



### Historical Setting

'Struggle of Empires' is set in the eighteenth century and recreates the military, economic, and political rivalries of the major European powers. This was a period of almost constant warfare, often carried out in far flung colonies.

### The Game Play

The game consists of three major periods, called 'wars'. Alliances are formed at the start of each new war. A war consists of five or six rounds. In each round a player may perform two actions. At the end of each war victory points are scored according to the relative number of control tokens in each area. Military units can be used to defend or capture control tokens but do not represent control of an area. The various Improvement, Alliance, and Company tiles grant economic, political, scientific, and military benefits without which a player will find it hard to win. Throughout the game money is essential and can always be obtained but at the cost of increasing unrest among the people.

### The Map

The map shows Europe and six colonial areas. The three American colonies of North and South America and the Caribbean are connected together on the map because sailing between them is not hazardous. For all other purposes they are isolated and function the same way as Africa, India, and the East Indies.

There are seven 'player' countries which are named but have no victory point values. There are eleven named areas that carry victory point values. It is these areas that players will fight for control over. The six colonial areas, as well as the Baltic and the Mediterranean can accept naval counters. All areas can accept armies and forts.

#### Player Counters

<p>Red - Britain                  Blue - France                  Yellow - Spain                  Green - Russia                  White - Austria                  Black - Prussia                  Orange - United Provinces</p>	<p>Army  </p>	<p>Fort  </p>	<p>Navy  </p>	<p>Control token  </p>	<p>Unrest Counter  </p>	<p>Country Counter  </p>	<p>Country counters represent minor powers and states. They are used to determine initial empires and create opportunities for expansion during the game.</p> <p>Unrest counters are used to record a power's unrest level.</p>
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#### List of Components

- Map
- Rules
- Player counters, (14 armies, 7 navies, 2 forts, 23 control tokens per colour)
- Unrest counters (60)
- Country counters (65)
- Improvement tiles (51)
- Company tiles (9)
- Alliance tiles (11)
- War marker
- Round marker
- coins (40 copper '1s', 30 silver '5s')
- 2 Player Aid Cards
- 4 dice

#### Tile Symbols

- Cost in gold.      \* Use immediately.
- Cost in Population points.      (A) Alliance tile.
- Must take 2 Unrest points.      ⚔ Extra Army.
- Place in box after selection.      ⚓ Extra Navy.
- Can only be used once per war. Free action when used.

<p>Improvement Tile  </p>	<p>Alliance Tile  </p>	<p>Company Tile  </p>
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Improvement tiles have a wide variety of functions, as detailed on them and expanded on in the rules.

Alliance tiles carry the name of area/s where they apply and show the type of military assistance they offer.

Company tiles are linked to a map area by colour and always give an extra one gold per control token there.

## SETTING UP THE GAME

Place the coins to one side to form a bank.

Place all of the Country counters in a bag or container.

Draw 10 Country counters and place them in their respective locations on the map, face up.

Arrange the Improvement, Alliance, and Company tiles face up so that they can be clearly seen by all players.

Place black wooden cylinders on the '1' space of the War track and the '1' space of the Round track.

Use the dice in a manner you see fit to determine who will become the first player.

### Each player then needs to:

Select a set of counters and tokens, (the colour determines which major power they represent).

Record a Population of five on the Population Track, (using a control token),

Take ten gold from the bank.

Place a control token on the zero space of the Victory Point track, (which runs around the edge of the map).

Draw five Country counters randomly and place a control token in each one drawn. Ignore any symbols on the counters. Place the counters in the game box after drawing, not in the original container/bag.

Place five military units, (armies, navies, or forts), on the map. This is done one unit at a time, going clockwise from the 1st player. Armies and forts can be placed in any of the eleven areas that give victory points. Navies cannot be placed in the German States, Central Europe or the Ottoman Empire, but can be placed in the other eight areas. A player does not have to have a control token in an area to be able to place a military unit there. No movement rules apply to this initial placement.

## USEFUL TO KNOW

**GOLD** - Although there are two colours of coins the rules will refer to money as gold. Copper coins are worth 1 gold, silver coins are worth 5 gold. Players can never run out of money, if they want to they can always spend what they want. At any time in the game when a player does not have enough gold to meet a cost he can take multiples of 2 gold from the bank until he has the required amount. For each two gold the player has taken he must also take one Unrest point. Gold may not be taken in advance in this fashion. Gold cannot be paid back to lose Unrest points.

**UNREST** - Players keep track of their Unrest Level with Unrest counters. These are gained for taking extra money, for taking an Industrialisation tile, and when units are lost in combat. Once gained these are kept face down so that their values remain hidden from other players.

For the remainder of the rules the term 'player' will also be taken to signify the major power controlled by that player.

## WAR SEQUENCE

The game lasts for three wars. Each war consists of the following phases:

1. Place ten Country Counters, (not in first war).
2. Determine Alliances and Play Order.
3. Player Actions.
4. Income and Maintenance.
5. Victory Points.
6. End of War.

At the end of the third war the game ends.

### 1. Country Counters

Randomly draw ten Country counters and place in their respective locations on the map, face up. Any Country counters from previous wars are left on the map. Do not perform this phase in the first war as ten counters have already been placed during set-up.

### 2. Determine Alliances and Play Order

Players must now divide into two alliances, as determined by a series of auctions. In the first war the order of bidding in the first auction goes clockwise from the first player. The next auction will be started by the player to their left, and so on.

In the second and third wars the first player to bid is the player who moved last in the last war. The next auction will be started by the player to their left, and so on.

Players are bidding in gold. A player can either raise the last bid or pass. If a player chooses to pass he can still bid in a later round of the same auction. The auction ends when all players pass in succession. The player who made the last bid wins the auction. A player may make a bid of zero.

Whenever a player makes a bid he must show what the result would be if he won the bid. He does this by placing one un-allied player's control token in Proposal Box A and another un-allied token in Proposal Box B. He does not have to place his own control token. The only time a player can place one token is if there is an odd number of players and it is the last remaining token that is not allied. When another player raises the bid he can change the

tokens in the Proposal boxes in any manner he wishes as long as he only places un-allied tokens. The tokens in each box cannot be the same colour.

The player who eventually wins the auction pays the amount he bid in gold and takes the token in Box A and places it in the first empty box going from left to right on the top Alliance row. The token in Box B is placed in the first empty box on the bottom Alliance row. If there are still players who are not part of either alliance then another auction takes place. A player can still take part in the auction if he is already part of an alliance. Repeat this process as many times as necessary until all players have a token in the Alliance display.

### 3. Player Actions

With two, three or four players this phase will last six rounds. With five or more players this phase will last five rounds.

The order of play is shown by the position of each player's token on the Alliance Display.

In each round each player can perform two actions. A player can perform any combination of the following actions:

**Buy a tile, (once per round).**  
**Build one unit.**  
**Move two units.**  
**Make one attack.**  
**Colonize or Enslave, (once per round).**  
**Pass.**

After all players have completed two actions the round marker is advanced one space and the next round begins. After five or six rounds play progresses to the Income and Maintenance phase.

#### BUY ONE TILE

The active player can select a tile from those on display to purchase. He pays the cost marked on the tile, which may be gold, (a number in a circle), unrest, (a number in a grey box), and/or population, (shown by a population symbol). If the tile has no cost on it then it is free, (although the act of taking it still counts as an action). If a tile has an unrest cost then the player must take this number of Unrest points when he takes the tile.

Normally a tile is retained for the rest of the game. There are a few exceptions. Alliance tiles are always returned to the stock at the end of each war. The Pirate or Slave Revolt tiles must be actioned immediately. The Surprise Attack, Blockade, and Fighting Withdrawal tiles are one-use only. They may be kept until used but are returned to the stock once they have been used. A player cannot use such a tile and then select it again in the same round.

#### Unless marked otherwise a tile has a continuous effect.

If the tile is marked with triangle then it can be used once per war. It should be rotated 90 degrees to show that it has been used in the present war. Using any tile is a free action, (i.e. it is an additional action to the two actions a player normally performs). There is no limit to the number of tiles that can be used in a round.

If the tile is marked with a square then it is returned to the box after its effect has been implemented.

#### BUILD UNIT

The active player can place one army, navy, or fort unit in his home country. The player must pay one Population point. The player can then move the unit to any area that is allowed by the movement rules. This is the only time forts are considered able to move, and should be treated as an army for such purposes. All sea movement rules apply. If a fort is forced to return home after failing a sea movement check then it should be placed in the player's home country. It can be moved as part of a normal move action. Once placed in a victory point scoring area it cannot be moved again.

You can decide to destroy a unit and build it somewhere else as one action. However, you must take one Unrest point for doing so.

#### MOVE TWO UNITS

Only armies and navies can move. Forts remain where they are initially placed when built. This action allows two units to move. Each move is carried out independently of the other and is an entirely separate event.

There are no restrictions as to how far a unit can move. Units do not move through areas, they go directly to their intended destination.

**NAVAL MOVEMENT** A naval unit can be moved from any area to any other area that is partly water. Thus a navy can move to any of the six colonies, the Baltic, or the Mediterranean. A navy cannot be moved to the German States, Central Europe or the Ottoman Empire.

**ARMY MOVEMENT** An army can move from any area to any area as long as certain conditions are met.

**An army can only move to a colonial area if the player has at least one naval unit in that area.** Note that a naval unit in North America would not allow an army to move to the Caribbean or South America, it would only allow movement to North America.

An army may move to a European area if at least one of the following conditions is met:

1. The player has a control token in the area.
2. The player has a control token in an adjacent area.
3. The area is adjacent to the player's home country, (Britain is regarded as being adjacent to the German States).
4. The player has a naval unit in the area, (which would be either the Baltic or the Mediterranean).
5. If the move is to the Ottoman Empire and the player has a naval unit in the Mediterranean.

A player can never move a unit to another player's home country. A unit can always move to its own home country.

**Sea Movement.** Each army or naval unit moving to a colonial area or moving from a colonial area back to Europe must make a Sea Movement die roll to check to see if it successfully completes its movement. On a roll of 2 or more the unit completes its movement. On a roll of 1 a second die roll must be made. On a roll of 1 or 2 the unit is eliminated, on a roll of 3 or 4 the unit returns to its point of origin, on a roll of 5 or 6 the unit completes its movement. No Sea Movement check is required for movement entirely within Europe. No check is made if a unit moves between North America, South America, and the Caribbean, although a player still needs a naval unit at the final destination to move an army there. A simple way of remembering this rule is that if a unit crosses the 'rope' pattern it must make a sea movement check.

If a fort is forced to return home after failing a sea movement check then it should be placed in the player's home country. It can be moved as part of a normal move action. Once placed in a victory point scoring area it cannot be moved again.

### ATTACK

An attack costs 2 gold, which must be paid before dice are rolled. The active player selects an area within which he wishes to make an attack. A player can either attack another player or a neutral Country counter, (a counter with a numerical value on it). If there is more than one Country counter in an area then the active player selects one to attack.

To make an attack on land the attacker must have at least one army counter of his colour. it would still be possible for a player to make an attack without an army if he had a navy. However, only naval combat would occur, no land combat. The only point in carrying out such an attack would be to eliminate a defending naval unit.

#### **A player cannot attack a player in the same alliance.**

If the attack is being made in a colonial area or the Baltic, the Mediterranean or the Ottoman Empire then before land combat is resolved naval combat will occur. This is to determine which player receives naval support in the coming land combat. No naval support can be gained in Germany or Central Europe. If the attack is made in the Ottoman Empire then naval combat will occur in the Mediterranean to determine who has naval support.

If naval combat can occur then the attacker must state first whether he wishes to fight a naval combat. If he declines then the defender gains the naval support bonus. If the attacker decides to fight the defender can decline to do so, which means the attacker gains the naval support bonus. If both players decide to fight then naval combat occurs. A player only has the option to fight if he has at least one naval unit in the area.

Naval combat and land combat follow the same rules. Each army/navy unit has a value of one. Forts have a value of 2 when defending but cannot be used to attack. Each player totals the number of units they are attacking/defending with. In naval combat the player with the most Navy Training tiles adds one to his total. In land combat the player with the most Army Training tiles adds one to his total. If one player has naval support then he adds one to his total. The attacker then rolls two dice. He adds the difference between the two dice to his total, (e.g. a roll of a 4 and a 6 would mean he adds two to his total). The defender then does the same. The player who achieves the highest total wins the combat.

The losing player must lose one unit. If it is naval combat then the winner will gain naval support in the ensuing land combat. If the active player won the land combat then they are allowed to remove one control token belonging to the defending player and replace it with a control token of their own. Note that if the defending player did not have a control token in the area then the attacker does not gain a token.

If the active player won a combat against a neutral country then the counter is removed and replaced by a control token belonging to that player. If either players' dice add up to '7' then they lose one additional unit. If the losing player rolled a '7' and they had an allied player fighting with them then the additional unit eliminated must belong to that allied player. If there is more than one allied player then the losing player decides which allied player must lose a unit.

In the case of a tie both sides lose a unit but the defender does not lose a control token. A fort is never lost in a tie, no matter what the circumstances are. If there is a tie involving a neutral counter then the attacker still loses a unit but the neutral country counter remains on the map. A tie in naval combat means neither player gains naval support.

A neutral country has a defence value equal to the number on the country counter. A player should roll the dice for the neutral country. A neutral country never fights a naval combat, thus always cedes naval support to the attacker, if the attacker has at least one navy. A neutral country can never receive help from another player in defending. If the Country counter has a value in a gold circle then the victorious attacker takes that amount of gold from the bank. If the counter has a '1' in a box then the victorious attacker gains one victory point.

Players that are allied together can attack and defend together. All an ally can do is add his army/navy units to another player's total, he cannot use any benefits he has on Improvement tiles or Alliance tiles. The ally can also specify which units will fight, e.g. he may say that he will fight with his naval units but not with his army units. A fort can never be used to help an ally. Only the active player places a control token if he wins, his allies gain nothing. The attacking player asks for allies, then the defending player. Players ask for allies after the attack has been declared and paid for but before dice are rolled. Players can discuss before an attack is declared whether they are willing to co operate but no deal made is binding. No player can ally with a neutral country. A player can offer to pay another player gold to join with him..

**Alliance tiles** will add one army or navy to a player's strength, depending on the symbols on the tile, and the area in which the attack takes place. The tile can only be used in the area stated on it. This will be more than one area in the case of the Ottoman Empire and Portugal. These tiles can be used in any area indicated on the tile. If the tile is marked with an army and navy symbol then the player can decide which unit type he wishes to add to his strength. He decides which to use after allies have been called for but before dice are rolled. An Alliance tile has a continuous effect and the fact that it was used for one unit type and in one area in one round does not mean that the other unit strength cannot be used in a later round in a different area. Alliance tiles cannot be used to satisfy combat losses.

Each unit lost by a player requires him to increase his Unrest level by one point.

If the defending player has no units then he still defends at a strength of zero. He still rolls the dice. If the attacker wins then he takes over a control token, as normal, but the defender does not gain an Unrest as he did not lose any units.

#### COLONIZATION/ENSLAVEMENT

The active player may replace a Country counter marked 'Pop' with a control token by expending one Population point.

The active player may replace a Country counter marked 'Slaves' with a control token if he has a naval unit in Africa. This does not cost a Population point.

Both of the above are considered to be the same type of action. This action can only be performed once per round, i.e. a player could not colonize and then enslave in the same round.

#### PASS

A player may choose to pass. He may still carry out actions in later rounds.

#### 4. Income and Maintenance

Income is calculated first, then maintenance costs.

All players collect one gold for each point of population they have left.

All players collect one gold for each control token they have on the map.

All players **must** then pay maintenance of one gold for each unit, (armies, navies, and forts), they have on the map. A player cannot choose to remove a unit rather than maintain it..

**POPULATION INCREASE** Each player adds five Population points to his total. Population can never exceed nine.

#### 5. Victory Points

Victory points are awarded for each area, depending on the number of control tokens in the area. An area will have two or three Victory Point values. The player with the most control tokens in an area scores the highest VP value. The player with the next highest total of tokens scores the next highest value, and so on.

In the case of a tie all the tied players score the same VPs, e.g. if two players tied for first in an area then they would both score the higher victory point value. The player or players with the next highest number of tokens would still score the second VP value. Victory Point totals should be recorded on the Victory Point track.

#### 6. End of War

Move the War marker on one space. Return the Round marker to the '1' space on the Round track. Any used tiles should be rotated to show they can be used again. All Alliance tiles should be returned to the stock. All tokens should be removed from the Alliance display but make a note of who moved last. A new war now begins.

#### Ending the Game

The game will end after the third war. Players now reveal Unrest counters. Any player who has an Unrest level of 20 or more reduces their final score to zero - their country has gone into revolution! Among the remaining players the player with the highest Unrest level loses 7VPs. The player with the second highest Unrest level loses 4VPs. In the case of a tie the tied players lose the same number of VPs, in the same way that ties for victory points are calculated. The player with the most victory points wins the game.

## Examples of Play

In our examples we find five powers in play - Britain, France, Prussia, Austria, and Spain. It is the second war.

**ALLIANCES** Britain is the 1st person to bid as they went last in the previous war. Britain bids zero. The British player decides to place his token in the A Proposal box and Prussia's token in the B box, which means Britain wishes to declare war on Prussia. The French player is happy with this and decides to pass. Prussia is not so happy and bids 1 gold. He then places Austria's in the A box and France's in the B box. Austria, Spain, Britain and France decide to pass. As all the remaining players have passed Prussia wins the bid. The Austrian token is placed in the '1st' box

on the Alliance display. The French token is placed in the '2nd' box of the Alliance display. The next round of bidding starts with France.

**MOVEMENT** Britain decides to use a Move action. This means she can move two units. She wishes to move an army to India but she has no navy there, so the first unit she moves is a navy from North America. As this is a sea move she must roll a die. The roll is '2' and the unit makes it safely. Now she can move an army, which she does so from the German States. This also requires a die roll for sea movement. The roll is a '1'. This means a second die roll must be made, which is a '3'. This means the army returns to the point from which it moved, the German States. If Britain had a second action available there is nothing to stop her from trying to move the army again.

**COMBAT** Spain decides to attack Britain in North America. Spain has two navies and two armies. Britain has one navy and one army. Austria also has one navy and one army. Spain pays two gold for the attack. Britain now asks Austria whether she will help defend, since she is an ally. Austria declines to help with her navy but promises to commit her army to the defence. Britain declines to fight a naval combat, which gives Spain the naval support bonus. Now land combat occurs. Spain rolls a '2' and a '5', which gives a difference of 3. To this she adds two for the number of armies, one for naval support, one as she has more Army Training tiles than Britain, (Austria's training has no effect), and one for the North American Indian Alliance tile which she holds, giving a final combat total of 8. Britain rolls a '1' and a '6', which gives a difference of 5. To this she adds two for the number of armies, (one British, one Austrian), giving a final total of 7. Spain wins. Britain loses one unit for losing the battle. However, Spain rolled a combined total of '7', which means she also loses one unit. In addition, Britain rolled a total of '7' which means a second loss has to be taken. As Austria decided to fight with Britain this second loss is taken by the Austrian unit, (which is also the last remaining defending unit anyway). As a result Spain, Britain, and Austria must each take one point of Unrest. Britain removes one of its control tokens and Spain places one of its own in the area.

**VICTORY POINTS** Britain and France each have three control tokens in the German States. Austria has two tokens and Spain has one. Britain and France each score 8 victory points. Austria scores 5 victory points, and Spain scores 3 victory points. If Spain had been tied with Austria, with two control tokens then she would have scored 5 victory points as well.

## Play Tips

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

When placing your first five military units it is best to think defensively. If you are going to hold on to or intend to expand in the colonies then it is always best to place navies first. Forts should only be placed if you have at least two control tokens in an area, otherwise you may be wasting them.

It helps to understand that Country counters determine how many control tokens can exist in an area. E.g. there are four Country counters for the Ottoman Empire, which means there will never be more than four control tokens in that area.

When deciding on who to attack it makes sense to see where you can increase your own victory point score over all other players. Attacking a player who is already tied with you for first place in an area will not increase your own victory point score, only reduce his.

When you first play this game the number of tile available to pick will seem daunting. From our experience of play testing we would say that the following are the best tiles to pick in the first round:

Diplomacy, Mercenaries, Trained Natives, Pressgangs, War Office.

Tiles that should not be considered until later rounds or wars are the Company tiles and Alliance tiles, (remember Alliance tiles only last one war, so only take one that you know is going to be of use to you in the present war). Government Reform tiles should also be taken later in the game. As for the rest, well, it depends what your strategy is going to be.

It helps to have a policy to guide your decision making. There are three such policies; a Colonial policy, a European policy, and a mixed policy. Each has its merits. The policy you decide to follow will determine what tiles will be useful. Trained Natives, Navigation, and Pressgangs are useful with a Colonial policy. Improved Agriculture, Militia, and Logistics are useful with a European policy.

Understanding how the alliance system works is crucial. Generally it pays to be allied with your enemy and at war with your friend. That way you reduce the number of people who want to actively attack you. Also, if you want to maintain control tokens in the German States, then make sure you are allied with at least one other player in the same area, otherwise you will end up toast!

## Credits

Game designed by Martin Wallace.  
All artwork by Peter Dennis.  
German translation by Ferdinand Köther.  
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If you have any queries please feel free to contact us at

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# Useful Information

## War Sequence

1. Country Counters - place 10 Country counters on map, (not first turn).
2. Determine Alliances and Play Order.
3. Player Actions - each player performs 2 actions per round. (6 rounds with 2-4 players, 5 rounds with 5+ players)
4. Income and Maintenance.
5. Victory Points
6. End of War. Game lasts 3 wars.

## Player Actions

- A - Buy a tile, (only once per round).  
 B - Build 1 unit. Costs 1 Population. Place in any area that can be moved to, (fort moves as army).  
 C - Move 2 units. Sea die roll if moving to/from colonies.  
 D - Make 1 attack. Costs 2 gold.  
 E - Colonization or Enslavement, (only once per round). Colonization - expend 1 Population to convert a 'Pop' counter into a control token. Enslavement - naval unit in Africa allows player to convert a 'Slave' counter to a control token.  
 F - Pass.

## Movement

Naval units can move to any area except German States, Central Europe, and the Ottoman Empire.

An army can only move to a colonial area if there is at least one navy in the same area.

An army can move to a European area if one of the following conditions is met:

Player has control token in area.

Player has control in adjacent area.

Area is adjacent to home country, (Britain is adjacent to German States).

Area has naval unit in it.

Moving to Ottoman Empire and player has naval unit in the Mediterranean.

**SEA MOVEMENT** A Sea Movement die roll must be made for each unit that moves from or to a colonial area. Roll of 1 means another die roll must be made. A roll of 1-2 and the unit is eliminated. A roll of 3-4 and the unit returns to its starting location. A roll of 5-6 and the unit makes it to its destination. No check is made if a unit moves between N. America, S. America, and the Caribbean.

## Combat

Naval combat to determine naval support will occur in the colonies, the Baltic, the Ottoman Empire, (between naval units in the Mediterranean), and the Mediterranean.

Combat total calculated by adding the difference between 2d6 to the number of combat units, plus all other modifiers, (superior training, Alliance tiles). Forts are worth 2, but only in defence. Player who wins naval combat gains +1 in land combat. If either player rolls a natural '7' then they lose one extra unit. Each unit a player loses increases his Unrest by 1. If the attacker wins then he takes one control token from defender and replaces it with one of his own control tokens. In case of tie both sides lose 1 unit, (except a player can never lose a fort and a Country counter remains in place).

## Income and Maintenance

Gain 1 gold per Population and 1 gold per control token on map.  
 Players MUST then pay 1 gold for each army, navy, and fort they have on the map.

**POPULATION INCREASE** Each country gains 5 Population.

**Victory Points** The player with the most control tokens in a region, (not military units), scores VPs equal to the higher of the values in the region. The player with the next highest amount scores VPs equal to the next highest value, and so on. In the case of a tie all tied players score the same VPs.

**End of War** Move War marker on one space. Move Round marker back to first space. Players return all Alliance tiles to tile display. Start a new war. The game ends after three wars. After scoring VPs at the end of the third war players reveal Unrest. All players who have 20 or more Unrest Points go into revolution and score zero points. Among the remaining players the player with the highest Unrest loses 7VPs, the player with the next highest Unrest loses 4VPs. In the case of a tie the tied players lose the same number of VPs.

# Tile Descriptions

### Tile Symbols

	Cost in gold.		Use immediately.
	Cost in Population points.		Alliance tile.
	Must take 2 Unrest points.		Extra Army.
	Place in box after selection.		Extra Navy.
	Can only be used once per war. Free action when used.		

**Note:** If there is a number in brackets then this indicates how many of that tile are in the mix.

## Company Tiles

Company tiles allow you to take 1 gold for each control token you have in the area stated on the tile. If the tile has two areas indicated on it then you choose which one of the areas you will collect money from. Using the tile is a free action. You can only use each tile once per war.

	<b>Gold Mines</b> South America		<b>East Indies Company (2)</b> India OR East Indies
	<b>Slaves</b> Africa		<b>Levant Company (2)</b> Ottoman Empire OR the Mediterranean.
	<b>Tobacco</b> North America		<b>Sugar Plantations</b> Caribbean
	<b>BalticCompany</b> Baltic		

## Alliance Tiles

Alliance tiles add to your army/navy strengths in the area/s stated on the tile. You cannot use an Alliance tile to help another player's attack/defence. They do not count as a military unit for the Army/Navy Training modifier. If the tile is marked with an army and a navy symbol then you decide which you wish to use, before dice are rolled.

	<b>Native Americans</b> North America		<b>Portugal</b> India, S. America, East Indies, army or navy.
	<b>Indian Nawab</b> India		<b>Sweden</b> Baltic, army or navy.
	<b>Bavaria</b> German States		<b>Denmark</b> Baltic, army or navy.
	<b>Saxony</b> German States		<b>Ottoman Empire</b> Ottoman Empire or Mediterranean, army or navy.
	<b>Naples</b> Mediterranean		<b>Cossacks</b> Central Europe
	<b>Gauchos</b> South America		

**Army Training (6)** During land combat if you have more such tiles than your opponent you gain a +1 modifier. Note that you only gain this modifier if you have an army or a fort involved in the combat. The modifier also counts when attacking neutral countries.

**Naval Training (2)** Same as Army training but modifier gained in naval combat. Must have naval unit in the area to gain modifier.

**Reserve (4)** After dice have been rolled in combat you can ask for both sets of dice to be rolled again. The final result is the one that counts. More than one could be used during a combat, by either player. You can only use this tile if you are the attacker or defender.

**War Office** You may perform one free attack action per war. This is a free action and you do not pay for the attack.

**Mercenaries (2)** May build 1 army per war without paying a Population.

**Pressgangs** You may build 1 navy per war without paying a Population.

**Trained Natives** You may build 1 army without paying a Population point and place it directly in a Colonial area without making a sea roll or requiring a navy. You must have a control token or a military unit in the area, (could be navy unit). After placement the unit still has a free move, which means you could move it to Europe, although this would involve a sea roll.

**Militia (3)** When you build any military unit you may also build one army unit in addition. Note that you will still have to pay a Population point for this second build. You cannot use this tile in conjunction with Mercenaries, Pressgangs, or Trained Natives.

**Logistics (3)** When you perform a Move action you may move one extra unit.

**Banking (2)** You gain 3 gold instead of 2 when you take an Unrest point.

**Navigation (2)** You gain a +2 modifier on the second die roll if you roll a 1 on the first die for sea movement.

**Diplomatic Service** You may take one Alliance tile once per war as a free action. You must still pay any cost on the Alliance tile.

**Improved Agriculture (5)** Add 1 Population to your total once per war.

**Government Reform (10)** Discard 2 points of Unrest when you claim this tile.

**Industry (3)** Immediately gain 3VPs.

**Pirates** Can be played in any colonial region. Select a control token of any colour to attack, (even an allied player). The tile has a strength of 1 and must fight the naval units of the same colour as the token being attacked. If there are no naval units then the defender defends with a strength of zero. Combat is carried out in the standard manner, (defender cannot call for allies). If the pirates win then the defending token is placed on top of the tile, which is left in the region. That token does not count for income or VP calculation. Any player can remove the Pirate tile and claim the token for themselves if they make a successful naval attack against the tile. This would be carried out in the same way as an attack against a neutral. If the tile is defeated then it is returned to the stock. As soon as it is returned to the stock it is available for selection again. If the tile fails in its initial attack it is returned to the stock.

**Slave Revolt** Same as Pirates but you attack the defending player's armies with a strength of 3. Naval support is included in the combat calculation. Defends with a strength of 3. Can only be used in N. America, S. America, or the Caribbean

**Fighting Withdrawal** As the defender you can avoid all military losses in one combat, (sea and land). This also includes any allied player's units. You still lose a control token. May use after dice have been rolled. Return to general stock after use.

**Surprise Attack** As the attacker you can stop any other players from joining forces with the defender. The defender still gains the use of any Alliance tiles he has. The Tile must be returned to the stock after use, which means it can be selected by other players. A player cannot use the tile and then take it from the stock in the same round.

**Blockade** May be used in 2 ways, a) as the active player you can place the tile in a colonial area, under one of your naval units. For any single enemy player to move army units to that area they need to have more naval units in the area than you. It should be removed and returned to the general stock at the end of the war or if the player loses all of his naval units from the area, or b) you may use the tile to give you +2 instead of +1 for naval support in a land combat, (decide before dice are rolled). Once again, after use the tile is returned to the general stock. A player cannot use the tile and then take it from the selection in the same round.