

# 18Chesapeake Rules Difference List

(2020 All-Aboard Games version)

Source Material:

[http://fwtwr.com/18xx/rules\\_difference\\_list/](http://fwtwr.com/18xx/rules_difference_list/)

Compiled By:

Paul Cornelissen (BGG: Largo68), v1.0

## 1 - First Share Dealing Round

**1.1 - How much cash do players start with?**

2	3	4	5	6
1200	800	600	480	400

**1.2 - Does the price of a private company drop by 5 for no sale in the first round?**

Yes, first private only.

**1.3 - Can you sell company shares in the first round?**

No.

**1.4 - Can you make advance bids?**

Yes, at 5 or more over par and over any other bid.

## 2 - Subsequent Share Dealing Rounds

**2.1 - Is there a specific order to buying and selling on your turn?**

Sell then buy.

**2.2 - Are you limited to buying one certificate on your turn?**

Yes.

**2.3 - When can you first sell shares in a company?**

From the second stock round onwards.

**2.4 - Does the bank pool have a per-company share limit?**

50%.

**2.5 - What are the player certificate limits?**

Shares in the yellow zone do not count towards the limit.

2	3	4	5	6
20	20	16	13	11

**2.6 - What are the player certificate limits for shares in one company?**

60%.

**2.7 - Does the stock price drop when stock is sold?**

Yes, 1 row per share.

**2.8 - Does the stock price go up at the end of the share dealing round for a fully-held corporation?**

Yes.

**2.9 - Can you buy a certificate and immediately sell a certificate in the same company?**

No. All selling precedes all buying.

**2.10 - Can companies buy shares?**

Privates, in ORs, once a 3 train has been sold.

**2.11 - What ends a share dealing round?**

Each player consecutively not making a purchase or a sale (all pass). The priority

then goes to the player after the one who last made a purchase or a sale.

**2.12 - Can a player sell private companies to another player?**

*This is covered in Item 10.1, which is essentially the same question put a different way.*

*For other questions about private companies, see Section 10.*

## 3 - Company Flotation

**3.1 - Do you lay the base station token immediately upon floating?**

*This item has more than a few similarities to Item 6.4.*

No.

**3.2 - How many shares must be sold for a company to float?**

60%.

**3.3 - Does a company get full capitalization upon floating?**

Yes.

**3.4 - How is a share company's initial (par) price determined?**

The price is set by the player who purchases the President's certificate choosing a value selected from a range of predefined prices.

## 4 - Operations

**4.1 - In what order do companies operate?**

Current *dynamic* share price. By *dynamic*, this means that each time a company finishes operating, you look at the current stock price chart to see who is next. The highest value company that has not operated operates next. If two companies occupy the same space, the company with a token on top operates next. If two companies have the same value but are in different spaces, the company with a token furthest to the right operates next.

**4.2 - If you sell shares so that their tokens end up in one stack, what order are they stacked in?**

New arrivals are placed below existing tokens.

## 5 - Tile Lays

**5.1 - Where can you make an initial tile lay?**

*i.e. What are the conditions for laying a tile (not necessarily a yellow one) onto a previously untiled hex (references are included)?*

As for 1830. (rule 11.3)

**5.2 - Can you lay two tiles in a turn?**

Only by using the special property of a private.

**5.3 - Must a tile replacement extend existing track?**

*This is a much-argued point, so references are included. A general principle of all 18xx games is that an upgrade may never destroy existing track. This is to be assumed in everything written below.*

*There are three common forms of the rule on this:*

**Permissive** - Some of the track on the newly-laid tile must be reachable from one

*of the laying company's station markers by an arbitrarily large train.*

**Restrictive** - Some of the newly-created track must be reachable from one of the laying company's station markers by an arbitrarily large train.

**Semi-restrictive** - Some of the newly-created track must be reachable from one of the laying company's station markers by an arbitrarily large train **or** the value of a city which can be reached by that train changes.

Semi-restrictive.

**5.4 - Do villages upgrade?**

No.

## 6 - Station Markers

**6.1 - Cost of station markers**

0 for home stations, 40, 60, 80.

**6.2 - Can you lay more than one station marker per turn?**

*This does not include the token in the company's starting hex: you may usually lay one in addition to this.*

No.

**6.3 - Where can you lay a station marker?**

The newly-laid station marker must be reachable from one of the laying company's existing station markers by an arbitrarily large train.

**6.4 - When is a company's first station marker laid?**

When it first operates.

## 7 - Trains Run

**7.1 - Can you run into a city completely filled by rival station markers?**

Yes.

**7.2 - Can you do a run that passes through a city completely filled by rival station markers?**

No.

**7.3 - Any unusual rules about running?**

None.

**7.4 - Can one train run to two stations on the same tile?**

*It may be worth pointing out that off-board areas are generally considered to be single destinations even when there are multiple entry points to an area and when off-board areas consist of more than one hex. 18PA would appear to be the only game that allows you to run to two entry points of the same off-board area with a single train.*

Yes.

**7.5 - Is double-heading allowed?**

No.

**7.6 - Any special rules about villages?**

*[By villages this means the places which are shown on maps as small black rectangles or filled circles. The word city is only used for places with one or more circles for the placement of station markers. This avoids the ambiguities found in some rule sets.]*

*In 1830 and some other games, villages are a nuisance. They count towards the*

station count of a train, but add little to revenue. In such games it is almost always better to build a line through an empty field than through a village, if other things are equal and diesels are not in operation. While this is not a problem for game play, some people feel that it makes an unsatisfactory simulation. This may be why various authors have found various ways of changing it.

No special rules.

### 7.7 - Must the maximum possible revenue be claimed?

The answers in this section are based on statements in the rules about whether the maximum possible revenue must be declared, which in some rules is referred to as making the best possible use of a company's trains. Unless otherwise stated, any player may demonstrate a better revenue total than that proposed by the Director/President, which must then be taken. As only those people playing the game should be bound by the rules, it is up to individual groups of players to decide whether non-playing observers should be entitled to do the same.

Yes. Players are not required to point out a higher revenue total than that claimed.

### 8 - Payment of Earnings

#### 8.1 - Does stock move right for payment of dividends?

Yes.

#### 8.2 - What dividend payments go into the company's treasury?

Those for shares in the bank pool.

#### 8.3 - Does stock move left for withheld earnings?

Yes.

#### 8.4 - Can a company make a partial payout?

No.

### 9 - Purchasing Trains

#### 9.1 - Can companies buy trains from one another?

Yes, minimum price 1.

#### 9.2 - Must a major share company buy a train if it does not have one?

If it has a route.

#### 9.3 - Can trains be sold back to the bank?

No.

#### 9.4 - When a company is forced to buy a train and cannot buy one with its own means, what train may it then buy?

The cheapest train from the bank, bank pool, or a train from another company for up to face value.

#### 9.5 - Must a minor company buy a train if it does not have one?

Not applicable.

#### 9.6 - Can trains of the final type be purchased as soon as one train of the next-to-last type is purchased?

Yes.

#### 9.7 - Can a company buy more than one train from the bank per OR?

Yes.

### 10 - Private Companies

#### 10.1 - Are private companies purchasable between players?

No.

#### 10.2 - Are private companies purchasable by share companies?

Once a 3 train has been sold at from half to twice face value.

#### 10.3 - Does a private company prevent builds in its home hex(es) while it is owned by a player?

Yes.

#### 10.4 - Does using a private company's special property close it?

Only the Cornelius Vanderbilt, when the company that comes with it buys its first train.

#### 10.5 - When do private companies close?

First 5 train.

#### 10.6 - Can you buy and sell private companies in other ways?

No.

### 11 - Presidency of a Share Company

#### 11.1 - Can the Director's certificate ever be in the bank pool?

No.

#### 11.2 - Can you exchange the President's certificate for regular shares from another player when you sell shares to the bank pool?

Yes.

#### 11.3 - After a sale of shares forces a change in Presidency, who gets it in case of a tie?

Next qualifying player on the seller's left.

### 12 - Game Phases

Train	Phase	Effects
2	Yellow	Yellow tiles, train limit 4, 1 OR, yellow values for OBAs
3	Green	Green tiles, privates may be bought by companies, 2 ORs, green values for OBAs
4	-	2 trains rust, train limit 3
5	Brown	Brown tiles, privates close, train limit 2, 3 ORs, brown values for OBAs
6	-	3 trains rust, D trains available immediately
D	Grey	Grey tiles, 4 trains rust, grey values for OBAs

### 13 - End of Game

#### 13.1 - Game ends immediately with a bankruptcy?

Yes.

#### 13.2 - What happens if the bank runs out of money during an operating round?

Game ends when the current set of operating rounds is completed.

#### 13.3 - What happens when stock first hits the top end of the market?

Nothing.

#### 13.4 - What happens if the bank runs out of money during a stock round?

Complete the next set of operating rounds.

### 14 - Secrecy

#### 14.1 - Is a player's cash secret or open for inspection?

Open.

#### 14.2 - Is a company's cash secret or open for inspection?

Open.

#### 14.3 - Is the cash involved in transactions secret, or must it be made public?

Public.

#### 14.4 - Is the cash in the bank secret, or must it be made public?

Public.

### 15 - Inventories

#### 15.1 - Total cash in game:

8,000.

#### 15.2 - Trains available:

7 2s, 6 3s, 5 4s, 3 5s, 2 6s, 7 Ds (unlimited).

#### 15.3 - Tiles available:

See page 16 of the rules. Also, the yellow tiles with plain track on them (tile numbers 7, 8 and 9) are to be treated as unlimited.

#### 15.4 - Other items in limited supply:

None.

### 16 - Miscellaneous Points

None.