

Age of Steam: Brummie Rails Expansion Map

3 to 6 players recommended

Birmingham was a center of creativity during the Industrial Revolution. Small, specialized workshops and highly skilled trades resulted in several innovations. Birmingham produced more patents during this period than any other region in England, including the development of the Watt Steam Engine. This expansion map focuses on the unique qualities of the locals known as Brummies to develop and give birth to the Age of Steam.

The base game rules apply except for the changes described below.

Setup: Place 4 goods on the Birmingham double hex space. Place 2 goods on all other Cities. Cover each special action on the Display Board to show these are not available at the start of the game (use a simple tile or other item).

Special Actions: At the start of the game there is only one special action available, the Develop action. Other special actions have to be “Developed” using this action to become available.

Develop Action: When a player selects this action, they must immediately develop one of the covered special actions. The player uncovers one of the special actions and places one of their ownership discs on the special action to gain the use of this action this turn.

Develop Bonus: When an action is Developed for the 1st time, the player receives a one-time bonus in addition to the normal action as follows:

First Move: May move a good over 1 link of an other player and receive the income for the delivery. The other player does not receive income for this delivery. This bonus is active for both deliveries this turn.

First Build: Build up to 4 tiles instead of 3 tiles.

Engineer: One of the 4 tile builds is free.

Locomotive: No bonus.

Urbanization: After placing a New City tile, draw 2 random goods from the bag and place these on the just placed New City tile.

Production: Draw 4 random goods from the bag at the beginning of Goods Growth. Place 2 goods on the Goods Display as normal and place 2 goods on a single City/New City on the map.

Turn Order Pass: Go first in turn order next turn without bidding. Bidding for turn order occurs as if the Turn Order bonus player paid full price to be 1st in turn order.

On Turn 1 there are two available Develop actions. Players perform the Develop action in turn order. There is only 1 Develop action available for each of the remaining turns.

Urbanization: Black New Cities may not be urbanized until Turn 4. Wolverhampton is the only black City on the map and represents the industrialized region known as the Black Country. Place the black New City tiles near turn 4 of the Turn Track as a reminder.

Build Track: Birmingham is a two-hex single City. Track may not be built directly out of and back into Birmingham.

Move Goods: Goods may travel freely from one side of Birmingham to the other. It is a single Blue City.

Goods Growth: If the Goods Display is empty for Birmingham (white 4) and a 4 is rolled for Birmingham to receive a good, then place a random good from the bag on Birmingham for each 4 rolled.

3 Player Rules Changes:

- The game is 9 turns.
- Only one Develop action is available on the first turn.
- Bid for Player Order – If two or more players pass without placing a bid, then those players do not select a special action this turn