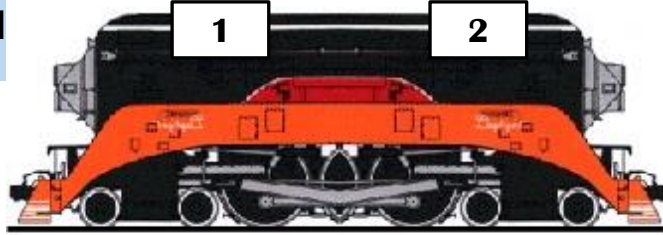


Crack Limited

Fast

Coaches (3)



Crack Limited

Fast

Coaches (3)

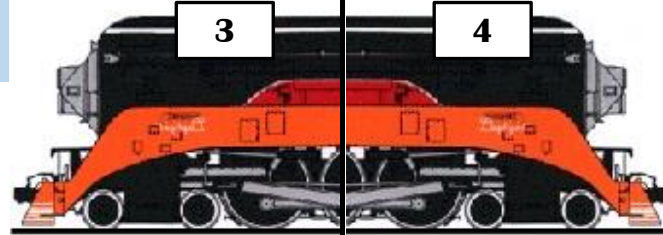
**Stop at Terminals only. No switching.
Expedite.**

**Stop at Terminals only. No switching.
Expedite.**

Express

Fast

Freight (2)



Express

Fast

Freight (2)

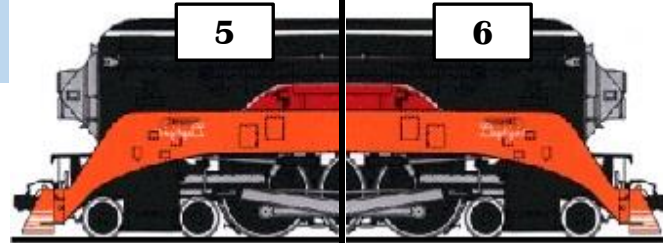
**At every location, may drop or pick up
one freight car. Expedite.**

**At every location, may drop or pick up
one freight car. Expedite.**

The Sparrow

Fast

Coach (2)



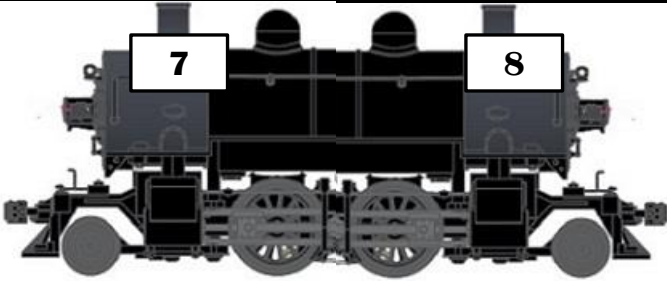
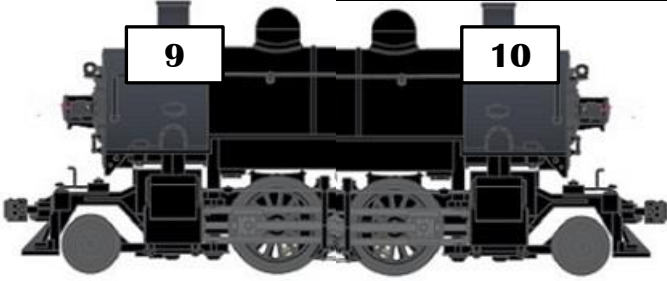
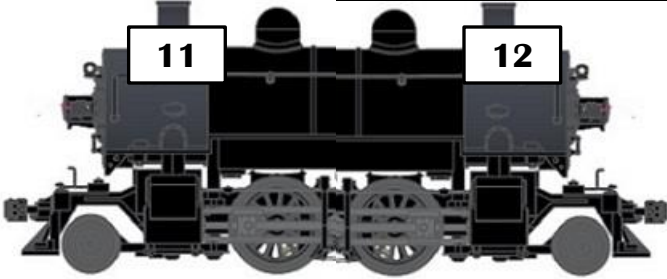
The Sparrow

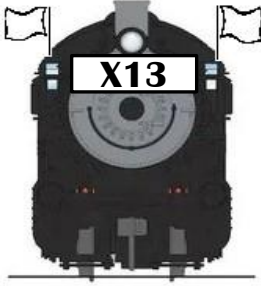
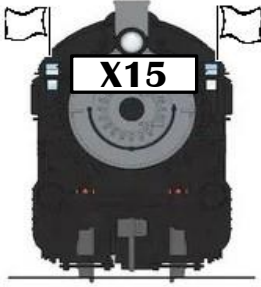
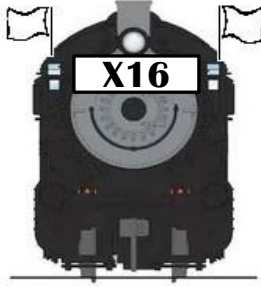
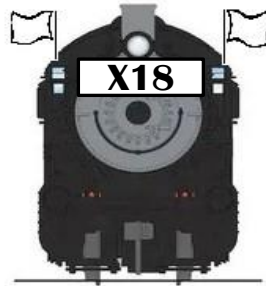
Fast

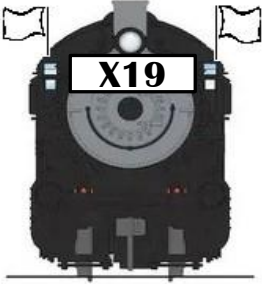
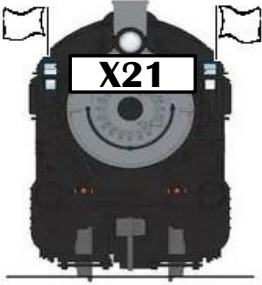
Coach (2)

No switching. Expedite.

No switching. Expedite.

Local		Local
Slow		Slow
Freight (1) Coach (1)		Freight (1) Coach (1)
Coach must remain on station track if switching. Maximum one freight, one coach.		Coach must remain on station track if switching. Maximum one freight, one coach.
Heavy Freight		Heavy Freight
Slow		Slow
Freight (3) Caboose (1)		Freight (3) Caboose (1)
Drag Freight		Drag Freight
Slow		Slow
Freight (2) Caboose (1)		Freight (2) Caboose (1)

Appleseed Extra		Fruit Growers Express	
Slow MT Freight (3) Caboose (1)		Fast Freight (2) Caboose (1)	
May drop MTs but not pick up anything.		Reefers only. May pick up one extra loaded reefer. Expedite.	
Yard Xfer		Light Engine Move	
Slow Freight(2) Caboose (1)		Fast None	
		No switching.	
Campaign Train		Circus Train	
Fast Coach (1)		Slow Freight (2) Coach(1) Caboose	
No switching. One turn at station (speeches) then expedite.		No switching. One turn stopped on any track (circus set-up) earns 1 point.	

Military Train Slow Freight (1) Coach (2) No switching or passenger drops/pickups. Expedite.		Director's private car Slow Freight (2) Coach (1) No passenger drops/pickups.	
Freight Extra Slow Freight (3) Caboose (1)		Second Section As first section As first section Follows next scheduled train, with duplicate seniority, rules and consist makeup.	
Dee-Dee Slow Caboose (1) Per-diem train. May only pick up MTs.	