Imperial Struggle
SEQUENCE OF PLAY

A PEACE turn in *Imperial Struggle* has the following structure:

1. **Deck Phase** (Turns 3 and 5 only)
   a. **Turn 3:** Shuffle Empire Era cards into draw pile.
   b. **Turn 5:** Remove from the game all Succession Era cards from draw pile and player hands. Then, shuffle Revolution Era cards into draw pile.

2. **Debt Limit Increase Phase** (Turns 3 and 5 only)
   Increase both players' Debt Limits by 4.

3. **Award Phase**
   a. **First turn of Era (1, 3, 5):** Turn up the top Award marker in each Award box.
   b. **Second turn of Era:** Turn up the remaining Award marker in each Award box.

4. **Global Demand Phase**
   Shuffle together all six Global Demand markers, then randomly select three and turn them face up by the Global Demand display on the map.

5. **Reset Phase**
   Remove Exhausted markers from Advantage tiles and Ministry cards. Move all of the previous turn's Investment tiles from Available to Used.

6. **Deal Cards Phase**
   a. Reveal nine new Investment tiles from the Investment Tile Stack, and place them on the Available Investment Tiles display.
   b. Deal three Event cards to each player. Then each player discards down to three.

7. **Ministry Phase**
   a. **First turn of Era:** Each player selects two Ministry cards and places them face down on their player mat.
   b. **Second turn of Era:** If either or both of a player's Ministry cards are still face down, that player may exchange such cards for other eligible Ministry cards.

8. **Initiative Phase** (skip on Turn 1)
   Initiative goes to the player currently losing on VP (Britain if VP > 15, France if VP < 15).

9. **Action Phase**
   Each player takes four Action Rounds, starting with the one chosen by the Initiative player and alternating thereafter.

10. **Discard Treaty Points Phase**
    Each player forfeits all Treaty Points they have in excess of four.

11. **Resolve Remaining Powers**

12. **Scoring Phase**
    Score Awards, then the bonus for Prestige spaces, then Global Demand.

13. **Victory Check Phase**
    If one player won all four Awards and all of the Global Demand commodities, that player wins the game. Otherwise, check VP total (4.1.13) and continue game if neither player has won.

14. **Final Scoring** (Turn 6 only)
    See 11.0 for Final Scoring.

A WAR in *Imperial Struggle* has the following structure:

1. **War Resolution Phase (7.1)**
   For each Theater in the War, calculate Army Strength (7.1.1) and Bonus Strength (7.1.3), determine winner, and award Spoils of War (7.2, 7.3). Do all of these for the first theater before moving to the second, etc.

2. **Victory Check Phase (7.4)**
   If either player won every Theater in the War with the maximum possible Spoils of War, that player wins the game. Otherwise, check VP total (4.1.13) and continue game if neither player has won.

3. **Reset Phase (7.5)**
   Remove all Conflict markers that contributed strength in the just-resolved War from the map; return all War tiles to their respective pools. Exchange Bonus War tiles for the next war's set.

4. **War Layout Phase (7.6)**
   Flip up the War Display for the next War next to the board and place Basic War tiles accordingly.

Imperial Struggle

ADVANTAGE TILE GUIDE

EUROPE

- **German Diplomacy:** Pay 1 DP to unflag Russia, Sweden, or Bavaria.
- **Silesian Negotiations:** Pay 1 DP to unflag a space in Prussia or the German States.
- **Italy Influence:** Pay 1 DP to unflag a space in Spain or Austria.
- **Mediterranean Intrigue:** Place a Conflict marker in Spain, Sardinia, or Austria.
- **Baltic Trade:** Reduce Debt by 2.
- **Central Europe Conflict:** Place a Conflict marker in any Alliance space in Europe.
- **Naval Bastion:** Pay 1 MP to move an opposing Squadron from anywhere to the Navy Box.

CARIBBEAN

- **Fruit:** Pay 1 less EP to unflag a Market in the Caribbean.
- **Rum:** Pay 1 less EP to unflag a Market in the Caribbean.
- **Letters of Marque:** Place a Conflict marker in an unprotected Market in the Caribbean.
- **Pirate Havens:** Place a Conflict marker in an unprotected Market in the Caribbean.
- **Slaving Contracts:** Pay 2 MP to construct a new Squadron.

INDIA

- **Separatist Wars:** Place a Conflict marker in a Cotton Market.
- **Raids and Incursions:** Place a Conflict marker in a Market in India.
- **Power Struggle:** Place a Conflict marker in a Carnatic Coast Market.
- **Silk:** Pay 1 less EP to unflag a Market in India.
- **Textiles:** Pay 1 less EP to unflag a Market in India.

NORTH AMERICA

- **Fur Trade:** Pay 1 EP to unflag a Market in North America.
- **Iroquois Raids:** Place a Conflict marker in a Fur Market.
- **Algonquin Raids:** Place a Conflict marker in a Fur Market.
- **Patriot Agitation:** Place a Conflict marker in North America.
- **Wheat:** Pay 1 less EP to unflag a Market in North America.

BONUS STRENGTH GUIDE

War of the Spanish Succession

- **Central Europe:** Austria, Bavaria, Denmark-Norway, Dutch Republic, German States, Savoy
- **Spain:** Governance, Sardinia, Spain, Squadrons
- **Queen Anne's War:** Conflict Markers, Forts, Squadrons
- **Jacobite Rebellion:** Style, Ireland, Scotland, Dutch Republic, Conflict Markers

War of the Austrian Succession

- **Central Europe:** Austria, Bavaria, Denmark-Norway, Dutch Republic, German States, Prussia, Sweden
- **King George's War:** Conflict Markers, Forts, Squadrons
- **First Carnatic War:** Conflict Markers, Forts, Squadrons
- **Jacobite Rebellion:** Style, Ireland, Scotland, Conflict Markers

Seven Years' War

- **Atlantic Dominance:** Squadrons (Caribbean, Europe, North America)
- **Third Carnatic War:** Conflict Markers, Forts, Squadrons
- **French & Indian War:** Spain, Conflict Markers, Forts, Squadrons (Caribbean, North America)
- **Prussia's Wars:** Austria, Bavaria, Denmark-Norway, Dutch Republic, German States, Prussia, Russia, Sweden

American War of Independence

- **American Revolution:** German States, Sons of Liberty, Spain, Conflict Markers, Forts, Squadrons
- **Mysore War:** Conflict Markers, Forts, Squadrons
- **Antilles War:** Spain, Conflict Markers, Squadrons