

Brass: Birmingham, enhanced reference

Ver. 13 Jan 2019. Original source file at:
<http://augustcouncil.com/brass/>

BUILD action (1 of 6)

Construct an industry at a location; take an industry's lowest-ranked tile from your player mat and place it on the board.

Prerequisites

1. A card with a named location in which you want to build *OR* a card with the industry you want to build and a location in your network in which to build it.
2. On your player mat, the required money, iron, and coal listed to the left of the tile can be satisfied. To consume coal, the location in which you build must be connected to either a **Coal Mine** tile with coal cubes on it, or to a coal merchant at the edge of the board.

Process

1. Present then discard the card.
2. Pay the required money (if any).
3. Consume the required coal and iron (if any).
 - A. If consuming coal, demonstrate that your building location is connected to the source(s) of coal.
 - B. If consuming removes all cubes from a tile, owner flips the tile and immediately accrues the income increase.
4. Place the tile.
5. If the built industry is a **Coal Mine**, **Iron Works**, or **Brewery**, place that industry's produced coal cubes, iron cubes, or beer barrels on top of the tile.
6. Move newly-produced coal cubes to empty spaces in Coal Market *if* new **Coal Mine** is connected to edge-of-board Coal Merchant.
7. Move newly-produced iron cubes to empty spaces in Iron Market.
8. Collect money for each cube moved to Market.

OVERBUILD (cf. BUILD)

*This is a special case of **BUILD**; take an industry's lowest-ranked tile from your player mat and replace a lower-level tile of the same industry type already on the board.*

Prerequisites

1. A card with a named location in which you want to overbuild *OR* a card with the industry you want to overbuild and a location in your network in which to overbuild.
2. The replacing tile has a higher level than the on-board tile of the same industry being replaced.
3. If replacing another player's tile, it must be a **Coal Mine** or **Iron Works**, and no resource cubes (coal or iron respectively) may be on the board.

Process

1. Present then discard the card.
2. Pay the required money (if any).
3. Consume the required coal and iron (if any).
 1. If consuming coal, demonstrate that the your overbuilding site is connected to the source(s) of coal.
 2. If consuming removes all cubes from a tile, owner flips the tile and immediately accrues the income increase.
4. If overbuilding an opponent's tile, ensure it is a **Coal Mine** or **Iron Works** and that no coal or iron cubes (respectively) are in-play on the board.
5. Remove the existing tile and its cubes/barrels (if any)
6. Follow steps 4-8 in **BUILD**

SELL action (2 of 6)

*Sell the (intangible) products produced by one or more **Cotton Mill**, **Manufacturer**, or **Pottery** to a merchant; flip each tile that sells.*

Prerequisites

1. Any card to discard.
2. Each selling tile is connected to a merchant of the same type of industry.
3. Each selling tile is able to consume the one or two beers required (see upper, right-hand corner of selling tile). Beer may be consumed from:
 - A. your **Brewery**, anywhere on the board;
 - B. another player's **Brewery**; the selling tile must be connected to the other player's beer-topped **Brewery** tile;
 - C. the merchant buying the products the industry tile is selling; the selling tile must be connected to the merchant.

Process

1. Discard a card.
2. Consume the required beer(s).
 - A. If consuming beer other than your own, demonstrate that the selling **Cotton Mill**, **Manufacturer**, or **Pottery** is connected to the source(s) of beer.
 - B. If all beer barrels are removed from a **Brewery**, flip the tile. Owner immediately accrues the income increase.
3. Flip the selling tile and immediately accrue the income increase.
4. Repeat steps 2 and 3 for each additional **Cotton Mill**, **Manufacturer**, or **Pottery** eligible to sell to a merchant.

NETWORK action (3 of 6)

Lengthen your reach; build a canal Link in the Canal Era, a rail Link in the Rail Era.

Prerequisites

1. Any card to discard.
2. The Link to be built is connected to your network.
3. The required money, coal, and beer printed on the game board (found along the right-edge, at bottom) can be satisfied. To consume coal, the Link must be connected to either a **Coal Mine** tile with coal cubes on it, or to a coal merchant at the edge of the board. Beer may be consumed from:
 - A. your **Brewery**, anywhere on the board;
 - B. another player's **Brewery**; the Link must be connected to the other player's beer-topped **Brewery** tile.

Process

1. Discard a card.
2. Pay the required money.
3. In the Rail Era:
 - A. demonstrate that your rail Link is connected to the source of coal;
 - B. If consuming removes the last coal cube from a **Coal Mine**, owner flips the tile and immediately accrues the income increase;
 - C. If consuming beer other than your own, demonstrate that the Link is connected to the source of beer;
 - D. If the last beer barrel is removed from a **Brewery**, flip the tile. Owner immediately accrues the income increase.
4. Add the Link tile.

DEVELOP action (4 of 6)

*Accelerate your ability to **BUILD** better industries; remove 1 or 2 low-level industry tiles from your player mat.*

Prerequisites

- A. Any card to discard.
- B. The tile(s) to be removed is not a **Pottery** tile with the lightbulb icon along the right edge.
- C. An iron cube can be consumed from either an **Iron Works** or the Iron Market.

Process

1. Discard a card.
2. Consume an iron cube from an **Iron Works**. Otherwise, purchase an iron cube to consume from the Iron Market.
3. If all iron cubes were removed from an **Iron Works**, flip the tile. Owner immediately accrues the income increase.
4. Remove the lowest-level tile for one industry. (Removed tile may not be a **Pottery** tile labeled with a lightbulb icon along right edge.)
5. Repeat steps 2, 3, & 4 to remove a second industry tile if desired.

LOAN action (5 of 6)

*Acquire capital to fund **BUILD** and **NETWORK** actions; collect £30 from the bank.*

Prerequisites

1. Any card to discard.
2. Your current income level is greater than or equal to -£7 (income cannot drop below -£10).

Process

1. Discard a card.
2. Reduce your income level (the inner track) by three to the highest progress mark for the lower income level.
3. Collect £30 from the bank.

SCOUT action (6 of 6)

*Improve your **BUILD** opportunities; exchange cards for wildcards.*

Prerequisites

1. Any card to discard.
2. There are no wildcards in your hand.
3. Two cards to exchange for wildcards.

Process

1. Discard three cards (a single card for the action and two for the exchange).
2. Draw a wild location card and a wild industry card.

Brass: Birmingham, additional context

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Industries: producing, consuming, and selling.

There are six industries:

- **Coal Mine**
- **Iron Works**
- **Brewery**
- **Cotton Mill**
- **Manufacturer**
- **Pottery**

When an industry is built (with the **BUILD** action) it produces goods. The goods produced by **Coal Mine**, **Iron Works**, and **Brewery** industries are represented by physical tokens (Coal: black cubes; Iron: orange cubes; Beer: barrels). When one of these industries is built, tokens are placed on top of them representing the goods the industry produces. These goods are consumed (removed) through actions you and the other players take. When all of the physical tokens are consumed (removed) from a **Coal Mine**, **Iron Works**, or **Brewery**, the industry has matured and the tile is flipped over providing an immediate income benefit and end-of-era victory points.

The **Cotton Mill**, **Manufacturer**, and **Pottery** industries also produce goods. However, the goods of these three industries are intangible; there are no physical playing pieces representing them. One may **SELL** these (intangible) goods to merchants located along the edge of the board. When one sells the (intangible) goods of a **Cotton Mill**, **Manufacturer**, or **Pottery**, the industry has matured and the tile is flipped over. These flipped tiles also provide an immediate income benefit and end-of-era victory points.

Merchants

Merchants are located along the edge of the board. Each is identified a pair of arrows.



Coal Merchants are in five permanent and unchanging locations printed along the edges of the map board (Gloucester, Shrewsbury, Warrington, Nottingham, and Oxford). You must be connected to one of these coal merchants for access to the Coal Market.

Three other types of merchants (again, bearing a pair of arrows) serve as purchasers of goods sold by the **Cotton Mill**, **Manufacturer**, and **Pottery** industries. These merchants are in the same locations as the Coal Merchants, but their relative position changes from game-to-game. These merchants are printed on Merchant Tiles rather than on the game board. A connection to one of these merchants is required to **SELL**.

Game rule guards

Proposed are minor additions to game workflow to reduce errors in gameplay.

- During the Rail Era, Level 1 industries are considered outdated; any remaining on the player mat may not be put in play with a **BUILD** action (exception, Level 1 Pottery). Therefore, Level 1 industries still on your player mat during the Rail Era must be removed using a **DEVELOP** action. Players may forget this and inadvertently **BUILD** these outdated industries. Mitigation: During the end of Canal Era bookkeeping, ask each player to rotate Level 1 industries on their player mat upside down as a visual reminder that they must **DEVELOP** them, not **BUILD** them.
- Discarding a card with each player action and replenishing with two cards at the end each player turn may be overlooked at times. Mitigation: At the end of each round while turn order is being reassessed, ask each player to confirm the number of cards in their hand.