

Card	Number in Deck	Card Basic	Placed	Lockouts	Note	Porters / Laborers
Basic Tracks						
Whistle Post	4	OFFICE	Center of play. Initial placement. Establishes Running Track.		Not placed in deck. 1 A/D track.	
Limits	8	STRAIGHT	Initial placement to either side of Whistle Post		Not placed in deck. Any card played on this moves the Limit further out. Any adjacent ON TABLE cards do not move with the Limit.	
Straight track	32	STRAIGHT	Stub, Limit			
Curved track (left)	16	CURVED	Stub, Sharp Curve			
Curved track (right)	16	CURVED	Stub, Sharp Curve			
Sharp Curved Track (left)	4	CURVED	Stub		Any move across this track is doubled (two moves)	
Sharp Curved Track (right)	4	CURVED	Stub		Any move across this track is doubled (two moves)	
Turnout (left)	16	TURNOUT	Straight, Curve, Stub, Limit			
Turnout (right)	16	TURNOUT	Straight, Curve, Stub, Limit			
Industries						
Depot	4	TRAIN ORDER OFFICE	Whistle Post		2 AD tracks	1
Station	2	TRAIN ORDER OFFICE	Depot		3 AD tracks	2

Terminal	1	TRAIN ORDER OFFICE	Station		4 AD tracks	3
Waiting area	3	ON TABLE	Adjacent to Depot, Station, Terminal	Waiting Area		
Restaurant	2	ON TABLE	Adjacent to Depot, Station, Terminal	Restaurant		
Hotel	1	ON TABLE	Adjacent to Depot, Station, Terminal	Hotel		1
Freight house	2	INDUSTRY	Straight, Stub (not on Running Track)	Freight house, Grocer's warehouse		1
Truck dock	2	ON TABLE	Placed adjacent to any Freight House, Packing sheds or Grocer's Warehouse	Truck Dock		
Railroad Express Agency	1	ON TABLE	Placed adjacent to any Freight House	Railroad Express Agency		1
Forklifts	2	ON TABLE	Placed adjacent to any Freight House or Packing sheds	Forklifts		1
MineTipple	2	INDUSTRY	Straight, Stub (not on Running Track)	Power Plant		1
Prep Plant	1	ON TABLE	Placed adjacent to any Mine Tipple	Prep Plant		
Coal Piles	1	ON TABLE	Placed adjacent to any Mine Tipple	Coal Piles		
Conveyor Belts	1	ON TABLE	Placed adjacent to any Mine Tipple	Conveyor Belts		1
Refinery	1	INDUSTRY	Straight, Stub (not on Running Track)	Power plant		1
Pipelines	1	ON TABLE	Placed adjacent to any Refinery	Pipelines		1

Oil Depot	1	ON TABLE	Placed adjacent to any Refinery	Oil Depot		
Viscosity breakers	1	ON TABLE	Placed adjacent to any Refinery	Viscosity Breakers		
Power Plant	2	INDUSTRY	Straight, Stub (not on Running Track)	Mine Tipple, Refinery		1
Transmission lines	1	ON TABLE	Placed adjacent to any Power Plant	Transmission Lines		
Rotary Dumps	1	ON TABLE	Placed adjacent to any Power Plant	Rotary Dumps		1
Steam Turbines	1	ON TABLE	Placed adjacent to any Power Plant	Steam Turbines		1
Packing Sheds	1	INDUSTRY	Straight, Stub (not on Running Track)	Grocer's Warehosue		1
Ice House	2	ON TABLE	Placed adjacent to any Packing Shed, Grocer's Warehouse	Ice House		1
Forklifts	Place holder			Forklifts		
Truck dock	Place holder			Truck Dock		
Grocer's Warehouse	1	INDUSTRY	Straight, Stub (not on Running Track)	Packing Sheds, Freight House		1
Ice House	Place holder			Ice House		
Local small groceries	1	ON TABLE	Placed adjacent to any Grocer's Warehouse	Local Small Groceries		
Truck dock	Place holder			Truck Dock		
Trains						
1	1	TRAIN				
2	1	TRAIN				
3	1	TRAIN				
4	1	TRAIN				

5	1	TRAIN				
6	1	TRAIN				
7	1	TRAIN				
8	1	TRAIN				
9	1	TRAIN				
10	1	TRAIN				
11	1	TRAIN				
12	1	TRAIN				
X13	1	TRAIN				
X14	1	TRAIN				
X15	1	TRAIN				
X16	1	TRAIN				
X17	1	TRAIN				
X18	1	TRAIN				
X19	1	TRAIN				
X20	1	TRAIN				
X21	1	TRAIN				
X22	1	TRAIN				
cards				Space-Use Cards		
Bean house	1	ON TABLE	Placed adjacent to any straight, curve, turnout, Limit.	Bean House	Burns tablespace.	
Flop house	1	ON TABLE	Placed adjacent to any straight, curve, turnout.	Flop House	Burns tablespace.	
Watertower	1	ON TABLE	Placed adjacent to any straight, turnout on Running Track.	Watertower	Burns tablespace.	
Hobo Jungle	1	ON TABLE	Placed adjacent to any straight, turnout, Limit on Running Track..	Hobo Jungle	Burns tablespace.	
Section House	1	ON TABLE	Placed adjacent to any straight, curve, turnout.	Section House	Burns tablespace.	

City blocks	4	ON TABLE	Placed adjacent to any straight, curve, turnout, Limit.	City Blocks	Burns tablespace.	
Engine Shops	1	ON TABLE	Placed adjacent to any straight, curve, turnout.	Engine Shops	Burns tablespace.	
Tenderloin District	1	ON TABLE	Placed adjacent to any straight, curve, turnout, Limit.	Tenderloin District	Burns tablespace.	
Engineer cemetery	1	ON TABLE	Placed adjacent to any straight, curve, turnout, Limit.	Engineer Cemetery	Burns tablespace.	
Enhancements				Enhancements		
Interlocking	2	ENHANCEMENT	Placed on any Running Track Straight	Interlocking	May stop an inbound train on the Limit Track.	
Facing Point Locks	2	ENHANCEMENT	Placed adjacent to Interlocking card.	Facing Point Locks	Must have interlocking.	
Yard office	1	ENHANCEMENT	Placed on any Secondary Track Straight.	Yard Office	An inbound train with no coaches that can make a single move to the yard office track may do so and arrive there, not at the Train Order Office.	
Small yard	1	ENHANCEMENT	Placed on any Secondary Track Straight.	Small Yard	A train that spends one move in the yard may sort itself in any order (including cars in front of the engine).	
Water column	2	ENHANCEMENT	Placed on any Running Track Straight.	Water Column	If you have this, you can remove any Watertower in your district.	

Overpass	1	ENHANCEMENT	Placed on any Railroad Crossing	Overpass	Removes restrictions on a played railroad crossing. May stop trains on it and eventually replace with a turnout. No Industries can be placed here.	
Telegraph	3	ENHANCEMENT	Placed on any Running Track Straight	Telegraph	Once a day, when "dispatching" facing trains, add +4 to other train's number.	
Telephone	2	ENHANCEMENT	On Telegraph	Telephone	Once a day, when "dispatching" facing trains, add +8 to other train's number.	
Radio	2	ENHANCEMENT	On Telephone	Radio	Once a day, when "dispatching" facing trains, add +12 to other train's number.	
ABS Signals	2	ENHANCEMENT	May be placed on any Mainline Card.	Abs Signals	Trains on this card will not rear-end each other. They will stop short of a collision.	

Mainline Cards

Brakeman	1	MAINLINE	Play on a GRADE MAINLINE card to allow faster passage downhill.	Airbrakes		
Airbrakes	1	MAINLINE	Play on a GRADE MAINLINE card to allow faster passage downhill.	Airbrakes	Brakeman must be in effect.	

Helpers	1	MAINLINE	Play on a GRADE MAINLINE card to allow faster passage uphill.	Helpers		
Realignment	2	MAINLINE	Change a MAINLINE card to... *Plains to Double Track *Curves to Plains *Uncontrolled Siding to Double Track *Trestle to Uncontrolled Siding	All "To" cards are already in play,	May not play if train currently on MAINLINE card.	
Facing Point Locks	2	ON TABLE	Placed adjacent to Interlocking card.	Facing Point Locks	Must have interlocking. Prevents Derail card from being played on you.	
Cards						
Red Flags	5	MANEUVER			May play at any time. A stopped train is prevented from being hit. The approaching train is prevented in moving.	
Flying Switch	1	MANEUVER			If you Limit a facing point switch leading to an industry, you may break away a cut of cars from behind the engine and roll them into the industry. The engine and remaining cars proceed down the other track.	

Poling	1	MANEUVER			TTD	
Screw you cards						
Derail	2	ACTION			If played on a moving train in the Local Phase, that train must stop for remainder of turn.	
Broken coupler	1	ACTION			If played on a moving train in the Mainline Phase, that train must stop and not move.	
Railroad crossing	1	ACTION	Played on any Secondary Track Straight.		This track may not be used as a stop point for switching trains. It may not be converted to Industry.	
Per Diem inventory	1	ACTION			Play on another player. Lose one Pt per 2 MT cars on Secondary Tracks.	
Demurrage charge	1	ACTION			Play on another player. Lose one Pt per 2 loaded freight cars on Secondary Tracks	
Customer complaints.	1	ACTION			Play on another player. Lose one Pt per 2 coach in loading boxes.	
Vandalism	1	ACTION			Play on another player. If a train is currently moving past a hobo jungle, a boxcar is looted (convert to MT).	

Hotbox	1	ACTION			Play on another player. A train which has just arrived at a Train Order Station must remove one car (the card-player's choice) and set it onto any Secondary Track. It must stay in this location until the train departs. A later train may pick it up.	
Outlawed	1	ACTION			Play on another player. A train which has just arrived at a Train Order Station may not depart for one turn - the crew's duty hours have expired and a new crew must be called.	

Load boxes (Green)	MT boxes (Red)	Car Types used	Control Point	Train can stop here	Track Per Player			
							Sum other	115
							sum start	12
							Sum total	127
				TRUE	8		Total track	104
				TRUE	4		Total track	231
				TRUE	4			
				TRUE	1			
				TRUE	1			
					4			
					4			
1	1	Coach	TRUE	TRUE				
2	2	Coach	TRUE	TRUE				

3	3	Coach	TRUE	TRUE				
1		Coach						
	1	Coach						
	1	Coach						
1	1	BOX		TRUE				
1		BOX, REEFER						
1		BOX						
1		BOX, REEFER						
1		HOPPER		TRUE				
1		HOPPER						
1		HOPPER						
		HOPPER						
1		TANK CAR		TRUE				
		TANK CAR						

1		TANK CAR						
1		TANK CAR						
1		HOPPER, TANK CAR		TRUE				
	1	HOPPER, TANK CAR						
		HOPPER						
	1	HOPPER, TANK CAR						
1		REEFER		TRUE				
1	1	REEFER						
	1	BOX, REEFER		TRUE				
	1	BOX, REEFER						

				TRUE				
				TRUE				
				TRUE				
				TRUE				

				TRUE				
				TRUE				
				TRUE				
				TRUE				

[illegible]
