

Great Western Trail

Action	Notes
Hire worker(s) (-\$)	
Place building(s) (-\$)	# craftsmen needed (upgrade: difference) Pay wage: -\$ per craftsman
Move engine forward	1 space per engineer Reduces transport cost @ Kansas (Optional) Stop at a station: <ul style="list-style-type: none"> Upgrade station (-\$) (Optional) Swap worker for station master tile
Buy cattle (-\$)	# cowboys affects: <ul style="list-style-type: none"> cost number of cards you can take type of cards available
Trade with Indians (±\$)	+VPs (via objectives) and +\$
Remove hazard (-\$)	+VPs and clears path
Auxiliary actions	Single or Double
Discard specific card for reward	Specific colour, matching/different colours, objectives cards
Move certificate cube	
Gain objective card	

Turn Overview

- Move up to limit (ignore empty spaces, pay green/black hand fees)
- Actions (either/or):
 - 1x single auxiliary action
 - Local actions (own/neutral buildings)
- Draw

Kansas City Actions

(1), (2), (3): Choose tile, place on board

(4): Income (+\$): # cattle types in hand (+ spend certificates - optional)

(5): Delivery: Based on income, move disc from board to city crest, pay transport cost (-\$)

(6): Discard hand

Player Board Notes

- Moving discs: Space colours must match (black/white background)
- Removing discs:
 - unlocks auxiliary actions
 - More movement
 - Increases hand size
- Green/black hand fee on board

VPs

- Money (\$5:1)
- Buildings
- Workers
- City crests
- Hazard tiles
- Objective cards
- Station master tiles
- Cattle
- Railway stations
- Job market token
- Player board space