

Power Grid Iran Rules

Overview

Iran faces sanctions that limit resource availability if nuclear plants are built. However, abandoning nuclear plants will lead to technology exchanges that accelerate the introduction of more efficient power plants.

Setup

Place plant #11 on top of #13 when constructing the deck.

The starting prices of resources are: Coal 2 Elektro, Oil 1 Elektro, Garbage 6 Elektro, Uranium 8 Elektro

Phase 2: Auction Power Plants

If a player owns a nuclear plant, he may discard it (along with any unused, non-transferable fuel) before opening bidding on plants. If he does this, immediately discard and replace the lowest-valued plant. The player does not have to buy a replacement plant, and may pass on bidding outright.

At the end of Phase 2, if at least one nuclear plant has been discarded and no nuclear plants remain in play, discard and replace the lowest-valued plant.

Phase 5: Bureaucracy

If a nuclear plant is in play, the resupply rate of the resource market drops. Use the number to the right of the slash if any number of nuclear plants are in play. Use the number to the left of the slash if no nuclear plants are in the play. There is no change in the rate of resupply for uranium.

Resupply Tables

2 players	Step 1	Step 2	Step 3
Coal	2 / 1	2 / 1	4 / 3
Oil	3 / 2	4 / 3	3 / 2
Garbage	2 / 1	2 / 1	3 / 2
Uranium	1	1	1

3 players	Step 1	Step 2	Step 3
Coal	2 / 1	3 / 2	4 / 3
Oil	4 / 3	5 / 4	4 / 3
Garbage	2 / 1	2 / 1	3 / 2
Uranium	1	1	1

4 players	Step 1	Step 2	Step 3
Coal	3 / 2	4 / 3	5 / 4
Oil	5 / 4	6 / 5	5 / 4
Garbage	3 / 2	3 / 2	4 / 3
Uranium	1	2	2

5 players	Step 1	Step 2	Step 3
Coal	4 / 3	5 / 3	6 / 4
Oil	5 / 4	7 / 5	6 / 4
Garbage	3 / 2	4 / 3	5 / 4
Uranium	2	3	2

6 players	Step 1	Step 2	Step 3
Coal	5 / 4	6 / 4	7 / 5
Oil	7 / 5	9 / 7	8 / 6
Garbage	3 / 2	5 / 4	6 / 5
Uranium	2	3	3