides to monopolize the Fish trade. She spends 3  to unflag Georges Bank (its cost is increased by 1 due to its being protected by the fort at Louisbourg) and then 2  to flag it herself, taking 1 Debt in the process (now she has 3). She spends the 2  from the Diplomatic Minor action on the 2-cost Alliance space in Austria (that Raj had unflagged earlier).

Action Rounds are now over. The Reduce Treaty Points phase has no effect as neither player has more than 4 Treaty Points. There are no "end of turn" card abilities for either player to resolve, so that phase is skipped as well, prompting the beginning of the Scoring phase.

North America is scored first. Eliza has 7 flags to Raj's 5, but thanks to *Algonquin Raids* the British flag in Albany does not count for scoring. Since the 2 VP Award tile requires a margin of 2 flags to secure it, neither player wins the Award; it is placed aside, face up (it will not appear again until Turn 3 at the earliest, when each Region will once again receive 2 random Award tiles).

The French win the Europe award and score 1 VP plus another for COURT OF THE SUN KING (VP = 17), and gain 1 Treaty Point (to 1). They also score the bonus 2 VP for controlling more Prestige spaces, as there are 4 French-flagged Prestige spaces (Sweden, one in Austria, one in Spain, and the Biscay Naval Space) to Britain's 3 (the Dutch Republic, the Balearic Naval Space, and one space in Austria). The VP marker is moved to 19.

The Caribbean goes easily to the British (7 flags and Squadrons, to the French's 4). It is not worth any VP, but the British gain 1 Treaty Point (to 1).

India likewise goes to the British (they have 6 flags to France's 4), scoring 1 VP (VP = 18) and granting them a Treaty Point (they now have 2).

Next, Global Demand is scored. The British sweep all three awards, with 2 Fish (FR: 0); 2 Sugar (FR: 1), and 1 Tobacco (FR: 0). This yields 7 VP but does increase British Debt by 2 (VP = 11, BR Debt = 5). Eliza also gets 1 VP from EAST INDIA COMPANY for her *Silk* Advantage for a total of 8 VP(!). The VP total stands at 10.

The Victory Check phase yields no results, as the VP total is not 0 or 30. Note, though, that had the British somehow been able to win the Europe and North America awards, they would have won an automatic victory during the Scoring Phase! (One of the automatic victory conditions is to win all four Regions and all three commodities in Global Demand in a single peace turn.) But since the game continues, the War of the Spanish Succession must now be fought.



The players reveal their War Tiles:

### War of the Spanish Succession

#### 1. Central Europe

Map: Europe

**War Tiles:** +1 (Chateau), 0 (Debt), +1 (Bastion de Fort)

**War Tiles:** +1 (Squadron)

**Bonus Strength:** Austria, Bavaria, Denmark-Norway, Dutch Republic, German States, Savoy

Margin of Victory	Winner Gets	Loser Gets
1-2	2 VP	1 TRP
3-4	2 VP + 1 CP	2 TRP
5+	3 VP + 1 CP	3 TRP

**Available Territories:** Gibraltar, San Agustin, Austria, Monaco, Hudson Bay, Acadia

#### 2. Spain

Map: Europe

**War Tiles:** +1 (Squadron)

**War Tiles:** +1 (Squadron)

**Bonus Strength:** Governance, Sicily, Sardinia, Spain, Squadron

Margin of Victory	Winner Gets	Loser Gets
1	1 VP	1 TRP
2-3	1 VP + 1 CP	2 TRP
4+	1 VP + 2 CP	2 TRP

**Available Territories:** Gibraltar, San Agustin, Austria, Monaco

#### 3. Queen Anne's War

Map: North America

**War Tiles:** +2 (Squadron)

**War Tiles:** +2 (Squadron)

**Bonus Strength:** Conflict Markers, Fruit, Squadron

Margin of Victory	Winner Gets	Loser Gets
1-2	1 VP	-
3	1 VP + 1 CP	1 TRP
4+	1 VP + 1 Conf U.N. Annex Market + 1 CP	2 TRP

**Available Territories:** Hudson Bay, Acadia

#### 4. Jacobite Rebellion

Map: Europe

**War Tiles:** +2 (Squadron), -1 (Conflict Marker)

**War Tiles:** -1 (Conflict Marker)

**Bonus Strength:** Sicily, Dutch Republic, Ireland, Scotland, Conflict Markers

Margin of Victory	Winner Gets	Loser Gets
1-2	1 VP	-
3-4	2 VP	1 TRP
5+	3 VP	2 TRP

**Special:** FR places 1 Jacobite Winner marker on Turn Track for winning with 3+

Eliza wins—while she established a very strong economic position on turn 1, she is fairly outclassed on the battlefield. The first theater to resolve is Central Europe. Britain takes 1 Debt immediately from the French “*BR Debt +1 / 0*” tile. This places Eliza at her Debt Limit, so she has to hope there are no more unexpected military expenses in the other Theaters. The strength ends up as follows:

#### France:

- +2 from tiles
- +4 from alliance spaces (Bavaria, German States, Savoy, Denmark-Norway)
- Total: 6

#### Britain:

- +1 from tiles
- +1 from alliance spaces (Austria)
- Total: 2

The French win the Central Europe theater by a margin of 4. This yields 2 VP (VP = 12) and 1 Conquest Point. Raj decides to use the Conquest Point to seize San Agustin, whose *Fruit* Advantage will help him claw back a position in the Caribbean. Eliza gets 2 Treaty Points (for a total of 4).

In Spain, the strength tallies as follows:

#### France:

- +1 from tiles
- +1 for the Squadron in Biscay
- +1 for the Governance keyword
- +1 for alliance spaces (Spain)
- Total: 4

#### Britain:

- +1 from tiles
- +1 from the Squadron in the Balearics
- The British alliance in Sardinia grants no strength, since it has a Conflict marker
- Total: 2

France also wins the Spain theater, by a margin of 2. This scores Raj 1 VP (VP to 13) and 1 CP, whereas Eliza takes another 2 Treaty Points (total: 6). Raj spends the CP on Gibraltar, taking the *Naval Bastion* Advantage.

In Queen Anne's War (the North American theater), the strength tallies thus:

#### France:

- +2 from tiles
- +1 for Louisbourg
- +1 for the Conflict marker in British-flagged Albany
- Total: 4

#### Britain:

- +2 from tiles
- Total: 2

France wins Queen Anne's War by a margin of 2. Eliza breathes a sigh of relief, as this yields just 1 VP (VP to 14) and no additional territorial gains. Her Military Upgrade during the previous Action Phase stopped a French steamroll.

Finally, the fate of the Jacobite cause must be resolved.

**France:**

- +2 from tiles (and Britain must lose a flag in Europe—Raj chooses the Dutch Republic flag)
- +1 from Alliance spaces (Ireland... but see below!)
- +1 for the Style keyword (the Jacobites are so romantic!)
- +1 for the Conflict marker in Britain's Prestige space in Austria
- Total: 5

**Britain:**

- -1 from tiles (for her tile's extra effect, Eliza chooses to remove Raj's flag in Ireland, so he won't benefit from its strength in this theater)
- Total: -1

With the adjustment of the French total strength to 4, owing to the loss of the flag in the Ireland alliance space, France nonetheless wins the Jacobite Rebellion of 1715 by a margin of 5. This scores 4 VP for the French (VP = 18). Britain receives 2 Treaty Points (total: 8).

The French won all four theaters in the War, but they do not win an automatic victory (since to do so they would have had to win all four theaters with the maximum possible margin of victory). In the Victory Check Phase following the war, no victory is earned (in fact, the VP total is only 3 points away from where it was at the start of the game, as France's military success modestly outweighed Britain's mercantile dominance).

The players now proceed to the Reset Phase. They return all of their Basic War tiles to their player mats (except for the one Eliza removed from the game thanks to her Military Upgrade), remove the Bonus War tiles for the War of the Spanish Succession from the game, and add the Bonus War Tiles for the War of the Austrian Succession to the appropriate box on their player mats. The Conflict markers in Albany and Austria are removed.

Then, in the War Layout Phase, the players return the War of the Spanish Succession display to the box, and set up the next War: the War of the Austrian Succession. Placing it by the board, they draw 4 Basic War Tiles each from their player mats, and place them face down in the new War's theaters. They are now ready to begin turn 2, the second half of the Succession Era!

**DESIGN NOTE:** The British did very well with Regional awards and Global Demand, and have a large stock of Treaty Points for the next turn. Eliza will be able to make some big moves, and may feel quite tempted to go second in turn 2. The French, though, increased their board presence through conquest, and those flags will be difficult for the British to contest. They also control powerful political Advantages in Europe. It's anyone's game thus far... if you've been playing along with this example, feel free to continue the game, or start one of your own!

**A Note On Flags**

The 18th century hosted a blossoming of military and civil institutions in both France and Britain; this bridge between the Renaissance and modern eras meant that armies and firms started to take on the scale and officialdom of modern states, but retained the personalized flavor of earlier times.

For the British, the most obvious evolution of its national flag was the combination in 1707 of the Cross of St. George and the Saltire of St. Andrew, representing the unified thrones. The Saltire of St. Patrick would not be added until 1801, when Ireland joined what would then be called the United Kingdom. *Imperial Struggle* uses the 1707 flag for the British control markers—and for the Squadrons, despite the availability of the British naval ensign, whereon the predominance of white would cause readability problems for players. The British East India Company flag, flown around the world as the British Empire's reach expanded, bore a strong resemblance to the Grand Union flag that the United States briefly flew prior to 1777, when thirteen stars on a blue field replaced the Union cross.

The French have a more complicated story. The Bourbon battle flag was clean white; while this may invite jokes, the way military forces would signal surrender was to show the enemy's colors—and a great many military forces surrendered to France, thus waving the white flag. Only when a royal was present would the golden fleurs-de-lis also grace the standard, and that was rare. For these reasons, as well as for game readability, we have chosen the blue Capetian standard adorned with fleurs-de-lis as the French flag used to signify space control on the map. It was not unheard of for an army to fly this flag (see Henri Félix Emmanuel Philippoteaux, *The Battle of Fontenoy, 1745: The Confrontation between the French and the Allies*, 1873, on page 17 of the Rulebook) or the variant with three larger golden fleurs-de-lis.

The French East India Company's flag is, similarly, a challenge to find. Very few French flags from the era survive today; most of the images one can find are artists' interpretations from across the 19th and 20th centuries. The details of the flag are in the Company's charter, and we've chosen the interpretation that we think has the strongest likelihood of matching the historical one. The French naval ensign is more intricate and designed than the British one, but it certainly expresses the spirit and glory of the Sun King.

We hope you keep the spirit of how these two mighty adversaries chose to represent themselves on land and sea in mind as you play *Imperial Struggle*!



## Further Examples



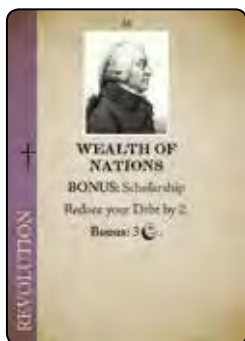
### Complex Action Round

This example covers a single French Action Round that references most of the rules around Action Point expenditure.

**EXAMPLE:** It is Turn 6.



Raj, playing France, selects an Investment tile with 3 ⚡ and a 2 ⚔ Minor Military action.



He plays #36 WEALTH OF NATIONS, and reveals #M-26 LAVOISIER for its Scholarship keyword, which will activate the bonus effect on WEALTH OF NATIONS. First, Raj reduces his Debt by 2, as directed by Wealth of Nations. The bonus effect is 3 ⚡.

Normally, Event card effects must be fully resolved before spending any Action Points from the selected Investment tile (5.2, step 2), but extra Action Points are an exception – they may be spent alongside those from the Investment tile, in any order the player desires. So, Raj now has 3 ⚡, 4 ⚔, and 3 ⚔ to spend – the latter two increased by 1 apiece from their base values on the Investment tile, as indicated by LAVOISIER. Focusing first on the Caribbean, Raj decides to spend the ⚔ first, using two of them to remove the Conflict marker in Puerto Principe. The third is wasted, since only one expenditure may be made with a Minor Action. Now that he has a Market adjacent to Puerto Rico, he spends just 1 ⚡ to remove the Isolated British flag in Puerto Rico (5.4.2). (Note that this is OK per 5.4.1, since Raj already had a flag in Puerto Principe to confer adjacency at the start of the Action Round—and now it no longer contains a Conflict marker.)

Continuing on, Raj now activates his *Letters of Marque* Advantage, and uses it to place a Conflict marker in Bahamas Run West. (Since it is British-flagged, it is unprotected; French fleets do not protect British flags from pirates.) This will also Isolate the British flag in Bahamas Run North at the start of the next Action Round (remember that Isolation doesn't set in until the start of a new AR, 5.4.1). But Raj can still take advantage, and spends another 1 ⚡ to unflag Bahamas Run West (discounted due to the Conflict marker, 5.4.2). This change in control removes the Conflict marker. With 1 ⚡ left Raj now takes 1 Debt (thank you

Adam Smith) to make 1 additional ☹, and with these he flags Bahamas Run West for himself.

Looking at the board, Raj feels that he has improved his position (and, by Isolating one of their flags, opened a threat that the British must at least consider answering), but does not wish to spend his 4 ⚔ in the Caribbean. (For one thing, he can't—he already controls Letters of Marque, and Pirate Havens would only cost 2 ⚔.) So he switches regions to Europe. He spends 2 ⚔ to flag Sweden and the other 2 ⚔ to flag the 2-cost Prestige space in Spain. Note that he does not pay extra for switching Regions (5.3.4), since he did not spend any ⚔ anywhere but Europe.



## Damaged Fort Example



Eliza, playing France on turn 4, has selected an Investment tile with 4 ⚔ and 2 ☹. Fish is in Global Demand this turn, and she sees an opportunity in North America. The British control Louisbourg, having built it on a prior turn, but it was damaged by one of Eliza's War tiles during King George's War. She spends all 4 of her ⚔ to unflag Louisbourg—the cost is 3 (the number printed in Louisbourg's space), plus 1 (since repairing and seizing an opposing damaged Fort costs an extra ⚔, 5.6.4 2nd bullet). Note that the French flag in Acadia does not provide the adjacency needed to repair a Fort (ibid), but Eliza's Squadron in the Cabot Strait does. She removes both the British flag and the Damaged Fort marker in Louisbourg and places her own flag there. Next, she spends the 2 ☹ from her Minor Action to flag Georges Bank, which she can now do thanks to the newly-adjacent French Fort. In this way, she was able to improve her Fish holding using a Minor Action (unflagging Northeast Channel would not be permitted with a Minor Action), and for a low cost as well. Note also that the Fort need not have been adjacent at the start of the Action Round; only other Markets have this requirement in order to confer adjacency (5.4.1, second Design Note).



## GUIDE FOR CDG PLAYERS

*Imperial Struggle* twists some of the rules and mechanics that CDG aficionados are used to. Here is a rundown of some elements those players should keep in mind:

- In *Imperial Struggle*, Event cards that get played as Events are *always* removed from the game. This is in contrast to most CDGs, including *Twilight Struggle*, in which Events that get played as such are removed only if there's an asterisk or other markup indicating that they are one-time occurrences.
- When the Revolution Era begins, don't forget to remove all the Succession Era cards from the game—including from the draw pile and players' hands. (Of course, you can just remove and re-draw any Succession Era cards as they are drawn, rather than removing them all immediately in Turn 5's Deck Phase.)
- Investment tiles that have the Event symbol allow the play of an Event in *addition* to the Action Points granted by the tile. In most CDGs, players face a strict choice between playing an Event and spending action points (or operations points, command points, etc).
- Play order isn't fixed in *Imperial Struggle*. Instead, the initiative is determined by the VP total. And the player with initiative doesn't necessarily go first – they *choose* who does.
- The three different types of Action Points—⚔, ⚔, and ☹—all have different uses and roles in the game. Most CDGs have a single action point type with a single list of ways they can be spent.
- Daisy-chaining control of spaces is allowed in more cases than in *Twilight Struggle* and others. You can't flag a Market and immediately grab a newly-adjacent one, but you can do so if the first space you flag was instead a Fort or Naval Space.

## Historical Background

### Succession Era: Event and Ministry Cards

#### Event Cards:

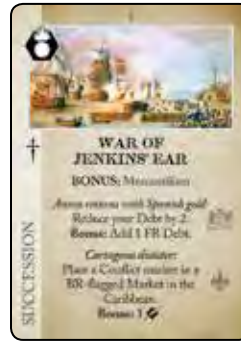
**#1 CARNATIC WAR:** Both France and Britain found themselves drawn into—or instigating—intrigue and conflict between the Mughal princes and other rulers of eastern India (particularly the Nizams of Hyderabad). On several occasions these conflicts erupted into open warfare, resulting in territorial and economic gains for the Europeans.

**DESIGN NOTE:** Like some other Event cards (e.g., WAR OF JENKINS' EAR), the CARNATIC WAR card is in the Succession deck even though the significant Carnatic wars took place during the Empire Era. This is because they might have happened earlier, and because they are known for fueling wider conflicts like the War of the Austrian Succession. Giving them a better chance to precede those conflicts enriches the historical texture of the game.

**#2 ACTS OF UNION:** The 1707 unification of the English and Scottish thrones marked a watershed in British political history; although the two kingdoms had shared monarchs before, the British government's prime aim of ensuring that Scotland could not ally against it demanded that each's head of state should always be one individual. Scotland, for its own part, seemed largely opposed to union, but financial considerations prompted its delegates to ratify the initial Act. Scotland would nonetheless remain a hotbed of Jacobite support for several decades.

**#3 TROPICAL DISEASES:** The biggest risk to anyone serving in the West Indies, whether in the naval or merchant services, was disease. Biting insects and other parasites were (and are) persistent disease vectors; as with the rest of the New World, native populations also suffered heavily from newly-introduced European ailments. Additionally, African slaves brought across the Atlantic introduced new tropical diseases native to Africa, to which both Europeans and native Caribbean peoples were vulnerable. This increased the price of slaves and further drove the growth of the slave trade.

**#4 SOUTH SEA SPECULATION:** The South Sea Company (so named because of its trading rights with South America—not the South Pacific!) was able to persuade the British government to allow it to take on government debt; the Bank of England had previously been the only institution permitted to do so. Once the war with France ended, the South Sea directors drove a speculative rush around the company's potential profits from South American trade; they also saw a need to compete with Law's success at the Banque Royale in France. But when it became clear there was no path to these profits, the stock price crashed and ruined thousands of investors. Walpole built a good chunk of his reputation on his skillful salvaging of the crisis, although there was still widespread misery and ruin.



**#5 WAR OF JENKINS' EAR:** Allegedly precipitated by the “de-earring” of Robert Jenkins, a British naval officer, when a Spanish frigate searched his ship, the War of Jenkins' Ear represented a power play by the South Sea Company and the British government to make inroads into Spanish holdings in the Caribbean. Of particular note was the Anson Expedition, in which British Commodore George Anson, charged with causing havoc in the Caribbean, ended up forced into the Pacific and sailing all the way to China. He redeemed this lengthy voyage by capturing a huge Spanish treasure fleet in the Philippines and returned to England around the Cape of Good Hope, thus circumnavigating the globe.

**#6 NATIVE AMERICAN ALLIANCES:** Britain and France both forged extensive relationships with Native Americans, using treaties and economic exchange as well as exploiting long-standing tribal rivalries to build support among the tribes. France eventually cultivated the stronger relationship, in particular due to its de-emphasis of religious conversion, but both sides relied on Native scouts, guides, and raiders in all of their North American conflicts.



**#7 AUSTRO-SPANISH RIVALRY:** These two realms were constantly at odds over almost every issue imaginable: trade, territory, port rights, and European relations. Each wanted unified rule under their own throne, although this desire weakened more and more as the century went on. To these ends they often dealt and quarreled with France and Britain; for example, Charles VI aggressively pursued Dutch trading opportunities, which gave him bargaining power against the British; and Isabella Farnese's intrigues against the Orléans regency led to a French invasion of Spain during the War of the Quadruple Alliance.

**#8 TAX REFORM:** Both Britain and France sought to clarify and streamline their tax systems throughout the 18th century, using a variety of creative tactics and schemes to overcome centuries of entrenched privilege and traditions of tax avoidance. The ability to raise revenue was key to the infrastructure and military progression that both kingdoms craved; Britain's gradual advantage in this area would become a decisive one during the Industrial Revolution.

**#9 GREAT NORTHERN WAR:** The rivalry between Sweden and Russia over who would dominate the Baltic was a major issue in continental European politics, although both Britain and France would spend most of it distracted by the War of the Spanish Succession. Elector George of Hanover—the future King George





**#M-7 EAST INDIA COMPANY:** Chartered in 1600, the British East India Company struggled for—and eventually secured—British economic and military dominance over India and the East Indies. Its success rippled back into politics and society back home, as newly wealthy traders and company officers bought estates, married well-born ladies, and ran for Parliament.

**#M-8 BANK OF ENGLAND:** The Bank started out as a tool to facilitate the government debt necessary to finance naval expansion. Privately run until the 1960s, it issued new coinage and paper currency (on which it had a monopoly) and ran a conventional banking business as well, loaning to the public. A stable holder of government debt, it provided monetary stability and consistency that allowed Britain to gradually accrue a substantial financial advantage over France.

**#M-9 NEW WORLD HUGUENOTS:** In all their North American struggles against the British, the French faced a persistent disadvantage: population. The British practice of sending criminals, indentured servants, and especially religious dissenters to distant colonies never caught on in France. Louis feared the creation of a distant and potentially disloyal critical mass of Protestants, and of course he could not stomach religious dissent in any case. But it might not have been so; and the French colonies in Canada and Acadia might have been able to compete with the British ones in terms of local militia and logistics.

**#M-10 EDMOND HALLEY:** Known mostly for the comet whose behavior he described, Halley was one of the Royal Society's brightest lights in the 18th century. He did trailblazing work in engineering (inventing the diving bell), mathematics (some regard him as the founder of actuarial science), and navigation. Along with the securing of the Spanish slave-trading contract, the *asiento*, Halley's innovations paved the way for the British naval ascendancy of the next two centuries.

## War of the Spanish Succession: Tile Background



### BRITISH WAR TILES



**John Churchill, Duke of Marlborough (“Queen Anne’s Captain”)** was unquestionably one of Britain's greatest military leaders. His skill at maneuver, tactics, and siegecraft secured important victories at Blenheim, Ramillies, and Oudenarde, and ultimately prevented the creation of a unified Franco-Spanish superpower.

**Sir George Rooke**, a veteran naval officer of the Nine Years' War, was Admiral of the Fleet (the highest rank in the British Navy) by the time the War of the Spanish Succession began. He decisively destroyed a Spanish treasure fleet at Vigo Bay and led the successful expedition against Gibraltar, cementing British power in the Mediterranean for generations.

**United Parliament:** The two chief antagonists of *Imperial Struggle* differed in many ways, but one of the most important was in governance, where the King of England (and, shortly into the game, Scotland) shared power with an often fractious Parliament. When intrigue ran high between the Whigs and Tories, British policy was adversely affected; conversely, when they could work together, Britain was stronger.

**Benjamin Church** was a military leader in the British colony at Plymouth. He was one of the first European officers to recruit Native Americans into irregular combat units, and to successfully integrate European arms with Native tactics.



**Prince Eugene of Savoy (“The Greatest General”)** led the Imperialist forces at every crucial moment of the war. He played important roles in Northern Italy, the Rhine campaigns, and in the Low Countries. His command of the right wing at Blenheim enabled Marlborough's key breakthrough. It is impossible to overstate the role he played in the war's course.

**Leopold I:** The Holy Roman Emperor at the start of the war, Leopold I, saw an opportunity—he could leverage the rest of Europe's opposition to Bourbon dynastic union between France and Spain to combine the Hapsburg holdings in Austria and Spain, as they had been under Charles V. He was unsuccessful in this, and did not survive the war.

**Louis William, margrave of Baden-Baden,** fought alongside Prince Eugene against the Turks in the 1680s. In the War of the Spanish Succession he was defeated by Villars but came back to play a key diversionary role in the campaign that culminated in the Battle of Blenheim. A great Austrian general in his own right, his legacy is much less noted than Eugene's.

**Huguenot Rebels:** Louis XIV's revocation of the Edict of Nantes had long-lasting repercussions for France, including the Camisard rebellion that began in 1702 and lasted for most of the war. Huguenot guerrillas massacred Catholics and engaged in pitched battle against the royal army, diverting attention and resources from the rest of the war. Even Villars commanded against the rebels for a time, an indication of how serious this distraction became.

**Henri de Massue, marquis de Rouvigny and Earl of Galway,** forever left French service when Louis XIV revoked the Edict of Nantes. He settled in Ireland, receiving an Irish title, and fought for Britain in both the Nine Years' War and the War of the Spanish Succession.

**Savoy Defects:** In 1702, Victor Amadeus, Duke of Savoy, saw an opportunity to change sides and join the Grand Alliance. He feared domination by the unified French and Spanish thrones in the event of their victory, and the stalemate in northern Italy provided him a key bargaining chip to offer Leopold. Savoy's defection complicated the French strategic problems in Central Europe, to say the least.

**Prize Hunting:** The prize system encouraged initiative and aggression among British naval officers, but it could also distract them from strategic objectives.



**Foot Guards:** British Foot Guards, Horse Guards, and Grenadier Guards all served in the War of the Spanish Succession. Considered the elite of the army, they fought widely and with distinction.

## FRENCH WAR TILES



**Claude Louis Hector de Villars, marquis et duc de Villars** (“Savior of France”) was the most important and successful French army leader in the War of the Spanish Succession.

At Malplaquet (1710) his forces inflicted over 20,000 Allied casualties for 8,000 French; although the battle was a tactical defeat due to the loss of several key fortresses, Villars’ victory at Denain two years later guaranteed his monarch an honorable peace.



**Louis Joseph, duc de Vendôme**, was the commander most responsible for the many Austrian setbacks in the early portion of the War of the Spanish Succession. He defeated Prince Eugene of Savoy on several occasions, and

proved a highly worthy adversary for the Duke of Marlborough. His greatest victory came in Spain, however, where he smashed the Allied forces at Villaviciosa and ended the Hapsburgs’ hopes for the Spanish throne.

**Louis François de Boufflers, duc de Boufflers**, was highly respected by both King Louis XIV and the British for his bravery and tenacity, but he had mixed success during his long service. However, at Malplaquet he showed remarkable humility and judgment when he subordinated himself to Villars, ensuring unity of command in that crucial battle.

The **Maison du Roi** was the royal household force of Louis XIV. Its troops served with great distinction throughout the war.

**Cádiz Refused:** One of Admiral Rooke’s few setbacks, the Anglo-Dutch attempt to seize the fortresses of Cádiz and St. Matagorda in 1702 was crippled by inter-service rivalry and a stout and imaginative Spanish defense.

**René de Froulay de Tessé, comte de Tessé**, seems to have been one of the unluckiest of the war’s French generals. Frustrated in his well-planned attempts to seize Gibraltar and Barcelona, de Tessé finally found success in the south of France, where he stopped the advance of Prince Eugene at Toulon. Unfortunately, the French naval squadron there had already been scuttled, just in case Eugene’s siege had succeeded. With Gibraltar still in British hands this struck the final blow to French hopes of contesting the Mediterranean.

**James FitzJames, Duke of Berwick**, was the nephew of Marlborough and a devoted Jacobite. He fought on his father James’ side in the Glorious Revolution of 1688 and entered the service of the Sun King. In the War of the Spanish Succession he fought brilliantly in Spain, winning a crucial victory at Almanza in 1707. He survived the war in good health and led the Sun King’s armies in both the War of the Quadruple Alliance and the War of the Polish Succession.

**Victor-Marie d’Estrées, duc d’Estrées** earned his monarch’s gratitude by securing the dual thrones of Sicily for Philip V of Spain; had the Sun King’s ultimate ambitions worked out, the Two Sicilies would have been another part of the combined Franco-Spanish dynasty.

**Pierre de Montesquiou, comte d’Artagnan** was a musketeer and a hero of Malplaquet. His cousin Charles was the model for Alexandre Dumas’ literary hero, which immortalized their family title.

**Ultima Ratio Regum:** Louis XIV engraved this motto, literally “the final argument of kings”, on his cannon, to emphasize his view that disputes between nations could always be resolved by force.

**Musketeers:** The blue tabards of the Royal Musketeers are familiar to anyone who’s read the work of Alexandre Dumas, which raised their status from merely prestigious to legendary. Service with the Musketeers was reserved for nobles.

**Crack Troops:** The French army was the most feared force in the world at this time, experienced and well-funded. It featured many elite units of various types, from dragoons to grenadiers to siege batteries.

## Empire Era: Event and Ministry Cards

### Event Cards:

**#16 CARIBBEAN SLAVE UNREST:** The lot of a slave in a Caribbean plantation was grim. Disease, awful working conditions, and boundless cruelty made for the saying “sold down the river”—an allusion to the fate of a slave sent to the Caribbean from the USA, and often a threat as well. Unrest wracked the Caribbean during the 18th century, with uprisings in Martinique, Guadeloupe, Jamaica, Antigua, and most of the other plantation islands.

**#17 PACTE DE FAMILLE:** With the end of Hapsburg rule in Spain and his crown secure, Philip V (born duc d’Anjou) sought to establish Bourbon control of other Mediterranean territories, forming an agreement with his nephew Louis XV. This opened the door for the British to re-invigorate their successful alliance with Austria, who had no intention of relinquishing territory the Hapsburgs had ruled for generations just to enrich the children of Philip’s ambitious queen, Elizabeth Farnese.



**#18 BYNG’S TRIAL:** Admiral John Byng’s decision not to land troops at Minorca in the face of a numerically superior French ground force (and equivalent naval opposition as well) cost him his life. The court-martial and execution are largely seen today as a farce and an exercise in scapegoating; unfortunately for Byng, Pitt was unable to secure clemency (due largely to Pitt’s enmity with King George). The saying

*pour encourager les autres* comes from Voltaire’s characteristically sharp satirical pen (“it is good to kill an admiral from time to time, to encourage the others.”)

**#19 LE BEAU MONDE:** The 18th century saw an explosion of style, etiquette, and manner. France was unquestionably the center of the fashion world, although Louis' policies drove a number of Huguenot designers and dressmakers to London. Eventually, Britain would mount a serious challenge to this dominance, but not until the 19th century, when Beau Brummell's "dandyism" began to take over men's fashion in particular.

**#20 HYDER ALI:** The Sultan of Mysore from 1760 to his death in 1782, Hyder Ali built his realm into a regional power. His rivalries with the Marathas to the north, the Nizam of Hyderabad to the northeast, and the Europeans, and his ability to profit from all of them, cemented his legacy as one of southern India's most effective rulers. Before he became sultan (by means of a coup against Khande Rao, a former retainer who had used British assistance to take the throne for himself), Ali led Mysore's troops in most of the important campaigns in India, primarily on the side of the French.

**#21 CO-HONG SYSTEM:** British and French trade with the Qing in China was in its infancy at this time, although other European powers such as Portugal and the Netherlands had made earlier inroads. The Qing government managed trade with Europe through a system called "co-hong", after the mercantile associations that conducted trade in China's coastal cities.

**#22 CORSICAN CRISIS:** After the Seven Years' War, France sought to make up its territorial losses. Choiseul's eye alighted on Corsica, whose new regime found itself increasingly isolated due in part to its liberalism. When France invaded in 1768, the British government vacillated on the subject of intervention, despite other European states' unhappiness with the naked aggression France was showing. Ultimately France was able to finalize the conquest, but Britain remembered its failure during the French Revolution, when it attempted to once again separate Corsica from France.

**#23 EUROPEAN PANIC:** Financial panics were common throughout the 18th century, varying in severity and scope. Their causes were legion: fear of royal seizure of funds (in 1640, for example, Charles I simply seized all of the gold being stored by private goldsmiths for their clients at the Royal Mint), paper currency volatility, under-developed insurance markets that caused major institutions to fail on short notice, simple government mismanagement of debt, frequent wars and debt devaluation, and so forth. The situation improved as the century went on, but of course financial crises are still with us today.

**#24 WEST AFRICAN GOLD MINING:** Disease and harsh terrain would defer the "Scramble for Africa" until the late 1800s, but the west coast of Africa was dotted with trading posts, slave depots, and—sparsely but importantly—gold mining concerns. While this production came nowhere near the amount of gold looted by Spain from the Mesoamerican cultures it conquered, gold trickled from West Africa into the European economy for decades.



**#25 WAR OF THE QUADRUPLE ALLIANCE:** In response to Alberoni and Farnese's resolute efforts to overturn the result of the War of the Spanish Succession, Britain and France actually allied together (along with Austria and the Dutch Republic) to contain these ambitions. Britain scored two important naval victories at Cape Passaro and Vigo, and Alberoni's removal from court by a disappointed Philip V allowed France to breathe much easier.

**#26 SALON D'HERCULE:** The "Hercules Room" or "Hercules Lounge" is one of the most striking chambers in Versailles. More intimate than the Hall of Mirrors and completed in 1736, it served an important diplomatic role for Louis XV—its opulence, in particular the stunning art that adorns it, served as a reminder to envoys of France's vast wealth, power, and cultural influence.

**#27 BENGAL FAMINE:** The Bengal Famine of 1770 devastated the British-dominated territories in northeastern India, killing 10 million. Entire cities and small realms starved; the resulting disease and banditry only multiplied the misery. While drought and crop failure precipitated the disaster, there is no doubt that the short-sighted and extractive policies of the British East India Company, as well as the devastation of two major wars in quick succession, turned what might have been a relatively mild episode into a catastrophe.

**#28 FATHER LE LOUTRE:** Father Jean-Louis Le Loutre, a missionary priest in Acadia (modern day Nova Scotia), found himself appointed the military leader of the Acadians, M'ikmaq, and other native allies when the British seized Louisbourg during King George's War (part of the War of the Austrian Succession). This unlikely guerrilla leader orchestrated raids on British ports and posts for years, but was ultimately defeated at Fort Beau-séjour in 1752. He spent the rest of his life trying to help the Acadians, deported from their homes by the victorious British, resettle elsewhere in Canada.



**#29 WAR OF THE POLISH SUCCESSION:** The death of Augustus II, the King of Poland (by election, not birth) prompted a succession struggle between three candidates: Stanislaw I, who had been crowned with Swedish support during the Great Northern War but fled when Sweden was defeated; Augustus III, the son of the deceased King; and Infante Manuel, a Portuguese Hapsburg prince. Britain stayed out, which greatly strained its alliance with Austria (and may have precipitated the eventual end of that alliance). But by backing Stanislaw France seized the opportunity to trim back Hapsburg influence and regain some territory previously lost, even though Stanislaw ultimately had to cede the throne to Augustus III.

**#30 JONATHAN'S COFFEE-HOUSE:** Before there were stock exchanges, there were coffee-houses: loud, unruly establishments where traders and financiers congregated and where news, gossip, and (most importantly) share prices were swapped and bargained for. Jonathan's Coffee-House was one of the first such establishments, and became the foundation for the first British stock exchange.

### Ministry Cards:

**#M-11 CHOISEUL:** Étienne-François, marquis de Stainville et duc de Choiseul, was chief minister to Louis XV from 1758 to 1770. For someone as important and long-tenured as Choiseul, we know remarkably little of him. A strong ally of Madame de Pompadour, Choiseul sought to re-establish French competitiveness in naval strength and European alliances. His policies were expensive, though, although the ministers Pompadour helped him select were able to enact reforms that helped finance these ambitions. He was able to survive the disaster of the Seven Years' War, but ultimately fell from grace after Pompadour died.

**#M-12 DUPLEX:** Joseph Francis Duplex dreamt of a French empire in India, and spent his career trying to build it. At eighteen he took to the sea; by his late twenties he had become rich due to his skill in business and politics. He settled in India, in the service of the Dutch East India Company, but eventually took on the leadership of the French trading post at Chandernagore. Unfortunately, while aggressive and dynamic in military affairs, he could not match the talents of Coote and Clive, and his schemes came to ruin. While he was scapegoated like Lally, he avoided the axe, dying in poverty in his native France.



**#M-13 POMPADOUR & DU BARRY:** Jeanne Antoinette Poisson, marquise de Pompadour, was the chief mistress (an official title!) of Louis XV between the War of the Austrian Succession and the Seven Years' War. Once granted a title by the King, she drove patronage and policy at court, backing important French artists and scientists. Known as *La ReINETTE*, Pompadour's greatest contributions, like many powers-behind-

the-throne, probably came in the area of talent-spotting. Madame du Barry was another important royal mistress, although she generally confined herself to art and society concerns rather than politics. Both were simultaneously vilified by gossips and admired by a wide swath of the court.

**#M-14 VOLTAIRE:** François-Marie Arouet is known almost exclusively by his pen name, Voltaire, and for his satire. A fierce critic of religion (in *Candide* he ridiculed Leibniz's "best of all possible worlds" argument for the existence of God), he had mixed and complex views about the potential for a revolution in France—driven by contempt for both monarchy and democracy.



**#M-15 PITT THE ELDER:** William Pitt ("The Great Commoner") headed the British government from a variety of posts and appointments; this was due to his persistent and strong public support, which he earned for his fearlessness in criticism and adherence to his principles. His central legacy stems from his forceful and brilliant leadership of Great Britain during the Seven Years' War; although he did not get along with the

King (who never forgave Pitt's anti-Hanover stances of the 1750s), he was one of Britain's greatest leaders.

**#M-16 CHARLES HANBURY WILLIAMS:** A British diplomat and member of Parliament known more for his political poetry (which attacked Walpole's enemies with varying degrees of gentleness) than his speechmaking, "for which he felt he had no talent." In the years running up to the Seven Years' War he took posts in Berlin, Dresden, Vienna, and St. Petersburg—the gamut of the belligerents in the previous and forthcoming wars. While he had mixed success, he was at least able to keep Britain and Russia from open war.

**#M-17 MERCHANT BANKS:** Barings Bank was founded in London in 1762, but lenders and insurers on a smaller, less integrated scale had started to sprout up years prior. Britain's growing naval strength fueled trade and its appetite for credit, insurance, and investment.

**#M-18 SAMUEL JOHNSON:** "Dr. Johnson" was one of the pre-eminent scholars and men of letters in British history, let alone the 18th century. Aside from his famous dictionary, one of the first of its kind, his essays on Shakespeare and on 200 years' worth of English poetry are still considered definitive by many scholars.

## War of the Austrian Succession: Tile Background

### BRITISH WAR TILES

**Admiral Sir Edward Boscawen** joined the British navy at the age of 12. He saw action in the War of Jenkins' Ear and the War of the Austrian Succession, and signed Admiral Byng's death warrant. "Never fire, my lads, till you see the whites of the Frenchman's eyes!"

**Major General Stringer Lawrence** took command of the East India Company's troops at the outset of the War of the Austrian Succession, and continued to lead in almost every important campaign in India. He became the first Commander-in-Chief for India, and worked well with his friend Robert Clive.

**Admiral Sir Peter Warren** served extensively in the Caribbean and North America, culminating in his command of the British ships that assaulted Louisbourg in 1745. After the War of the Austrian Succession he abandoned his land holdings in America and returned to England, where he took up politics.

**Charles Alexander, prince de Lorraine** served as one of the principal Austrian military commanders during the War of the Austrian Succession. He is known for his crushing defeat by Frederick the Great of Prussia at Leuthen in 1757, where Frederick the Great used his knowledge of the terrain to defeat the larger, better-equipped Austrian force in a surprise attack. He later served as a capable and popular governor of the Austrian Netherlands.

**Friedrich Heinrich von Seckendorff** fought for a surprising variety of armies and nations during the 18th century, commanding troops for the Dutch, Austrian, Polish, English, Bavarian, Saxon, and Ansbacher armies. The only early 18th-century war he did not fight in was the Great Northern War. Generally successful, with the exception of a campaign against the Ottomans in the late 1730s, Seckendorff is probably one of the more underrated soldiers of the period of *Imperial Struggle*.

**King George II** inherited the crown of Great Britain and Ireland in 1727, the second of the House of Hanover to wear it. He displayed military courage throughout his life, especially when he became the last British monarch to command on the battlefield (at Dettingen, in 1743).



**John Dalrymple, 2nd Earl of Stair** fought in the War of the Spanish Succession, but did not ascend to command rank until his father's creation as Earl of Stair and his own consequent accession to the rank of viscount. Leading the

British forces at the very start of the war, and then standing by the King at Dettingen, Dalrymple distinguished himself tremendously.

**Chaos in Bavaria:** In 1743, Seckendorff and de Broglie, the leaders of the allied Bavarian and French forces, quarreled. Their armies failed to work together; no concerted resistance was offered to the advance of the Austrian armies. De Broglie surrendered one Bavarian stronghold after another. The Bavarians and French were driven back almost as far as the Rhine, where they were defeated in the battle of Dettingen. Consequently, the French were ejected entirely from Germany.

**Treaty of Warsaw:** Signed in 1745 during the War of the Austrian Succession, this treaty created the Quadruple Alliance of Great Britain, Austria, the Dutch, and the Saxons, for the purpose of securing Maria Theresa's claim to the Holy Roman Empire. Saxony, its allies in Russia, and Austria hoped to reduce Frederick the Great's Prussia to its pre-1713 borders.

**Hungarian Enthusiasm:** Frederick the Great captured the Austrian province of Silesia in 1739. In 1741, Maria Theresa of Austria stood before the Diet of Budapest holding her newborn son Joseph II, appealing in Latin to the Hungarian nobles for support. The Hungarians, inspired by this appeal, raised 60,000 more light troops for the regular army. The fresh army ultimately retook Silesia and invaded Bavaria.

**Francois de Bussy:** As the War of the Austrian Succession gained momentum, the French made plans for a surprise attack on London to restore Prince Charles Stuart to the throne of England. But Francois de Bussy, a disgruntled shipping clerk and

illegitimate son of two courtiers, sold the details of the planned attack to the British for £2,000. The British acted on his information, and hastily took naval defensive measures. These defenses, in combination with bad weather, led the French to abandon their invasion plans off the Kentish coast in March of 1744.



**Robert Clive** was an unassuming East India Company official when the Austrian Succession war broke out, but quickly distinguished himself with both learning and courage. He joined the Company's armed forces in 1746 and defended British holdings on several occasions. But it was in the Seven Years' War that his lasting legend would take shape.



## FRENCH WAR TILES



**Maurice de Saxe** was considered one of the great generals of the eighteenth century, known for his adventures with women and his physical strength & vigor. He served (at different times) the Holy Roman Empire, the Imperial Army (of Austria), and the French. During the War of the Austrian Succession, he commanded French forces sent to invade Austria in 1741, becoming famous for his surprise attack on Prague, in which he captured the defending garrison by stealth. In 1744, he commanded the men sent to invade Britain; his forces were wrecked by storms after proceeding a few miles out of harbor. He is also known as the author of *Mes Rêveries*, a book containing his reflections on the art of war.

**Lord George Murray** served as a general for the Scottish Jacobites. During the Jacobite uprising of 1745, he angered Prince Charles by ordering a retreat against the Prince's orders; the following day, the Prince insisted on commanding his forces himself. In writing his memoirs of the attack, James Johnstone remarked that "Had Prince Charles slept during the whole of the expedition, and allowed Lord George to act for him... he would have found the crown of Great Britain on his head, when he awoke."

**Colonel John O'Sullivan** was educated as a priest in Paris and Rome. As a Catholic, he could not inherit his parents' Irish lands. He emigrated to France, where he joined the army, and accompanied Prince Charles on his invasion of Scotland in 1745. There is considerable historical controversy over O'Sullivan's role in the campaign, mostly focused on how much blame he deserves for the Culloden defeat. But he helped the Prince escape British clutches, and died a hero in France.

**Louis Georges Érasme, duc de Contades**, is known much more for his shattering defeat at Minden by Ferdinand of Brunswick than for his service in the War of the Austrian Succession, where his rise to high rank took place.

**Nizam's Favor:** The Nizams of Hyderabad were important monarchs of what is now Andhra Pradesh. Both the French and the British sought the favor of the Nizam. In 1748, the Nizam died, resulting in a dispute over the throne between. Hyderabad came under the control of Muzaffar Jang, a French ally. But, by 1759, de Bussy, the French commander in charge of the defense of Hyderabad, had been recalled to Pondicherry

(and is not to be confused with the de Bussy who spied for the British during this period). After a surprisingly successful attack on Hyderabad by a small force under Robert Clive, the Nizam sought British support.



**Frederick II, King of Prussia** (“**Frederick the Great**”) is known for his military genius and for forging Prussia into a major European power. He forced Austria to cede almost all of Silesia by 1745. His ambitions against the

Hapsburgs aligned him with France during the War of the Austrian Succession. But as power shifted in Europe, so too did the camps of war, and in the Seven Years’ War France sought to limit its former ally’s path to prominence on the Continent.

**Ulrich Frédéric Woldemar, comte de Lowendal** was a German-born French officer. He besieged and captured the Dutch fortress of Bergen op Zoom in 1747. The French soldiers brutally sacked the town, injuring or killing thousands of civilians. Many Europeans were outraged, and Louis XV was told of Woldemar, “There is no middle course, either you must hang him or make him a Marshal of France.” The King opted for the latter.

**Field Marshal Kurt von Schwerin** served first in the Dutch army, then entered Prussian service in 1720. In 1730, he was one of the members of the military tribunal that tried the Crown Prince of Prussia (who would later be known as Frederick the Great) for desertion. Frederick later promoted Schwerin and made him a count; in 1741 he led the Prussian Army’s victorious campaign in Silesia. He later distinguished himself in other battles, but was shot and killed in an attack on Prague in 1757.

**François de Franquetot, comte de Coigny** replaced Marshal Villars as commander of the French army of the Rhine. He is best known for a victory over the Austrians at Parma during the War of Polish Succession in 1734, and for overseeing the French defenses on the Rhine during the War of the Austrian Succession.

**The Mahé de la Bourdonnais** was a remarkable French seaman responsible for colonization of the Isle of France, now Mauritius. On his arrival on the island in 1735, he realized that a small cluster of huts with a bay in the northwest would make an ideal location for the capital, which grew into the city of Port Louis. Then governor, he seemed capable of everything, serving as engineer, architect, agriculturalist, and superintendent of the hospital he had built. In 1741, he rescued the French at Mahé in India from a siege. He was later called to help Dupleix, Governor of Pondicherry, in fighting with the British, but he and Dupleix quarreled over the disposition of Madras, and Dupleix charged La Bourdonnais with treason. Voyaging back to the Isle of France, he was captured by the English, who brought him to London and set him free. Returning to France in 1748, he was arrested and sent to the Bastille. Although he was ultimately declared innocent, he died in 1753.

**Bonny Prince Charlie:** Prince Charles Edward Stuart was the son of the exiled English King James II. When Emperor Charles VI died in 1740, tension grew between Catholics in Scotland and France and Protestants in England. Charles planned an invasion of England, hoping to oust George II from the throne in support

of his father. He landed in Scotland in 1745, gaining support from the Highlanders and winning several battles. However, when he and his army tried to march to London, they were forced to retreat to Scotland. Defeated at Culloden Moor, Charles fled through England, reportedly disguising himself as shipwrecked merchant and a noble lady. He eventually reached the safety of France. In 1748, when England made peace with France, Charles was exiled from France. His supporters faded away and he was excluded from his father’s will. He died in 1788.

## Seven Years War: Tile Background



### BRITISH WAR TILES

**John Bradstreet** commanded the British attack on Fort Frontenac, a key French stronghold on Lake Ontario.

**Sir William Johnson** was the chief British diplomat for Iroquois affairs, and led Native warriors on several occasions. He also took Fort Niagara and accompanied Amherst to Montreal. After the war he continued to build positive relations between the Iroquois, the British, and the tribes who had taken France’s side.

**Admiral Sir Edward Hawke** commanded the British fleet that defeated the French at Quiberon Bay, ending French ambitions of naval superiority or even parity with Britain. His aggressive move to engage Conflans’ fleet in the bay took the French commander by surprise, and ended the threat of French invasion.



**Robert Clive (“Clive of India”)** was one of the greatest generals and statesmen of the mid-century period. He held Arcot against the Carnatic nawab Chandar Ali in 1751; Ali’s close alliance with Dupleix and the French put this victory among the first in what would become the Seven Years’ War. He is best known for his victory at Plassey in 1757, which cemented British control of the Bengal region, and for his fearless governance thereafter.

**Robert Monckton** was one of the steadiest officers in the North American campaigns, executing campaigns in Nova Scotia and then on the mainland. He fought at the Plains of Abraham, and after the war for Canada ended, Amherst charged him with the capture of Martinique (which he reliably captured). The French ended up ceding control of New France at the treaty table in exchange for Martinique, so in a sense, Monckton won Canada for Britain.

**Jeffery Amherst** fought briefly in Europe under the command of the Duke of Cumberland, then took command in North America from Abercrombie in 1758 and relentlessly chipped away at the French position until he took Montreal in 1760. He is also known for intentionally spreading smallpox to the Native American population, who he denigrated as an “execrable race.”

**John Manners, Marquess of Granby** fought alongside Ferdinand of Brunswick, Britain’s key ally on the Continent, for most of the Seven Years’ War in Europe. He distinguished himself in several key battles (albeit not at Minden, where Sackville refused to authorize Granby’s cavalry to pursue the French) and

parlayed his enormous popularity into a somewhat successful political career.

**James Wolfe** is best known for his victory over the marquis de Montcalm at the Plains of Abraham in 1759, in which both generals perished. Nonetheless, this would prove the penultimate blow that Britain would strike to win the war for Canada.

**Sir Eyre Coote** served with the British East India Company, particularly in India where he fought Mughal princes, French proxy allies, and the French themselves for thirty years (taking part in both the Seven Years' War, particularly in the pivotal Battle of Wandiwash, and in the American War of Independence). He despised Clive, which led to poor communication, but it's hard to argue with the results of their combined brilliance.

**Morta la Bestia:** Frederick the Great is alleged to have said these words ("The beast is dead") when he heard of the death of Empress Elizabeth of Russia and the accession of her son Peter who, as an admirer of Frederick, had no desire to continue the war.

**Damned Audacity:** The British efforts at Quiberon and, a few days earlier, Lagos (Portugal) culminated in Admiral Hawke's aggressive decision to pursue Conflans into the treacherous shoals of Quiberon Bay. He might have been motivated by frustration at several near misses in his earlier attempts to bring the French to battle, or simply by an assessment that the key moment was at hand. Similarly, Admiral Sir Edward Boscawen maintained perfect focus on his open blockade, anticipating the destination of French Admiral Auguste de la Clue's fleet as it escaped the first blockade point and refusing to be distracted by the pivot of de la Clue's rear-guard. This allowed Boscawen to force battle near Lagos and cripple the French squadron.



**Old Fritz** was a nickname for Frederick II, the military genius who succeeded to the Prussian throne in 1740. He built Prussia into a European power to be reckoned with on both the battlefield and in scholarship, and added to

Prussia's territory in both the War of the Austrian Succession and the Seven Years' War. He is of course better known by the honorific "Frederick the Great."

## FRENCH WAR TILES

**Thomas Arthur, comte de Lally**, served as an advisor to Bonny Prince Charlie during the Jacobite Uprising of 1745. After Charles' defeat at Culloden, Lally went to India, and made great progress against East India Company forces before losing the Battle of Wandiwash, and with it most of the French territories in south India, to Sir Eyre Coote. Along with Dupleix he was scapegoated at court for the French setbacks in India, and beheaded.

**Victor François, duc de Broglie**, served as a subordinate commander to most of the French marshals of the Seven Years' War. He was reliable and competent, and eventually took command in his own right after the defeat at Minden. He had a deep but respectful rivalry with Granby, whom he admired.

**Sieur Louis Coulon de Villiers** is notable for forcing the surrender of Fort Necessity in 1754, from George Washington, then the fort's commander.

**François de Chevert** was a consistently successful corps commander in the first three wars of *Imperial Struggle*. His bravery and initiative led him to distinguish himself at Hastenbeck against the Duke of Cumberland, and at Lutterberg against another Hanoverian commander (von Oberg). He led some of France's most prestigious units into battle, including the *Volontaires Royaux* and the *Chasseurs de Fischer*.

**Coueurs des bois:** "Runners of the woods", these French hunters and traders were masters of the Canadian and North American wilds second only to the Native populations they interacted with. They served as scouts and guides for the French war effort in North America; their expertise and familiarity with the land often provided an important edge in battle.

**Louis-Antoine, comte de Bougainville**, displayed an amazing variety of talents during his lengthy career—he left his mark on the century as navigator, ship captain, army officer, and diplomat. In the French and Indian War he took part in most of the successful French actions before the setbacks of 1759, and despite great effort could not successfully defend Quebec from the British after his commanding officer, the marquis de Montcalm, fell in battle. After the war he became the first French captain to circumnavigate the globe (Bougainville Island in the Solomons is named for him); he then had another chance at the British during the American Revolution, wherein he and his ship were part of the French fleet that blocked Cornwallis' hopes of escape from Yorktown.



**Louis-Joseph de Montcalm-Grozon, marquis de Montcalm de Saint-Veran**, was one of the most capable French commanders of the Seven Years' War. Early in the conflict he captured Oswego and Fort William Henry from

the British; these allowed the French to deny crucial axes of advance against New France to the enemy. As well, he defended Ticonderoga against a much larger British army, although his aggressive approach led him to danger and death at the Plains of Abraham in Quebec.

**Daniel Liénard de Beaujeu** was a brave and capable officer noted for his adoption of Native war customs, and for his leadership of Native allies in the early years of the French and Indian War. He died early in the engagement at the Monongahela.



**Charles Eugène Gabriel de la Croix de Castries, marquis et maréchal de Castries**, earned national acclaim due to his valor in the War of the Austrian Succession. In the Seven Years' War, he fought courageously through

wounds in several French defeats, including Rossbach and Minden, before triumphing over Brunswick at Clostercamp. This set the stage for a lengthy and successful career in the French government; when the Bastille fell, Castries was quick to join the Royalist cause.

**Monongahela Ambush:** Braddock's expedition against Fort Duquesne culminated in this disaster, where French and Native troops ambushed and broke the morale of Braddock's redcoats. The rough terrain neutralized Braddock's artillery, and the native warriors' matchless knowledge of the area threw the British into chaos.

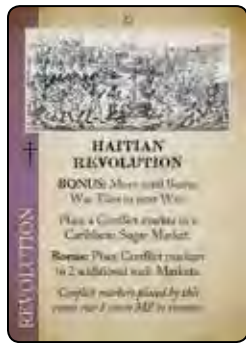
**Hadik's Raid:** In response to the Prussian defeat at Kolin, Count Andras Hadik led a detachment of about 5,000 cavalry troops along the unexpectedly clear path to Berlin and captured the city. Taking the garrison completely by surprise (and fooling it into thinking it was outnumbered, when the opposite was true), Hadik's men compelled a surrender and extracted a huge ransom payment before departing in a hurry ahead of Prussian reinforcements.

**Nawabs Rally:** The French military effort in India was consistently undermined by their Indian allies' treachery and unreliability. The British simply had the better of the covert arrangements and understandings that determined so much in India; additionally, native allies would often withdraw at the first sign of difficulty in battle. But it's plausible that the French alliances could have been more stable; this might have provided a decisive edge in determining which of the two realms would dominate India.

## Revolution Era: Event and Ministry Cards

### Event Cards:

**#31 NOOTKA INCIDENT:** In 1789, tensions between British and Spanish traders came to a head at Nootka Sound (near Vancouver Island). Spain had claimed the entirety of the Pacific coastline, but British traders would be denied no longer, and although war was averted, Spain was forced to back down from its exclusive control of those sea lanes. This additional access to the Pacific sea trade would prove very profitable indeed.



**#32 HAITIAN REVOLUTION:** The St. Domingue slave revolt of 1791, led by Toussaint L'Ouverture, was the most successful slave uprising in history; it resulted in the new sovereign state of Haiti, abolishing slavery and creating a republic (albeit one with L'Ouverture as permanent head of state, and establishing Catholicism as the only permitted religion). L'Ouverture masterfully played the French and Spanish against

one another until he and his movement were ready for a sustained military effort.

**DESIGN NOTE:** The Haitian Revolution took place in 1791, technically outside the time covered by *Imperial Struggle*, but potentially could have occurred earlier as L'Ouverture had been a free man for at least several years prior to the revolt. It's also such an important event in the history of the Caribbean that it seemed a shame not to put it on an Event card.

**#33 LOGE DES NEUF SOEURS:** One of several pro-American Masonic lodges in France, the Nine Sisters organized support for the Revolution both financially and intellectually. The momentum generated for these idealistic gatherings only gained strength with the Revolution's success, and carried forward into the French Revolution as well.

**#34 LA GABELLE:** The French salt tax was one of the most onerous of the dozens of taxes that peasants and lower-class workers had to suffer for the *ancien regime*. Remarkably persistent, and representative of the virtually unreformable French tax system of the 18th century, it was repealed almost immediately by the revolutionary government in 1790. It would return again with Napoleon, and remain in force through World War II.

**#35 JESUIT ABOLITION:** In 1760, the sugar industry on Martinique collapsed. A financial crisis for France, this one was remarkable in that the colony was largely owned and managed by the Jesuit Order. The disaster provided a long-awaited opening for the Order's political and religious rivals (in particular Madame de Pompadour, who hated the Jesuits for their refusal to endorse her relationship with the King). They mounted a coordinated legal assault on the Jesuits; this spread widely across Catholic monarchies and even earned the endorsement of the Pope.

**#36 WEALTH OF NATIONS:** To an economist, there's a serious argument that the most important event of 1776 was the publication of *An Inquiry Into the Nature and Causes of the Wealth of Nations*, by the Scottish natural philosopher Adam Smith. (What revolution?) A systematic and powerful analysis of the true nature of national wealth, the importance of specialization, and the unintended consequences of humans' self-interested behavior (represented in Smith's memorable metaphor "the invisible hand"), this book remains thoroughly relevant today.



**#37 DEBT CRISIS:** By the time of the Revolution Era in *Imperial Struggle* both powers had spent enormous sums on warfare, naval construction, and a host of other investments; some of which bore fruit (like the British East India Company) and some of which did not. Regardless, debt crises and the threats of inflation and default caused panics and uncertainty throughout the period—particularly in France, which

historically was less able than Britain to clear away centuries of antiquated financial and taxation methods.

**#38 EAST ASIA PIRACY:** While privateers and piracy had largely been brought low in the Caribbean by this time, it still flourished on the African coast and in East Asia, particularly near the Malacca straits and around the Southeast Asian kingdoms. This added to the risk of commerce past India, although European powers were gradually tightening their grip even over such distant waters.



**#39 STAMP ACT:** This British tariff on paper goods and documents, passed in 1765, was a major spark for the American Revolution. It only lasted a few months before Parliament repealed it, but the damage was done.

**#40 FALKLANDS CRISIS:** Both Britain and Spain claimed the Falklands Islands (“Islas Malvinas”) off the southern tip of South America. In 1770 Spanish forces seized Port Egmont from the British, sparking an international crisis. Choiseul, spoiling for a fight after the defeats of the Seven Years’ War, sought to back Spain’s claim and escalate to full-blown war over the islands, but Louis XV demurred. This was also the final blow to Choiseul, who left his post in the crisis.

**#41 COOK AND BOUGAINVILLE:** The two greatest explorers of the century for Britain and France respectively were James Cook and Louis-Antoine, comte de Bougainville; Cook’s voyages to Australia and Hawaii, until then unknown to Europe, as well as northwestern Canada and Alaska, form an awe-inspiring record of navigational and leadership feats. Bougainville’s circumnavigation of the globe was the first by a French captain, and the detailed records he kept of his visit to Tahiti inspired an entire wave of cultural anthropology. The Pacific island named for him was the focus of fierce fighting during World War II.

### Ministry Cards:

**#M-19 JAMES WATT:** Watt did not invent the steam engine, but he introduced crucial improvements to steam engine design. With these improvements, which vastly increased the engine’s efficiency and versatility, the Industrial Revolution began in Britain.

**#M-20 PAPACY-HANOVER NEGOTIATIONS:** When the Papacy refrained from recognizing Charles Stuart as his father James’ successor to the English throne, this was as good as outright legitimization of Hanoverian (and thus Protestant) rule in England. This dealt a death blow to the Jacobites, who previously could always count on the Holy See’s support.



**#M-21 TOWNSHEND ACTS:** The series of revenue-related acts of Parliament called the Townshend Acts (for Charles Townsend, then the Chancellor of the Exchequer) were passed following the Declaratory Act of 1766, which asserted Parliament’s right to legislate and govern in all matters related to the American colonies. Needless to say, this did not go over well, particularly in New York which was specifically targeted.

Although the Townshend Acts were repealed fairly quickly, the

damage was done, and the ensuing Tea Act spurred the Boston Tea Party.

**#M-22 EDMUND BURKE:** One of Britain’s preeminent scholar-statesmen, Burke wrote a searing critique of the French Revolution entitled *Reflections on the Revolution in France*, in which he decried the revolution’s unintended consequences and its destruction of social capital and culture. For the traditionalist ideas he articulated he is sometimes described as the first modern conservative. He endorsed the American Revolution, though, and believed it was counterproductive to use military force to keep the colonies in line.

**#M-23 TURGOT:** Jacques Turgot, an economist and inheritor of the Physiocrats (one of the defining movements in early economics) served as finance minister to Louis XVI. His initiatives to tax and debt simplification massively improved the royal financial situation, but his curtailment of sinecures and privileges alienated important courtiers (including the Queen). He believed France could not afford intervention on behalf of the American colonists, despite his deep sympathy with their cause (although he also felt that France should not support a country that would perpetuate slavery).

**#M-24 NORTH AMERICAN TRADE:** French trade in the natural resources of North America generated not just substantial funds for the crown, but also great cachet, given the uniqueness of North American furs.



**#M-25 MARQUIS DE CONDORCET:** A mathematician and early game theorist, Condorcet also wrote extensively about politics (including an endorsement of women’s equality and racial equality). He is best known for the Condorcet method of determining an electorate’s preference among many candidates, which involves a sequence of pairwise matchups that eliminates half the candidates every round. (There is scholarship indicating that Condorcet’s method best aggregates a large group’s preferences.)

**#M-26 LAVOISIER:** Antoine Laurent de Lavoisier was perhaps France’s—and Europe’s—greatest chemist, forging progress in a wide variety of chemical and biological disciplines. He discovered that matter does not change mass as a result of chemical processes like combustion, isolated and described the properties of elements like oxygen and hydrogen, and systematized chemistry to an unprecedented degree. His role in the antiquated and arbitrary French tax system sealed his fate during the Revolution, though, and he went to the guillotine in 1794.



## American War of Independence: Tile Background



### BRITISH WAR TILES

**Charles Cornwallis, Earl of Cornwallis** led British troops in several major campaigns of the American War of Independence, including the siege of Charleston; the campaign for New York; and in the Carolinas where he fought a notable battle at Guilford Court House. Of course, he is best known for his surrender under siege at Yorktown in 1781, which cemented American independence.

**William Howe**, a veteran of both of Britain's previous global conflicts, commanded all British forces in North America during the American War of Independence until his resignation in 1777 (following the debacle at Saratoga). His capture of New York was well executed, but his reticence to force extensive combat allowed Washington and the Continental army to slip away.



**Sir Eyre Coote** gets a second entry here due to his incredible battlefield presence and command in Britain's first major counteroffensive of the Second Anglo-Mysore War. At Porto Novo, Coote's mixed Company, regular, and sepoy forces met a massive Indian force led by Hyder Ali, and defeated them. He followed this up with a decisive victory over Hyder Ali and his son, Tipu Sultan (who would later face Cornwallis in the Third Anglo-Mysore War).

**Brant's Volunteers:** A mixed force of Mohawk and Tory militia led by Joseph Brant (né Thayendanegea), the Volunteers raided, looted, and harassed Patriot settlements. Brant, a Mohawk by birth, played an important role in improving relations between the British and the Iroquois tribes.

**Sir Guy Carleton** commanded British forces in Quebec, defending it from Continental attack in 1775. Although Montreal fell in late 1775, Carleton held out in Quebec City, with the aid of some of the first Hessian troops to fight for the British crown. He took overall command of British forces from Sir Henry Clinton at the end of the Revolution.

**Cornplanter**, a chief of the Seneca (themselves a member tribe of the Iroquois Confederacy), urged his people to remain distant from the "white man's war." But when the confederation decided to side with the British, Cornplanter led Seneca warriors in fierce and brutal frontier fighting. After the war Cornplanter acted as a liaison between the new American government and the Seneca, trying to maintain Native territorial integrity. He met with some success but ultimately became disillusioned.

**John Stuart** was the architect of British alliance with the Cherokee and other Native tribes of the southern colonies. At his urging the Cherokee unleashed a swarm of raids and attacks on Patriot centers of support; they also fought alongside the British at Twelve Mile Creek in 1775.



**Admiral George Brydges Rodney** commanded several important fleet actions in the Seven Years' War and the American Revolution. He was an effective and dynamic naval commander, and made the greatest impact in raids and prize captures, as well as providing crucial relief to besieged Gibraltar. He helped prosecute the Anglo-Dutch war that erupted during the Revolution, acquiring a reputation as a glory and fortune hunter.

**Major John André** was Howe's chief of intelligence. A dashing and intelligent young officer, André took charge of British espionage efforts in the Revolution. He coordinated the nearly-successful betrayal of West Point to the British, and the subsequent defection of Benedict Arnold. Caught by an American patrol and identified as a spy, he was hanged at George Washington's order.

**Benedict Arnold** is perhaps America's most notorious traitor (even more so than, ahem, Aldrich Ames). A capable sailor as well as soldier, Arnold's maneuvers at Saratoga are widely credited as decisive in that victory, and his invasion of Quebec, while prematurely called off, posed a terrible threat to British control of Canada. Ill-tempered, short of money, suffering from the pain of battle wounds, and resentful over what he saw as a lack of credit for his contributions to the war, Arnold persuaded himself that the Patriots could not ultimately win, and plotted to surrender the West Point fortress to the British. The capture of John André, his British handler, exposed Arnold's treason, although Washington's disbelief at this turn of events allowed Arnold enough time to flee to England.

**Anglo-Dutch Conflict:** The Fourth Anglo-Dutch War stemmed from Dutch opportunism over Britain's distraction throughout the world at the time of the American Revolution. The two nations hadn't fought for naval dominance since before William of Orange took the English throne, and this one ended very badly for the Dutch (although they were able to recoup a few of their territorial losses at the Paris treaty table). Nonetheless, it did create additional strain on Britain's naval priorities and resources at a crucial time.

**Hessians:** King George's status as the Elector of Hanover won the service of a great many—at least 50,000—German troops, who hailed from a wide variety of German principalities and electorates. Most of them came from Hanover, Hesse-Cassel, and Hesse-Hanau, which caused them just to be called "Hessians".



## FRENCH WAR TILES

**Jean-Baptiste Donatien de Vimeur, comte de Rochambeau**, held overall command of the French army that came to reinforce the American colonists, once France committed to intervention and to war with Britain. He arrived in the colonies in 1780 and, once he felt strategically secure, marched to meet Washington's army in New York. The Yorktown campaign, and British defeat, soon followed.

**Admiral François Joseph Paul de Grasse, comte de Grasse**, helmed the French fleet that defeated the British at the mouth of the Chesapeake Bay in Maryland, denying Cornwallis' army supply and evacuation, and reinforcing the French and Americans with victuals and shot. Cornwallis was left with no choice but to surrender his army.



**George Washington (“the American Cincinnatus”)** led the Continental Army as commander-in-chief and, after the Patriot victory in the American Revolution, served as the new republic's first President under its recently-ratified Constitution. Unquestionably one of America's greatest statesmen and war leaders, Washington's legacy and legend remain among the most powerful historical influences on American culture.



**Marie-Joseph Paul Yves Roch Gilbert du Motier, marquis de Lafayette**, aside from having one of the 18th century's best names, was a devoted admirer of Washington and the ideas of the Revolution generally. Highly literate, charming, and talented as a military officer, Lafayette arrived in the colonies well before France officially intervened, and served with distinction and character from Brandywine in 1777 through the wintering at Valley Forge, the battle of Monmouth, and Yorktown. One of only six individuals to receive honorary U.S. citizenship, Lafayette was also a passionate abolitionist, and he played a substantial role in the early stages of the French Revolution before it went so tragically awry.

**Admiral Pierre André de Suffren St. Tropez**, like many officers of the global Anglo-French conflict that subsumed the American Revolution, saw action in the previous two wars as well. It was in that latter conflict, though, that de Suffren earned his reputation as a top-notch naval strategist and even theorist—engaging in a lengthy chess match against the British squadron supporting the East India Company. He and de Bussy-Castelnau engaged in a close strategic partnership, with de Suffren at sea and de Bussy on land, and also supported Hyder Ali's campaigns against the British.

**Morgan's Rifles** was an elite unit of rifle-toting Patriot light infantry, renowned for the marksmanship of its men and for its extensive service record during the Revolution. It fought in both the northern and southern theaters, under both Washington and Greene.

**Charles Joseph Patissier, Marquis de Bussy-Castelnau**, was a protégé of Dupleix and a capable soldier. Charged with seizing British territory and assets in India during the American

Revolution, and coordinating with Hyder Ali and Tipu Sultan of Mysore, the French captured Mahé, an important port on the west coast of India. With their supply lines restored, the French had a genuine chance at regaining substantial holdings in India, but ultimately fell short as the East India Company committed strongly to the defense of India.

**Friedrich Wilhelm August Heinrich Ferdinand, Baron von Steuben**, was a career officer of the Prussian Army who came to America to train the Continental Army in modern fighting methods, tactics, and organization. His “Blue Book” (*Regulations for the Order and Discipline of the Troops of the United States*) codified American army training doctrine for a generation. He commanded a division at Yorktown and became a U.S. citizen after the war.

**Nathanael Greene (“the Fighting Quaker”)** led a relentless campaign to recapture the southern American colonies from the British. He was present at many key engagements, including Brandywine, Guilford Court House, Germantown, Trenton, and Eutaw Springs. Widely praised for his patience, judgment, and leadership, Greene did as much as any American officer to secure Patriot victory.

**East River Wind:** Washington's escape from New York under cover of a fortuitous fog—which might have been expected to blow away under the typical winds that blew along New York's east harbor—saved the fledgling Continental Army from utter destruction at the hands of General Howe's much larger and better-supported British invasion force.

**Bunker Hill:** The month after Lexington and Concord, American colonists built fortifications on Breed's Hill (near the actual Bunker Hill) outside Boston, prompting a British assault. Although the British were able to occupy the fortifications, they took significant losses in so doing. This was the first hint that the war might be protracted and bloody.



## Designer's Notes

Since GMT Games published our *Twilight Struggle* back in 2005, Jason and I have wanted to create another game together. It's no coincidence that this one is also about a superpower conflict on a global scale. But unlike *Twilight Struggle*, where the identities of the superpowers are well known, in *Imperial Struggle* the two rivals are trying to determine which one will dominate the nascent modern age. This is not a trivial difference. *Imperial Struggle* covers twice as much history, features multiple shooting wars with the two-player nations in direct conflict, and demands a more nuanced treatment of the period's other great powers. It didn't take us long to realize that *Imperial Struggle* could borrow very little from *Twilight Struggle* if we had any hope of doing justice to this period and situation.

The biggest design challenge in *Imperial Struggle* was simply: how do we make a simple, quick-playing game that covers 92 years of history and four major wars, and embraces not just military and political but social and cultural competition, without requiring the player to learn the rules to both a Eurogame and a wargame? *Imperial Struggle* unites all of these dynamics by keeping decision-making at a high level. The players represent monarchs and governments, whose direct control over military affairs was constrained by poor information and layers of delegation. So, a system where the players could make commitments and recognize weaknesses, but with limited ability to optimize, made sense. Dramatic territorial changes can happen due to warfare in *Imperial Struggle*, but generally, wars ought to feel constrained, where the loser feels that the concessions represented by Treaty Points can enable recovery and revenge in the next conflict.

Instead, the key decisions rotate around where and when to project power and seize opportunity. Each Action Round invites you to create the best possible meld of Investment tile and Event in hand, with an eye to denying options your opponent. In *Twilight Struggle* the tension comes from managing the adverse events in one's hand each turn, minimizing their impact while making progress on the board. Here, conversely, the tension comes from executing the best possible combinations and power moves, and blocking or playing around your opponent's.

Players sometimes ask us about the representation of alternate history in *Twilight Struggle*. There are so many fascinating Cold War events that actually happened, but surely there should be room for more what-if in the event deck. We didn't go in that direction in *Twilight Struggle*, except for the Turn Zero expansion, but in *Imperial Struggle* the Event cards resemble the ones found in COIN games. Our decision to sever the action points from the events in *Imperial Struggle*—both to limit the impact of widely imbalanced card draws and to enable a pro-French and pro-British version of most events—is something we hope players particularly enjoy.

And we also hope that our shared Anglophilia and Francophilia pervade the game. *Imperial Struggle* has been a long time coming, and one of the constant motivators to finish and deliver

the game has been our appreciation and affection for these two great nations. It was critical for both of us that France and Britain should be co-stars of *Imperial Struggle*, with the greatness of each on full display. One important turning point in the development of *Imperial Struggle* was the creation of the Ministry cards, with their side-specific mechanics. Playtest feedback indicated that it felt too similar to play Britain and France—an outcome we decidedly did not want! The Ministry cards were our solution. Along with the Event card designs, we hoped they would create a balanced competitive experience that also reflects the two antagonists' different worldviews, priorities, and ambitions.

Although all historical eras have their fascinating personalities, we felt that this era featured some of the most remarkable and distinctive people of all time. The Ministry and Event cards helped us give them their due in gameplay, and putting them (particularly the military figures) on the War tiles added the sweep and march of history to the Wars. Earlier versions of the game granted special powers to certain leaders, and added more asymmetry in the ways wars could go, but ultimately those felt clunky to play with. If players embrace *Imperial Struggle*, and the version you hold now becomes familiar, we look forward to resurrecting some ideas that felt like a bridge too far in a game that already asks players to master some novel systems and gameplay.

Some playtesters and observers have asked: where is Napoleon? Simply put: early versions of the game that included the Napoleonic period increased game time by almost a third, and added more rules complexity that really only came into play in the endgame. If players get a lot of value from *Imperial Struggle*, the temptation for us to create an expansion or follow-on game to handle the Revolution and Napoleon (or whoever the Revolution's successor might be!) will be irresistible.

But enough about what *isn't* in the box. We hope you find hours of tension, triumph, and glory in its cardboard contents; that if you are less familiar with the turbulence and drama that characterized the 18th century, you'll fall under its spell as we did; and if you are already a devotee of the period, that you feel we've done it justice.



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