



## ***EBI RULES INTERPRETATION DETAIL and FAQ rev May 2018***

### **FERRIES**

- (addition to the Board/Map section of the rules): Each city location (including all major city mileposts) contains the infrastructure necessary to load and unload goods. A ferry port is a special type of city milepost which contains additional infrastructure to stage a train in preparation for loading onto a ferry, and to facilitate the loading. A milepost which is both a ferry port AND a city milepost contains the infrastructure to do all of the above.
- (addition to the Building Railroads section of the rules): When track is drawn which connects to any city milepost (small, medium, major, or ferry), that track is connected to the city's infrastructure. ALL track connected to the same milepost is connected to the same, common infrastructure. All track within a major city is connected to this infrastructure.
- (addition to the Using a Ferry section of the rules): When a player moves onto a ferry milepost and stops moving for the turn, the train has automatically moved into the staging area of the port's infrastructure, UNLESS the player specifically announces that the train is not staged, or an Event that prohibits ferry movement is in effect.
- From the staged area, on the player's NEXT movement turn the train can leave in one of two ways. One option is to board any connected ferry line and ride it across the water, moving at half rate beginning with the ferry port on the opposite side. The second option is to leave the staging area and be loaded onto any connected track on the same side of the water, moving at half rate beginning with the ferry port on the SAME side of the water.
- If the player moved onto a ferry milepost but did NOT stage the train, on the next movement turn the train can either leave on the same side of the water at full rate, or use its movement to stage the train.
- (modification of the Gale Events & Ferry Ports subsection of the rules): In an area affected by a Gale event, each train that is STAGED on a ferry port is derailed and loses one turn and one load. [Note that a train which is sitting on a ferry milepost but is NOT staged is NOT derailed, but cannot be staged while the event is in effect.]

### **HALF RATE MOVEMENT**

- (addition to the Event Card Effects, Half Rate section of the rules): ...the train's remaining movement is halved, rounding all fractions up, beginning with the first movement step TO OR FROM a milepost which is in the affected area.

## FAQ on the TGA Policy Change

1. *Why is the TGA taking away the option to play by Area of Effect and Public Ferries?* The simple answer is TGA policy is to play by actual rules unless a change demonstrably improves the game, which these do not. The more complete answer is allowing these house rules has created a great deal of confusion, anger, and frustration over the past 30 years. We have lost players and been accused of allowing our favorite players to “cheat” by letting them make up rules. This has also resulted in games routinely being played by different rules from one table to the next, and even among the players sitting around the same table. Trying to have each table decide how to play has not solved the problem, and has created new types of anger and frustration. The strongest feedback the Rules Committee received over the past two years is that we need to eliminate the pre-game discussions and define one standard set of rules for all EBI games, which we have done.
2. *Why now?* In perfect hindsight it would have been better to teach everyone the actual rules 30+ years ago and get everyone to play that way from the beginning... but that didn't happen. We've reached a point where trying to keep everyone happy is simply not working, so we feel we need to impose a standard set of rules and work through whatever difficulties the transition brings.
3. *If everyone at the table wants to be play by a variant like Area of Effect, is that still allowed in the TGA?* At a TGA Major tournament (Origins, Gen Con, Railcon) the answer is NO. While we will not have Volunteers and Conductors police everyone's play, we are asking all our regular players to support this change to make the transition as smooth as possible. You may need to remind each other of the new rules until everyone gets used to it, or call a Conductor to assist if needed.
4. *Will these rules be enforced at all TGA-sanctioned events?* At any TGA-sanctioned Regional event we encourage the use of standard TGA rules to avoid confusion. However, the local conductor may decide to run their EBI tournament using any variant or house rule (No Dump, Area of Affect, Circus, Mercy, Field Warehousing) or to ignore a published TGA rules change (Equal Turns, Final Special Build), as long as any rules change or variant is clearly announced and communicated to all players before any game begins. If you are attending a Regional we suggest you ask the conductor if rules are not clearly posted or announced.

## FAQ on EBI Game Rules

NOTE: This is a work in progress, which will grow to include all existing TGA EBI clarifications.

5. *Can I turn around on a ferry port without stopping or getting on the ferry?* YES. A ferry is a type of city and you can turn around there as in any city. [This is the original published rule from the first editions of Eurorails and Nippon.] If your last movement step is onto the ferry city and you intend to turn around on the next movement turn, you must announce that you have NOT staged your train for the ferry. If you move in and out of the ferry on the same turn, no announcement is needed.

## FAQ on EBI Game Rules – Continued

6. *Can I ride one player's track into the ferry port, then switch to a different player's ferry to cross the water?* YES. See the clarifications on the board and track building rules. ALL track and ALL ferries built to a port city are connected to the same common port infrastructure. Any connected track can get you to the port staging area, and any connected ferry can load your train and carry it across.
7. *If I am sitting on a ferry port which I have not built and do not move, do I have to pay someone for that turn?* NO. If your train does not move at all, you do not pay, anywhere on the board.
8. *I arrive in Belfast, stage my train for the ferry, then upgrade to a Superfreight. Can I pick up a load of potatoes to fill the train next turn before I leave?* YES. The port infrastructure is connected to the city infrastructure for loading and unloading goods. Note that the same ruling would apply if you were staged for the ferry and discarded your cards last turn, or if you were derailed and lost your previous turn.
9. *I am sitting on a ferry port which I have not built and I did NOT (or could not) stage the train for the ferry on my previous turn. All I do on this turn is stage the train. Have I actually moved and do I have to pay for it?* Technically, yes you have moved (staging occurs during train movement), but NO you do not have to pay for this turn. All of your movement occurred within the city and its existing infrastructure; you did NOT move on any line (track or ferry) which was built by another player.
10. *Can I stage to a ferry port where the ferry line I plan to use is not yet built?* YES. As long as track exists into the port (e.g. major city track or another player's track) you could move into the port and stage the train, THEN build the ferry line that turn, THEN use the newly built ferry the following turn.
11. *How do you explain that the movement lost to stage the ferry can be anywhere from 0 to 12 pips?* If you time your arrival at the ferry port when there is no one waiting you can be staged quickly, but sometimes you wait in a queue.
12. *Why do I need to move at half rate if I stay on the same side of the water?* The staging area is intended for trains and other items waiting to load the ferry. If you stage then change your mind about crossing, you are the lowest priority for being unloaded and returned to the railroad track at the other end of the infrastructure.
13. *Are these rules completely realistic for real world railroad operations?* No. The goal is not a perfect simulation of reality. Otherwise it would take much longer to ferry from Newcastle to Esbjerg than it does to cross the English Channel, and movement would be slower through mountains, and you would slow down to enter a city, load and unload goods, or pass another train. Half rate movement is used in several different ways in EBI game play to simulate a situation where the train is delayed. Realistically some delays would be longer than others, but the game keeps it simple such that you either move at full rate or half rate.

14. *If I am moving at half rate as I depart the ferry and during that turn I move into an area where an Event requires half rate movement, am I now supposed to move at half of half, or one-quarter rate?* NO. The train can be at full rate under normal conditions, half rate during any delay or combination or delays, or not allowed to move at all. There are no other speeds.
15. *Is the Chunnel a special type of ferry which is affected by a Gale? Am I derailed if I am sitting on a Chunnel milepost when the Gale hits? If not, do I move at half rate on the Chunnel mileposts?* NO, NO, and MAYBE. The rules clearly state that the Chunnel is not affected by a Gale event, therefore you are not derailed in the Chunnel. The three Chunnel mileposts are not affected dots, but both ends are connected to dots which would be affected. If you start a turn on a Chunnel milepost you would move at full rate until the first step which is TO OR FROM an affected dot (presumably as you leave the Chunnel). However if you do not begin on a Chunnel milepost, your train must have moved TO OR FROM an affected dot in order to reach the Chunnel, thus you would continue at half rate for the rest of your turn as per standard rules.
16. *Can I turn around on the Chunnel?* NO. There is no city on the Chunnel.
17. *How do these clarifications affect when I pay in Australian Rails to move to and from Hobart on someone else's ferry?* You **do not** pay to get to the Melbourne ferry port and stage the train on Turn 1 (assuming you did not have to pay to get to Melbourne). On Turn 2 you **would** pay someone for their ferry and track to get to Hobart and back to the ferry. On Turn 3 you **would** pay someone for use of their ferry back to Melbourne.
18. *What's the logic behind that Melbourne ruling?* **A ferry is part of the building player's track.** The city and ferry loading infrastructures exist as part of the board. The ferry line track does not exist until someone builds it. You never pay to use anything which is built into the board. You always pay to use something which another player built.
19. *Do these ferry clarifications change the way Taiwan Container Movement works in China Rails?* No, but the concepts are similar. The mainland ports contain the infrastructure to link to a container which is compatible with the Taiwan rails. Arriving and ending a movement turn in a port automatically stages the train for the container link, giving the option to either drop off OR pick up from Taiwan at the beginning of the next turn.
20. *In China Rails, do Storms at Sea derail a train sitting on the Dalian ferry or any of the Taiwan ports?* NO, unlike Eurorails the rules do not include derailment. However, just like ferry movement, Container Movement is a two-turn process. That means any event (Storm or Strike) which suspends Container Movement stops you from staging OR using the container.
21. *China Rails clarification: If I arrived and staged in the Hong Kong port last turn, can I pick up a load at the start of this turn, then deliver it to Hong Kong, then pick up a replacement load from Taiwan, then leave, all on this turn? (I haven't moved.)* No. You get one container at the beginning of the turn with which you can pick up OR deliver as many goods as you can. In order to make the delivery in Hong Kong, you had to begin the normal movement phase of your turn. You could of course make the delivery then immediately restage.