1826LE ("Liberation Edition") Rules Corrections, Clarifications, and Errata

The rules included with this edition are essentially identical to those included with the original edition. However, since publication of the original edition, a number of areas have come to light where, due to error, omission, or simply infelicitous phrasing, the rules are not the model of clarity for which I had hoped. I am very grateful to Steve Thomas and Chris Lawson for compiling a complete set of the changes needing to be incorporated into the existing rules, in order to bring them up to a greater measure of exactitude.

There is an argument to be made for a complete rules revision: that is, for a fully conformed second edition. Bearing in mind one of Augustine's many laws ("The man with one watch knows what time it is: the man with two is never sure."), as well as Sevareid's Law ("The chief cause of problems is solutions."), I have chosen to incorporate the desired changes into the text where it was possible to do so seamlessly (with changes indicated by change bars in the margins), and to retain the larger and more detailed revisions in this separate document.

The definitive rules consist of the rulebook included with 1826LE (version 2.1 dated 15 September 2004), plus this errata sheet. Any conflicts between the rules and the errata should be resolved in favor of the errata; any conflicts between the original rules plus the FAQ and the new rules plus the errata sheet should be resolved in favor of the latter.

1.1 Setting Up the Game

There are a large number of SNCF and Etat stickers for use on the tokens. The reason is that most corporations (with the exception of the Etat Belge) can merge into either the Etat or SNCF. If a corporation folds into either of these State railways, the tokens can remain on the map flipped over to show the correct logo. The rules state that the Etat can claim up to two tokens from each merging railway, while the SNCF can claim up to three. This is why the corporations have two Etat and three SNCF logos on the reverse side of five of their tokens. We recommend that the three tokens with the SNCF tokens be used at the start of play, because the Etat only rarely starts, while there is a substantial chance that the SNCF will see the light of day. Instead of providing a large number of Etat and SNCF spare tokens, it was more practical to make the existing tokens double sided. The Etat Belge does not require these as it can never merge.

(*Clarification*) The six hexes surrounding Paris marked with Corporation heralds are reserved for the respective adjacent Corporations. If the Corporation has not yet floated, then the decision lies with the Bank, and the Bank always says no. The reserved hexes only apply to yellow tiles, and once placed there are no further restrictions on green or brown tile upgrades for these hexes.

It is suggested that at the start of the game, a token from each of the six Paris Corporations is placed on the map, in the adjacent hex. This will remind players that the hex may not be built until the Corporation has floated. Once a Corporation floats, a token is placed in the home city, so the token previously placed can now be moved into the adjacent home station.

(*Clarification*) If any of the yellow #7, #8 or #9 tiles run out, then more can be borrowed from other 18xx games to make up the shortfall: yellow plain track tiles are meant to be unlimited. However, this only applies to yellow plain track tiles; all other tiles are limited to the tile mix supplied with the game.

4.1.2 Buying Stock

(*Clarification*) There are no "Par Prices" in 1826. The cost of a share is always the current market value (CMV). This means that at the start of a game, it is cheaper to wait until a Corporation has operated for the first time before you purchase any stock. However, if there is substantial demand for its shares, they may not be available in the following Stock Round.

4.1.2.1 Buying and Selling Bonds

(*Clarification*) Players can buy or sell Bonds from the Pool during a Stock Round. Either counts as an action (i.e. if a player buys or sells just a SNCF Bond, then this will keep the Stock Round open). A single Bond may be purchased or one or more Bonds may be sold. Bonds held by Players do not count towards their Certificate limit. Players may not purchase Bonds from the SNCF Treasury, even if available.

4.3 Private Companies

(*Clarification*) The Mail token may be placed on Paris. If so, it increases the value of all the Paris stations by F10 for the owning Corporation.

4.4 Formation of Corporations

(*Clarification*) To float a Five-Share Corporation, three shares are required to be purchased. Please note that a single share of "Preferred Stock" from the Five-Share Corporation is 20% rather than the usual 10%. Therefore, the President's Certificate is 40%.

(*Example*) A Player decides to purchase the President's Certificate of the Grand Central at the start of the game. He declares the starting price to be F75 and pays F150 to the bank for the 40% President's Certificate. On his next turn of the stock round he purchases one more share (his third) for F75. This floats the GC for a total outlay of F225. The player now has 60% of the GC stock, so he may not purchase any more. The remaining 40% (two shares) are transferred to the GC Treasury along with F225.

If, when the GC operates, it earns revenue of F130 (a typical example from the first run), then it pays F26 per share. In the example above the President will receive F78 (three shares or 60%) and the Corporation will receive F52 (two shares or 40%).

(*Clarification*) The Stock Price of a Five-Share Corporation does not go up if all shares are sold out.

(*Clarification*) The Presidency of a Five-Share Corporation can be transferred to another player in the usual way: another player is required to hold two shares (40% in the case of Five-Share Corporations) before this can happen.

(*Example*) Player A is the President of the GC and holds 40% (the President's Certificate). Player B also holds 40% (two 20% certificates). The Pool holds the other single 20% share.

Player A can sell a single share (20%) to the Pool (he is not allowed to sell both shares as that would mean that the Pool would exceed the 50% share limit), and transfer the Presidency of the GC to Player B. Player A swaps his President's Certificate of the GC for the two certificates belonging to Player B, and can now place one of these shares into the Pool.

The end result is that Player A now holds a single 20% share of the GC, Player B holds the President's 40% Certificate and the Pool holds two 20% certificates.

4.5 Destinations

(*Clarification*) Even though there may be as little as 20% stock outside the Treasury, the corporations does not "unfloat" or stop operating: it continues to run as normal. As the conversion is performed immediately after track placement, it does mean that the Corporation receives dividends from the extra 50% of the stock that it has just received, and it may sell the new stock during the Corporation Stock Selling and Buying step. Note, if a Corporation connects to its destination and converts on its very first operating turn, then the prohibition from selling stock during this turn still applies to the additional 50% stock as well.

Note that the return on investment from a corporation that converts is effectively halved. This is because a share before conversion was earning 20% of the revenue while after conversion the same share is earning only 10%.

4.6.2 The Chemins de Fer de l'Etat

(*Clarification*) Corporations that haven't operated can't merge into the Etat.

(*Clarification*) When performing the two-for-one share conversion during the formation of the Etat, it is based on shares, not certificates.

(*Example*) A Player holds 60% of the GC (a Five-Share Corporation) that is about to merge into the Etat (along with at least one other Corporation). As the player holds three shares, he ends up with a single 10% Etat share, and one share is discarded into the Pool, where it will eventually be part of an exchange.

(*Example*) A Player holds 60% of the GC and 20% of the Midi (both Five-Share Corporations), both of which are going to merge into the Etat. He ends up with 20% of Etat (as he did have four shares previously).

(*Example*) A Player holds 60% of the GC (a Five-Share Corporation) and 10% of the P-O (a Ten-Share Corporation), both of which are going to merge into the Etat. The player ends up with 20% of the Etat (again, he had four shares).

(*Change*) If any of the Etat precursor corporations held one or more Loans, they are transferred to the Etat. The Etat, like any other corporation, may not hold more than two Loans. It is possible that when the Etat forms it inherits more than two Loans. If this does happen then discard any in excess of two.

(*Clarification*) The Etat does not run if there is less than 50% stock outside the Treasury. It is possible that the Etat forms but does not operate because not enough stock gets converted during the formation (it remains unfloated). While this may appear to be the opposite result when compared to Corporations that convert from a Five to Ten-Share Corporation, the Etat is a new corporation that is created as opposed to an existing corporation that is converting. Since it is a new corporation, it follows the normal rules that require 50% of the stock to be sold before it can float and start to operate. It remains in this state until enough stock is purchased from the Treasury during later Stock Rounds. The President may not partially operate the unformed Etat to sell Treasury stock during a Corporation Stock Selling and Buying step. The situation can be easily resolved with some forward planning by ensuring that stock is sold from the Treasury of a potential merger candidate into the Pool before the merger occurs.

4.6.3 The Société Nationale des Chemins de fer Français

(*Clarification*) Corporations that haven't operated can't merge into the SNCF.

(*Clarification*) When performing the two-for-one share conversion during the formation of the SNCF, it is based on shares, not certificates.

(*Example*) A Player holds 60% of the GC and 20% of the Midi (both Five-Share Corporations), both of which are going to merge into the SNCF. First the corporations are converted to Ten-Share Corporations, and then the player ends up with 20% of the SNCF (as he did hold four shares).

(*Clarification*) The SNCF floats in the Operating Round in which it forms as its Treasury stock is transferred to the Pool during formation. However, it may not operate if any of the merger Corporations previously operated in the same Operating Round.

4.7.2 Destination Check

(*Clarification*) When a Corporation connects to its Destination then it is optional to convert to a Ten-Share Corporation. The President decides during the Destination Check (just after placing track) if he wants to convert or not. This decision is revisited each time the Five-Share Corporation operates. If the destination was achieved during the turn of another corporation, then the decision to convert is delayed until it is the turn of the Five-Share Corporation.

Once the President decides to convert to a Ten-Share Corporation, then the remaining five shares (marked "One Share - 10%") are placed in the Treasury. This can mean that up to 80% of the stock is held in the Corporation Treasury and the President may have as little as 20% (in practice, the President will usually hold 30% and the Treasury 50% to 70%).

(*Example*) A Player has floated a Five-Share Corporation and has at some point sold his own holdings down to 40% while the other 60% is in the Treasury. If this corporation now converts to a Ten-Share Corporation then the President (who has only the President's Certificate) now has 20%, the remaining 50% is transferred into the Treasury and joins the existing 30% previously held in there.

Note that shares are not swapped two-for-one (unlike the Etat and SNCF mergers) but revert from one share = 20% to one share = 10%.

As soon as the first 10H train is purchased, all remaining Five-Share Corporations must convert to Ten-Share Corporations immediately. This is not optional. It happens during the Train Buying step of the Corporation that purchased the first 10H train.

4.7.5 Loan Interest Payment

(*Clarification*) The first Loan costs F50 in interest, the second also costs F50 (for a total of F100). The double-sided Loan markers supplied with the game show how much interest is due in total. It is not meant to imply that if a corporation has two loans it pays F150 in interest.

4.8.1 Emergency Money Raising

(*Clarification*) Loans may not be taken out voluntarily; they may only be taken out during the Emergency Money Raising step when either forced to purchase a train or pay interest. The action of taking a loan during the Emergency Money Raising step is atomic with the purchase of a train from the bank. If there is money left after this action, only then can a train be bought across (from another corporation) as per the normal rules.

4.8.3 SNCF Bonds and Emergency Money Raising

(*Clarification*) The only way Bonds come out of the SNCF Treasury is when the SNCF forms or during an Emergency Money Raising step when forced to purchase a train or pay interest. The SNCF must first issue any Bonds it holds before it can take out a Loan. It is possible for the SNCF to issue Bonds during an Emergency Money Raising step and then (if a Loan had to be also taken) purchase the same Bonds back during the SNCF Bond Redemption step.

4.9 Loans

(*Clarification*) The first Loan costs F50 in interest, the second also costs F50 (for a total of F100). The double-sided Loan markers supplied with the game show how much interest is due in total. It is not meant to imply that if a corporation has two loans it pays F150 in interest.