

Brass: Lancashire

Players are competing entrepreneurs during the Industrial Revolution, building a shared infrastructure of transport and industry. Over two Eras they build their empire to increase their income, lay the groundwork for the coming Rail Era, and read the shifting economy to provide what the market demands, winning the game by earning the most Victory Points.

Each player takes 2 Actions per Turn, for 8/9/10 rounds (at 4/3/2 players) in each of 2 Eras, the Canal Era and the Rail Era.

Concepts & General Rules

Network and Connected

Your **Network** comprises of:
Locations containing your Industry Tiles &
Locations adjacent to your Link Tiles.

Two Locations are **Connected** if a chain of Link Tiles, belonging to any player, can be traced between them.

Actions

When taking any action, discard any card to your Discard Pile. Only **Build** requires a specific card.

Money

When spending money place it on your Turn Order tile. It will be used to determine turn order for the next round.

Income

If increasing income, move income token up the **Progress Track**. If receiving income, receive value shown on the **Income Track**. If taking a loan, move income token down the **Income Track**.

Tiles and Player Board

Unflipped:

- All Tiles show their Level and Player colour.
- Ports show a Trade Icon. 
- Coal/Iron show how many resources are placed on them when built.

Flipped:

- Show their VP, Income, and  (VP earned by Links adjacent to the tile).
- Ports still show a Trade icon.

Player Boards:

- **On the left:** Show the price, resource cost and era restriction on the left of each tile.
- **On the right:** VP, Income and  of the flipped tile.

Consuming

Coal and Iron are not kept by the players, but are stored on the board and consumed when required by certain actions. Consumed resources are returned to the supply.

Coal: Consumed from:

1. Closest unexhausted Coal Mine connected to the Tile using it.
 2. If Tile isn't connected to an unexhausted Coal Mine, but is connected to a Market Location or a Port tile showing , consume Coal from the Market, paying the Market price for each coal consumed.
- *Ownership of the Coal Mine is not important.*

Iron: Consumed from:

1. Any unexhausted Ironworks.
 2. If not available from Ironworks, purchase Iron from the Market.
- *No connection required, ownership not important.*

Action Summaries:

Build

Build Requirements

To build Industry X in Location Y:

- Must have a **Location Card for Y**, or an **Industry Card for X**, or **Discard** any 2 cards, and treat them as any 1 Location card. *This uses both of your turn's actions, and you still refill your hand to 8, if possible.*
 - If using Location Card, Location doesn't need to be in your Network.
 - If using Industry Card, Location must be **in** your Network.
- Y must have an **undeveloped Space** with that Industry's Icon. Or you may **Overbuild**, see below.
- Canal era: You've **no other Industry** Tile in Y (*may overbuild*).
- Be able to build **Lowest Level** tile in the **current Era**.
 - Only in Canal: Lvl I Cotton, Port, Shipyard, Iron and Coal.
 - Only in Rail: Lvl II Shipyard
- Have the necessary **Money and Resources**
 - If Iron Required: There must be Iron available on the board, or you must be able to afford Iron from the market
 - If Coal Required: Y must be connected to a source of Coal on the board, or to the Market, in which case you must be able to afford it.

Exceptions:

If a player has no Industry or Link tiles on the board:

- No Network requirement for Industry Card.

Building a Shipyard

- Shipyards with a Lock icon cannot be built, they must be removed using the Develop Action to allow players to build the unlocked Shipyard Tiles.

Overbuild Requirements:

- There must be an X of a lower level in Y.
- To overbuild your own industry:
 - Return any iron or coal on the tile to the Supply.
- To overbuild another player:
 - X must be Coal or Iron
 - There must be none of the matching resources on the board or market.

To Carry Out Build:

1. Discard relevant card.
2. Place Lowest Level Tile on undeveloped space showing only that Industry, or, if that's not free, one showing it and another industry.
3. Pay Money Cost & Consume necessary Coal and Iron.
4. Place indicated Resources on the tile.
5. Move Coal and Iron to the Market.
 1. For Coal Mine, if it's connected to a Market space. For Iron, always.
 2. Refill the market from top down.
 3. Collect Money for each resource sold.
 4. If emptied, flip Industry tile and increase Income.

Sell

Requirements

- A connection from an unflipped Cotton Tile to a Port Tile or Location with the trade icon.
- If using Distant Cotton Market, Marker must not be on X.

To Sell:

1. Discard 1 card
2. If using a connected Port: Flip Port Tile, move owner's Income Marker.

2. If using Distant Cotton Market:
 - i. Flip and Discard top Market Tile of pile, then move Marker along track the number of spaces shown.
 - ii. If Marker is at X, end the Sell Action immediately.
 - iii. Advance Income Marker by the number of spaces indicated on icon left of the Cotton Market Marker.
3. Flip 1 Cotton Tile, move Income marker.
4. You may go back to step 2 more than 1 unflipped tile in a single action.

Only discard a single card for the action, not for each tile.

Loan

Requirements:

- Loan must not cause Income to go below -10.
- May not take a loan during final 4 roads of Rail Era.
 - When Rothschild tile appears, place it beside bank, the next round is the last round that players may take a loan.
 - At end of that round, flip tile, now no-one may take a loan.

To Loan:

1. Discard card
2. Receive £10/20/30 from the bank
3. Move Income token 1/2/3 Income Levels down, to highest space of the new Income level.

Develop

Requirements:

- Iron Available on the board, or be able to afford it from the Market.

To Develop:

1. Discard 1 Card.
2. Remove 1 or 2 Industry tiles, the lowest level of their type, from your player board.
3. Consume 1 Iron per tile removed.

Network

Requirements:

To build a Link tile on a line between two Locations.

- It must be **undeveloped**.
- It must match the current era.
- It must be **adjacent** to a Location in your **network**.
- Have the necessary **Money and Resources**
 - Each rail link, when placed, must be connected to an available source of Coal.

To Network:

1. Discard a card.
2. Place Link Tile, matching era face-up.
3. Pay the cost:
 - £3 for a Canal,
 - £5 and 1 Coal for a Single Rail.
 - £15 and 2 Coal for 2 Rail.

Misc:

- If a player cannot pay a debt they remove an Industry tile from the board and receive half its build value.
 - If they still cannot pay the debt after selling all their Industry Tiles they lose 1 VP per £1 they cannot repay.

Round and Turn Structure

Player Turn:

- Take 2 Actions, discarding a card for each one.
- Then refill Hand to 8, if deck isn't empty.

End of Round after each player has taken a turn:

- Adjust turn order from least money spent to most, with least going first.
 - Return money on Turn Order track to the bank.
- Each player takes income from the bank.
 - Or pays the bank if income is negative.

End of Era:

- When all hands are empty (8/9/10 rounds at 4/3/2 players).

End of Canal Era:

4. Score Links and Flipped Industry Tiles
 1. Link Scoring: 1 VP per  on Adjacent Locations.
 2. Industry Scoring: Shown on each Tile.
5. Remove Canal Links and Level 1 Industry Tiles
 - Level 2 Tiles and above remain.
3. Reset Distant Cotton Market, returning Marker to top and shuffling discarded tiles back into the draw pile.
4. Player Discards and cards below the Deck tile are combined and shuffled into a new deck. Place the Deck Tile, Rothschild side up, so there are 2 cards per player beneath it.

End of Rail Era:

1. Score Links and Flipped Industry Tiles
2. Score 1 VP for every £10.
3. Winner is player with the most points.
 - If tied: highest Income, then most Money, then draw.

Setup:

1. Place Board showing the Full Map.
2. **Remove Cards** and **Distant Cotton Market Tiles** that don't match player count.
3. Shuffle **Deck** and place on its space.
4. Insert **Deck Tile**, Rocket face up, so there's 1 card per player below it. *These cards not used in Canal Era.*
5. Shuffle **Distant Cotton Market Tiles**, place facedown on Tile Draw Area.
6. Place **Distant Cotton Market Marker** on topmost space of Track.
7. Fill **Coal Market**.
8. Fill **Iron Market**.
9. Remaining Coal and Iron form **General Supply**.
10. Place **Bank**.

Player Setup:

11. Place **Player Mat**
12. Take **£30**
13. Take **Character Tile**, matching **Link tiles**.
14. **Place Tiles** black strip face down on their spaces on Player Board.
15. Place **VP marker on 0** of Progress track.
16. Place **Income Marker on 10** of Progress Track.
17. Draw **8 Cards**.
18. Randomly Assign initial **turn order** and place Character tiles on Turn Order Track.
19. First Round of **Canal Era**, each player takes just 1 action.

How to:

Flip Industry Tiles:

- Iron/Coal: By Exhausting Resources.
- Cotton/Ports: By Selling them.
- Shipyards: Flipped immediately when built.

Score VP:

- End of Era - Link Tiles adjacent to flipped Industry Tiles and Locations with [Symbol]
- End of Era - Flipped Industry Tiles.

Increase Income:

- Flip an Industry Tile.

Earn Money:

- Income at End of Round.
- Loan Action.
- Coal or Iron sold to the Market when building Coal Mine or Ironworks.

Access Resources:

- **Coal:** Connected Coal Mines, Connected Market.
- **Iron:** Any Ironworks, the Market.

Needed For:

Connections Needed to:

- Consume Coal from un-exhausted Coal Mines.
- Buy/Sell Coal to Market, must connect to a location or Port with 
- Selling Cotton must connect to a Location or Port with 

Connections not Required to:

- Consume/Buy/Sell Iron.
- Build.

Network Needed when:

- Using an Industry card to **Build an Industry**, the Location must be in your Network.
- **Building a Link Tile**, the line must be adjacent to a Location in your Network.

Resource Uses:

- **Money:** Building Industry and Link Tiles, Buying Coal or Iron from the Market.
- **Coal:** Build Rail and some Industries: Ironworks, Shipyards and most Pottery.
- **Iron:** Develop Action, and some Industries: Shipyards, Coal, and high Cotton and Coal.

Action Reasons:

Build Reasons

- All Industries - to receive Income and VP when you flip it.
- Coal - Add Coal to board, earn from selling Coal to Market.
- Iron - Add Iron to board, earn from selling Iron to Market.
- Port - To take a Sell Action.
- Level II Industries: To have a starting point for your network in the Rail Era, after all the Level I Tiles and Canals are removed.

Overbuild Reasons

- Any of your own.
 - To place a higher scoring tile.
 - To add more resources to the board.
 - To place in a location you have already built in during the Canal Era.
- An opponent's Coal or Iron, only if there are no resources on the entire board.
 - To deny them VP.
 - Any of the above.

Sell Reasons

- Flip Cotton for Points and Income.
- Flip a Port Tile.

Loan Reason

- To get immediate money.
- *Don't be afraid to take Loans.*

Network Reasons

- Connect Locations.
- Add Locations to your Network.
- Score points for adjacent flipped Industry Tiles at end of era.

Develop Reasons

- To remove unbuildable locations.
- To remove unbuildable Shipyards.
- To access, higher scoring, higher Income generating, higher resource filled tiles earlier.
- To build permanent buildings in Round 1.
- To burn through Iron.