

Edition Decoder & The Rules Everyone Misses

What actually separates each edition, and the cluster of rules that make a first game feel flat. Print it, keep it beside the board.

UNOFFICIAL FAN-MADE REFERENCE · Compiled by Puzzlewick · Not affiliated with, endorsed by, or produced by Roxley Games. Always defer to the official rulebook.

Edition decoder — what the extra money buys

Roxley's own comparison table states that Retail and Deluxe both 'Include ALL Gameplay Content'.

EDITION	MONEY	BOX & INSERT	CHANGES THE RULES?
Retail	77 cardboard tokens	Standard box	No
Deluxe (retired)	78 Iron Clays	Gold-embossed box + vac tray	No
Collector's Edition	Birch hardwood	Numbered, dual-layer boards	YES — 2-player map
NoGlare Board only	—	—	YES — same 2-player map

Four myths worth deleting

Each of these is repeated constantly and each is contradicted by the publisher's own materials.

- ☐ The Deluxe has metal coins — it does not — Iron Clays are clay-composite; metal Iron Coins are a separate product
- ☐ Some edition includes a neoprene mat — no Roxley edition does; the mats you have seen are third-party
- ☐ Iron and coal tokens are upgraded in the Deluxe — identical wooden cubes in both editions
- ☐ The Deluxe comes with black-dyed tiles — discontinued in 2023, per Roxley's own footnote

The rules that make a first game feel flat

- ☐ Developing costs 1 iron per tile removed — and it is not on the player aid
- ☐ Draw back up to 8 cards after every turn — not once your hand empties
- ☐ Discard a card for every action — not only when building
- ☐ Score at the end of each era — not when a tile flips
- ☐ Undeveloped Level-1 tiles are swept at the end of the Canal Era — burn them yourself or feel reset to zero
- ☐ 'In your network' ≠ 'connected' — network governs where you BUILD; connected governs how RESOURCES move

Birmingham or Lancashire?

Community weights are near-identical — what differs is forgiveness, not rules load.

	BIRMINGHAM	LANCASHIRE
Selling via	Beer + merchant tiles	Ports + distant cotton market
Actions	6 (adds Scout)	5
Wild cards	8 (4 location, 4 industry)	None
Complexity weight	3.86	3.84
Best player count	3–4	4 only
Dead hand	Recoverable via Scout	Simply a bad turn

Sources. Roxley Games' own product pages and Compare Versions table (roxley.com), the official Brass: Birmingham rulebook PDF, the Gamefound add-on catalogue for project 6169, and BoardGameGeek community data. Rules summaries are written in our own words; nothing here reproduces rulebook text.

Accuracy. Every figure on this sheet was read from the sources above on 2 August 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.

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