

Lancashire vs. Birmingham

Market Tiles

- There are 5 markets located around the edges of the map, in Nottingham, Warrington, Shrewsbury, Gloucester, Oxford.
- All Cotton, Manufactured Goods, and Pottery must be sold to a market that has a demand for that product.
- Any space that is connected to Nottingham, Warrington, Shrewsbury, Gloucester or Oxford is considered connected to the coal market.

Setup

1. Place all tiles on your boards as in the original game
2. Place turn order markers on the beer barrels in the bottom left. Money is spent to the box beside the barrel to calculate new turn order
3. 4 player - Shuffle the 9 market tiles face down and place them in the spaces below Nottingham, Warrington, Shrewsbury, Gloucester, Oxford.
 - a. If playing 3 player - remove the following market tiles before shuffling them: 1 Cotton, 1 Manufactured goods. Do not place any market tiles in Nottingham.
 - b. 2 player - remove the following market tiles before shuffling them: 1 wild market (showing 3 industry icons), 1 Cotton, 1 Manufactured goods, and 1 blank. Do not place market tiles in Gloucester and Nottingham.
4. Place a beer barrel on each active Market tile.
5. If you are playing a 2 player game, remove all cards from the deck with a "3" or "4" in the bottom right. These will not be used.
6. If you are playing a 3 player game, remove all cards from the deck with a "4" in the bottom right.
7. Shuffle the remaining cards and place in the card draw area.
8. Separate the wild location and wild industry cards and place face up in the remaining 2 card draw areas.
9. Each player starts with 17 pounds.

Discarding Cards

- In all versions of Brass, cards should be discarded in front of you instead of centrally. This allows you to count and see who has forgotten to discard a card for their action, if someone did.
- When discarding a wild industry or location card, discard it to where you took it from rather than your play area.

Breweries and Beer

- Beer is required by you and your opponents to sell Pottery, Cotton and Manufactured goods tiles with the sell action.
- When you build a brewery, place 1 beer token on it if you build it in the first half of the game, or 2 beer if you build it in the second half.
- Like Coal Mines and Ironworks, Breweries are flipped automatically when the last barrel is consumed from the tile.
- Beer does not sell to a market, it remains on brewery until consumed.
- When you consume beer from your own Brewery, you are not required to be connected to it.
- When an opponent consumes your beer barrels, they must be connected to your Brewery.

New Sell Action

- Ports and Distant market have been removed from the game.
- Manufactured Goods, Cotton, and Pottery all require you perform the sell action.
- You can sell multiple types and quantities of each tile with a single sell action. IE, you could sell 2 cotton mills, 1 pottery, and 3 manufactured goods with a single sell action.
- An industry tile must be connected via rails / canals to a market tile showing that industry in order to sell.
- Most industry tiles have 1-2 beer icons in the bottom right. This shows how many beer barrels are required to sell that tile.
- If a tile doesn't require beer to sell (eg: level 3 / 7 manufactured goods), it must still be connected to the appropriate market tile in order to flip it.

Canals and Rails

- When performing a double rail build, you must consume a beer barrel. This beer barrel must come from a brewery (not a market tile)
- When scoring Canals and Rails, count the number of Connection VP symbols on all industry tiles at each end of the rail / canal.
- Flipped industry tiles are worth different amount of connection VP depending on their type and level. Generally speaking, most level 1 industries are worth 2 connection VP.
- Markets are worth 2 Connection VP for connected rails.
- Example, at the end of the canal phase, I have a canal between Burton-Upon-Trent and Stone. In Stone there is a flipped level 1 Brewery and a flipped level 1 coal mine, each worth 2 vp. At the other end of this canal, in Burton-Upon-Trent, there is a flipped level 3 manufactured goods, which shows zero Connection VP, and a an unflipped level 1 coal, also worth zero (because it's not flipped). This canal scores 4 VP.

Free Beer and Market Bonuses

- At the start of the Canal and Rail Era, a beer barrel is placed on each market tile.
- If you are the first one to sell to a market tile, you may consume the "free" beer barrel instead of one from a brewery.
- Free beer may only be consumed when selling.
- If (and only if) you consume a free beer barrel, you also receive the bonus shown in that market. For example: if there is a cotton demand tile in Oxford

Potteries / Manufactured Goods

- Require the sell action to flip.
- The level 1 and 3 Pottery tiles cannot be removed when performing a “develop” action. There is a little cancel symbol on top of a lightbulb icon on these tiles as a reminder.
- Level 3 and 7 Manufactured goods do not require beer to flip. They still require a connection to the appropriate market tile.

First / Second Half Only Icons

- On your player board, some industries show a blue “first half” icon to the left of them. These industries may only be built during the canal era. The black “second half” icon means you can only build that tile during the second half of the game.
- It is worth noting that the level 1 pottery can be built in either the canal or rail era, as it does not have the first half icon on it.
- The level 5 pottery and level 4 brewery may only be built in the rail era.
- Note: level 1 industries are still removed from play after scoring the canal phase.

New Action - Scout

- This action replaces the “double action build” of the original.
- Discard 3 cards from your hand and take 1 Wild Industry and 1 Wild Location card.

Other changes

- There is no more limitation disallowing you to take loans after the deck runs out during the rail phase.
- If you have no board presence you can build anywhere with a canal / rail or industry (you still must be connected to coal if required, and still need to use an appropriate card if building an industry). This is slightly different than the original where you can only build an industry if you have no board presence.

Action List

- Build Industry - Unchanged
- Build Canal / Rail - Unchanged
- Develop - Unchanged
- Loan - Unchanged
- Sell - Updated
- Scout - New Action (Double Action Build removed)

The rest of the rules remain the same. Remember only 1 action first round.