Extended Example of Play

Raj and Eliza are playing *Imperial Struggle*, with Raj as the French player 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*:

![War Display](https://example.com/img/war_display.png)

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

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 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, 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](https://example.com/img/investment_tile_display.png)
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 \( \Theta \)). 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 \( \Theta \) 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 Tropi-cal 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 Tropi-cal 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. Thankfully, all three 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-10 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-7 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
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

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:
Debt for 2 additional \( \text{£} \), 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 \( \text{£} \) 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 flips Edmond Halley face-up and pays 2 \( \text{£} \) for a new Squadron, which she places in the Navy Box; normally this would cost 4 \( \text{£} \) but Halley’s navigational edge provides a steep discount. Since this ability is only usable once per turn, she places an Exhausted marker on that part of Halley’s card, to remind her that it’s no longer available. She also decides to use Halley’s other ability to discard Carnatic War, moving her Treaty Points marker up to the ‘1’ space on the General Records Track, and placing a second Exhausted marker on 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, which will help him secure the turn’s VP award for Europe. 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 open the door to French domination of Acadia. 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.) Then he 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:
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 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.

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 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-card on the empty Prestige space in Austria. While this won’t boost her military strength in the War of the Spanish Succession, it 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-card 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-card, he decides to flag Denmark-Norway and the alliance space in Prussia. Note that the bottom two Prussian spaces are off limits until the Empire Era. This will allow him to use the Baltic Trade Advantage in future Action Rounds, which will reduce his Debt. Prussia’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-card from an Economic Major action, Eliza decides to monopolize the Fish trade. She spends 3-card to unflag Georges Bank (its cost is increased by 1 due to its being protected by the fort at Louisbourg) and then 2-card to flag it herself, taking 1 Debt in the process (now she has 3). She spends the 2-card 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 3 French-flagged Prestige spaces (one in Austria, one in Spain, and a Naval Space) to Britain’s 2 (the Dutch Republic 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, 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:

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 for the British alliance in Sardinia grants no strength, since it has a Conflict marker
- Total: 1

France also wins the Spain theater, by a margin of 3. 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.

Eliza winces—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
- Total: 6

Britain:
- +1 from tiles
- 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
- 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!

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**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 see in mind as you play *Imperial Struggle*!