Coal Train

Introduction

This is an economic-builder railroad-themed game, with the innovation of the tile walk as the major constraint on actions.

Players build stations on a common map of towns and cities, and gain rewards in the form of victory points and other advantages. Clever choices in using the tile walk allow the players to build stations, increase their production of resources, and score their progress.

Components

Map Board
Rondel Board
Deck of Tiles
Deck of Incentives
Agents (pawns) - 1 per player in player colors.
Station Tokens - 20 per player in player colors.
Income markers - 4 per player.
Action Point markers - 1 per player.
Coal tokens - 60 (or so).
Iron tokens - 40 (or so).
Water tokens - 40 (or so).
Subsidy markers - 40 (or so).
Subsidy Rondel Loco - 1
Resource boards: 1 per player.
Player aids
Scoring Tokens: Total value about 400 VPs.
This Rulebook

Overview

Resources

Coal, Iron, and Water are *resources* which your railroad can produce as income, and which you can spend to pay for improvements to your railroad. **Note**: All game tokens are unlimited. If you run short, use any available substitute.

Resources

Coal **Iron** **Water**

Action Points

At the start of each of your turns, you will receive income which includes some number of *action points*. Action points can be spent to acquire and use tiles, to buy coal, to exchange resources, and to pay for incentives.

Action Points

Subsidies

Subsidies

Subsidies are tokens representing specific actions that you can take and/or benefits that you can receive without spending action points. Subsidies are acquired during the game by purchasing tiles and by building stations, and may be kept until you are ready to use them.

Each subsidy is a specific action or benefit (such as "Take 2 coal" or "Exchange 4 resources"). There is a specific icon for each subsidy (see list in the detailed **Subsidies** section below), but the generic symbol for a subsidy is 💲.

Victory Points

Your Resource board

Your resource board has *Income tracks* which show the amount of income you get for each resource, and the number of action points you get to spend each round. The Income tracks are marked with the income icon ☀. The action point income track has an adjacent storage track which shows how many action points you have available to spend.

Income

Coal **Iron** **Water**

Your resource board also has slots for subsidies. When you gain a subsidy, place a subsidy marker on your board by the slot for that particular subsidy. There is no limit to the number of subsidy markers you can have in any slot, or overall.

The Map Board

The map shows a number of cities and towns, with lines connecting them. During play, you will be building stations in the cities and towns. When you do, you will receive victory points. When you build a station in a city you will also receive a subsidy and an incentive card that grants special benefits.

Map

City **Town**
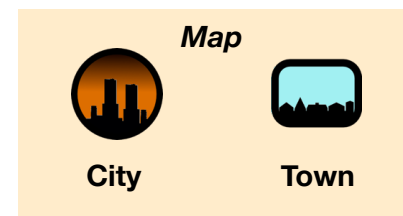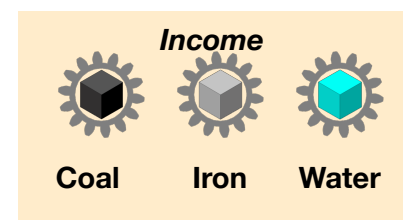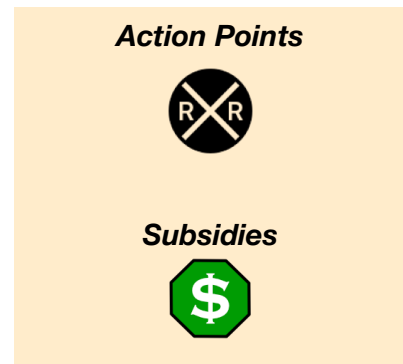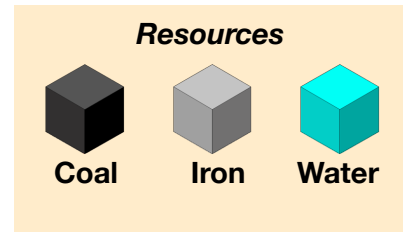
About the Tiles

The diagram below shows the parts of a tile:
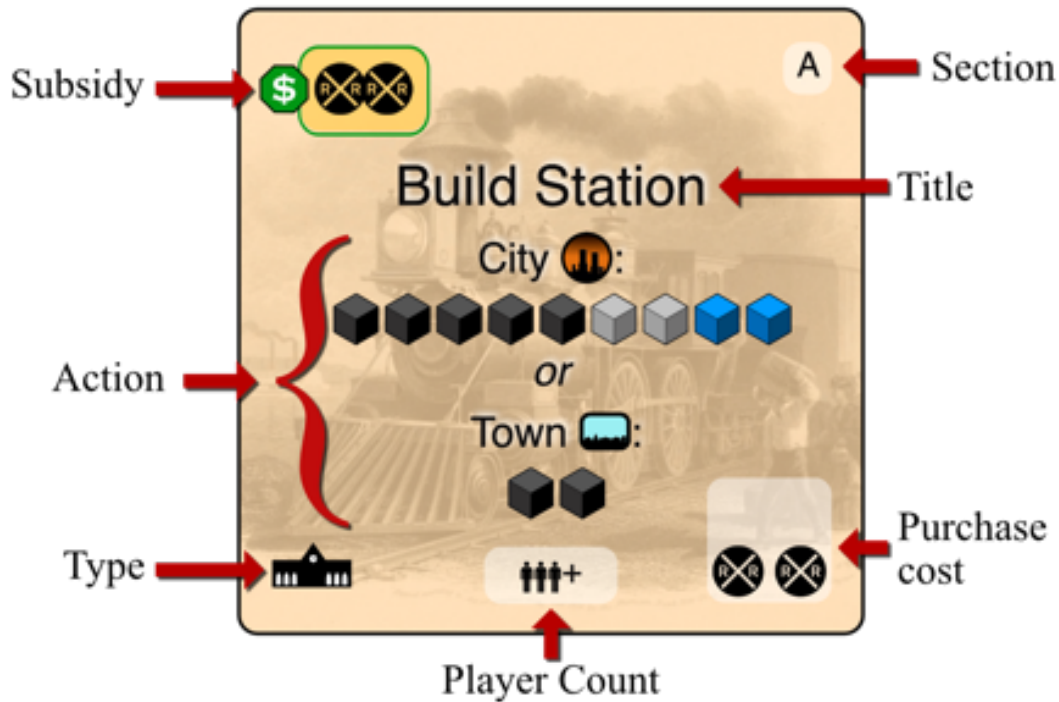

The parts of a tile.

The Section and Player Count only matter when setting up the game, and can be ignored during play. (See **Setup** below.)

The Purchase Cost shows the number of action points you must spend in order to purchase the tile. (The example tile above would cost 2 action points to purchase.)

The Subsidy shows the subsidy that you immediately receive when you purchase the tile.

The Action shows the cost and effect of using the tile.

The Type shows the type of the tile. The Type icons are:

| *Station* | *Upgrade* | *Whistlestop* |
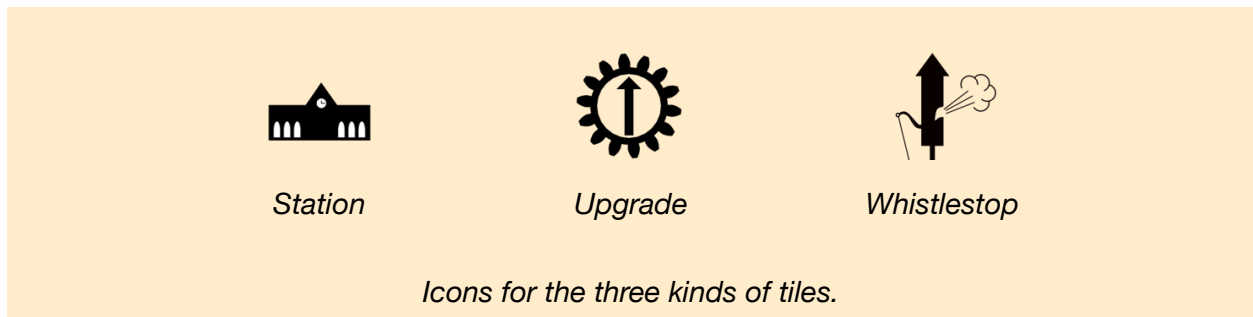
Icons for the three kinds of tiles.

The Market

The Market is an array of 25 tiles, face-up in the center of the table. There are three kinds of tiles: *Station* tiles, *Upgrade* tiles (including the special Standard Upgrade tile), and *Whistlestop* tiles.

In order to take actions such as building stations, and increasing your income, you must purchase and use station and upgrade tiles (but not whistlestop tiles).

To purchase these tiles, move your agent (pawn) from tile to tile until you reach a tile you want to purchase, and then pay its purchase cost in action points.

The different kinds of tiles are described in detail below. For now, you should know that when you purchase a tile, you will keep that tile until you are ready to use it later; but also you will immediately receive one subsidy as shown on the tile. When you're ready to use one of your tiles, you'll usually pay any resource costs as shown on the tile, then take the action described on the tile, then discard the tile.

The Standard Upgrade tile is different. It cannot be purchased or taken; instead, when your agent is on the tile, you may optionally pay the tile's cost (in action points and coal) to immediately take the tile's action.

Whistlestop tiles are different. They cannot be purchased or taken; instead they have an immediate effect, described on the tile, that happens when your agent steps on the tile.

The Rondel

The Rondel, which is on the Map Baord, shows the eight different subsidies, arranged in a circular progression.
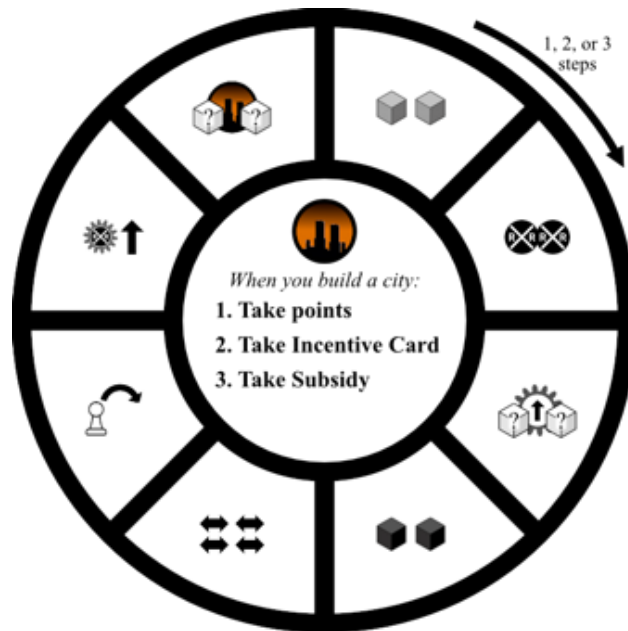

The Rondel Board.

Setup

Player Setup

Give each player the resource board, station tokens, and agent pawn in their color. Give each player 4 income markers; these are placed on the marked space in each income track on the resource board. Give each player one action point marker, placed in the 0 (zero) slot on the action point track on the resource board. Give each player 4 coal tokens.

Keep your agent pawn in front of you for now.
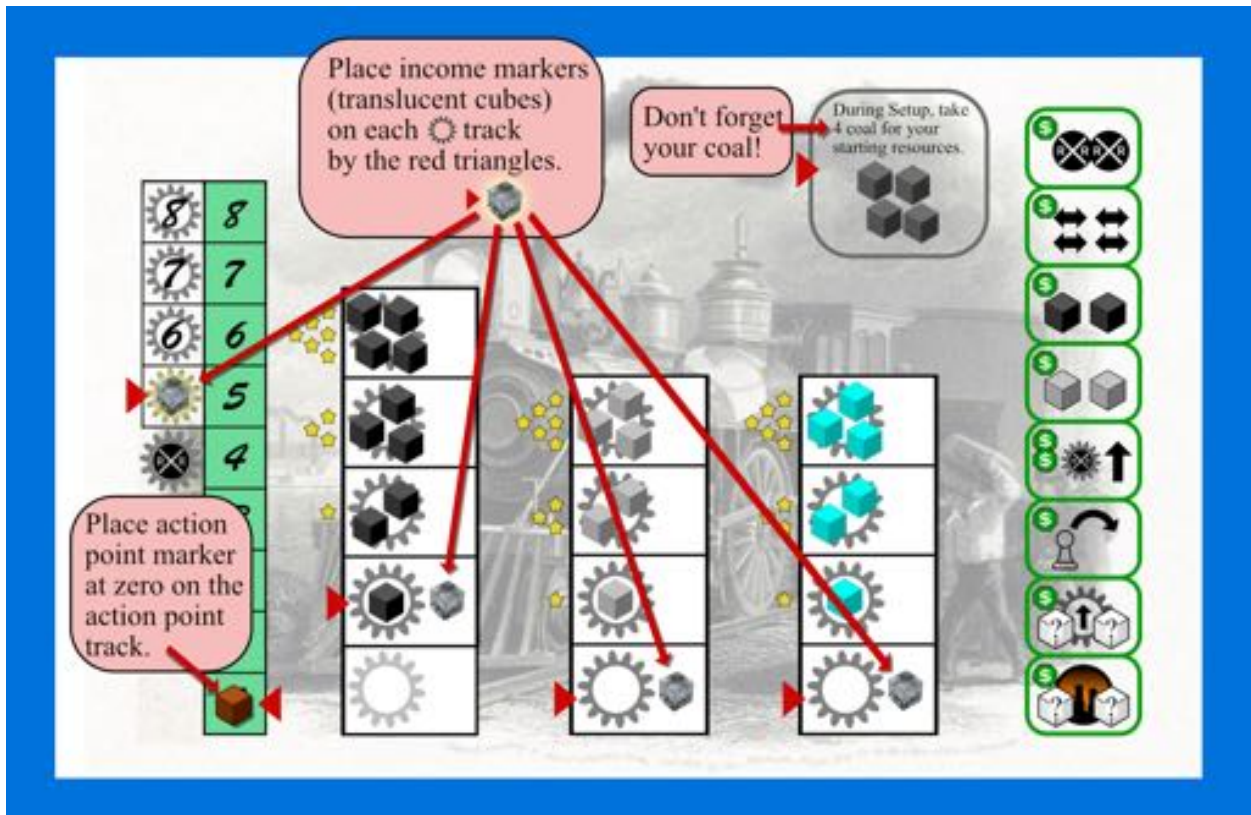
Setting up a player's resource board.

Prepare the Tile Deck and Form the Market

Begin by removing any tiles marked for more players than you have at the table. For example, if you have four players, remove all tiles marked for five players and return those tiles to the box—keeping all those marked for four and three players.

Separate the remaining tiles into three decks: the whistlestop tiles (marked with the 🚂 icon), the Section A tiles, and the Section B tiles. (See tile illustration on page 6.) Set the six whistlestop tiles and the Standard Upgrade tile aside for now.

Shuffle the section B tiles face-down into a deck, then draw 10 tiles from that deck and set them aside, still face-down. These set-aside section B tiles are the *reserve deck*. Now shuffle the Section A tiles, and place them face-down on top of the remaining section B tiles. This combined deck is the *draw deck*.

Now draw 24 tiles from the draw deck (they will all be section A tiles) and place them, face-up and at random, in a 5x5 array in the center of the table. Place the Standard Upgrade tile in the center of the array. This array is the *Market*.

The Market after setup.

## Finish Preparing the Draw Deck

Find the **Lobbyist** whistlestop tile, and place it face-down on the draw deck. Turn the 5 remaining whistlestop tiles face-down, shuffle them, and place them on top of the draw deck. (Now the draw deck should have 5 random whistlestop tiles on top, then the Lobbyist whistlestop tile, then the remaining section A tiles, and finally the section B tiles on the bottom.)

Set the draw deck in its reserved place on the central board. Set the reserve deck aside, somewhere off the board.

Prepare the Map Board

Place the map board in the center of the table, beside the market. Shuffle the Incentive cards and randomly place 4 incentive cards face-up beside each city. Place the remaining Incentive cards back in the box; they will not be used. Fan the incentive cards so that at least the top half of each card can be easily seen.
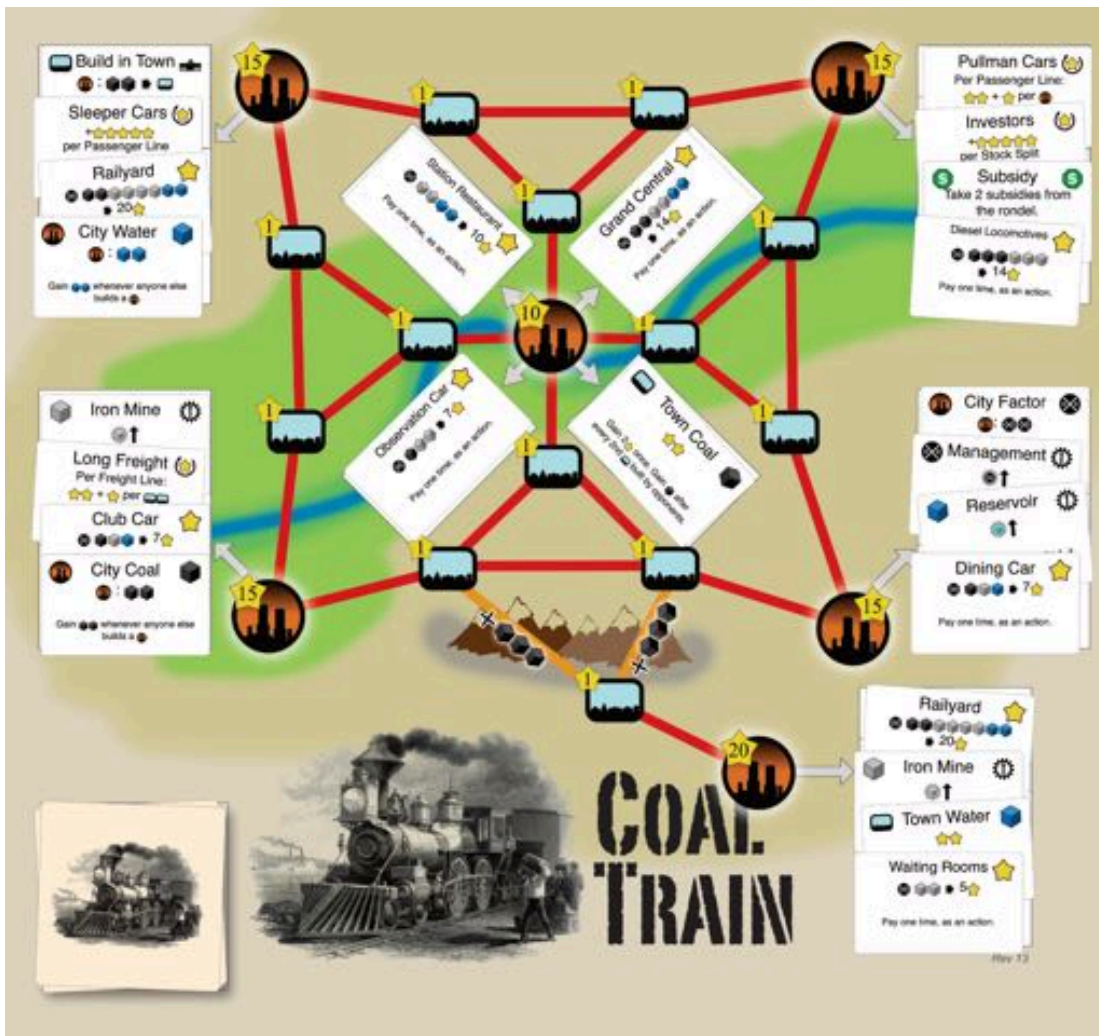
The map board, after setup is complete.

Prepare the Subsidy Rondel, and Finish Setup

Place the black locomotive token on the marked section of the Subsidy Rondel.

Place the Subsidy markers and the coal, iron, and water tokens in a supply pile where all players can reach them.

Choose Start Player, and Choose Subsidies

After all setup has been done, select a starting player in any way you like. Then, beginning with the player to the right of the starting player and going counter-clockwise, each player *except the starting player* chooses one *different* subsidy and places a subsidy marker in that slot on their resource board.

You are now ready to begin play.

Quick Setup Summary

1. Prepare the tile deck: remove higher player count tiles, shuffle the B tiles and set aside 10, then shuffle the A tiles and place atop the remaining B deck.

2. Lay out 24 random tiles and the Standard Upgrade tile in a 5x5 array to form the Market. The Standard Upgrade tile goes in the center position.

3. Place the Lobbyist whistlestop tile atop the tile deck, then shuffle the rest of the whistlestop tiles and place those atop the tile deck.

4. Place the map board beside the Market. Shuffle the Incentive cards and place four face-up at random by each city. The remaining Incentive cards will not be used.

5. Place the black loco on its marked starting position on the Subsidy Rondel.

6. Place the Subsidy markers and the coal, iron, and water tokens into supply piles.

7. Give each player their resource board, pieces, and 4 coal. Place player pieces and resources on the resource boards.

8. In reverse turn order, each player except the start player takes one subsidy marker and places it on a *different* subsidy slot than any other player.

9. Begin play in regular turn order. Each player's agent starts off the board, and may step onto any edge tile for a cost of 1 AP (the usual cost for one step).

Rounds and Turn Order

A round is every player taking one turn, in clockwise order, beginning with the starting player. (The player to the right of the starting player will take the last turn of the game, so that all players get an equal number of turns.)

Overview of Play

First Turn

Your agent begins the game off the board. For your agent's first move, spend 1 AP to place your agent onto any tile on the edge of the market. (But if you have a Rail Pass subsidy, you may instead spend it immediately to place your agent on any tile, at no cost.)

Every Turn

On your turn, do the following (in order, where numbers are given):

1. Income	Take Income (as shown on your Income Tracks).
2. Actions	Spend ⊗ and Subsidies 💲 (see **Subsidies** below) to take actions. You may take any actions in any order, and any number of times:
	• Move your agent: 1 ⊗ per step
	• Purchase a tile (spend ⊗ as shown on tile)
	• Use a tile: Pay costs as shown on tile, then discard the tile. (Note: This action does not cost any action points.)
	• Use the Standard Upgrade tile: Your agent must be on this tile. Pay 2 ⊗ and 3 ■, then increase your income of coal, iron, or water (your choice) by one step. Do not take or move the tile.
	• Use the Exchange: 1 ⊗ to trade up to 2 resources
	• Take Coal: 1 ⊗ for 1 ■
	• Pay for an incentive (see **Incentives** below).
3. Replenish	Fill any empty spaces in the Market, as described below.

Income Phase

During the Income phase, take coal, iron, and water tokens from the supply in the amounts shown on your income tracks on your resource board. Also place your action point marker on its track next to the marker on your Action Point Income track. As you spend action points

during your turn, move your action point marker down on its track to show how many action points you have left to spend in this turn.

> **Important**: Remember the difference between your *action point* marker and track, and your *action point income* marker and track. The income marker shows how many action points you earn each turn; the other marker (brown cube) shows how many action points you have left to spend during your current turn.

> **Important**: Action points are not resources, and may not be saved for use in later turns. Any you do not use during your turn are lost at the end of your turn.

Actions Phase

During the Actions phase, you may take any of the listed actions in any order and as often as you like (and can afford). You may also spend as many subsidy markers as you wish. Spending subsidy markers does not cost action points and may be done before, after, or (as appropriate) during any action in the Action Phase. For details, see **Subsidies** below. You are done taking actions when there are no more actions that you can afford, or when you choose to be done.

The following sections discuss the seven action choices in the Actions phase.

Action: Move Your Agent

Your agent normally sits on one of the tiles in the Market. You may move your Agent orthogonally (not diagonally) to any adjacent tile in the Market. Each such move costs you 1 action point ⊗. **Exception**: Some whistlestop tiles can modify the movement costs. See **Whistlestop Tiles** below.

Action: Purchase a Tile

Your agent must be standing on the tile you wish to purchase. Pay the cost in action points shown on the tile; if you cannot pay this cost, you cannot purchase the tile.

If there are any other players' agents on the tile, you must pay one coal ⬛ to each of those players. If you cannot pay, you cannot purchase the tile.

After paying the purchase costs, take the tile from the market and leave your agent in the empty space where the tile was. Place the tile face-up in front of you; it is yours. You do not pay any other costs at this time. **Exception**: The Standard Upgrade tile in the center of the market cannot be purchased or taken. See **Action: Use the Standard Upgrade tile** below.

Each tile displays a subsidy icon in its upper left corner. When you purchase a tile, immediately take a subsidy marker 🟢 from the supply and put it on the matching subsidy slot on your resource board. (See **Subsidies** below.) You may spend this subsidy at any appropriate later time (including immediately, if that makes sense).

Action: Use a Tile

Purchased tiles may be kept as long as you wish. But to get the benefit of the tile's action, you must use the tile. To do this, spend any resource costs shown on the tile itself, then take the benefit. Afterward, discard the tile from play.

For example, to use a Coal Mine tile, you would pay two iron resources as shown on the tile, and then move the marker on your coal income track up one notch.

Your discarded tiles are out of the game and may not be used again. But we recommend that you keep your discarded tiles face-down, and use them as a record of your progress.

Note: Using a tile does not cost any action points.

Action: Use the Standard Upgrade tile

The Standard Upgrade tile is special. If your agent is on this tile, you may spend 2 and 3 to immediately take the tile's action, which is to increase your income one step on your choice of your three resource income tracks. Do not take the tile.

Taking the action is optional. You may take the action any number of times without moving off the tile, by paying the full cost each time.

Action: Use the Exchange

Spend 1 and you may then spend up to two resources to gain that many resources of your choice. For example, you may spend 2 to gain 1 and 1 .

Action: Take Coal

You may pay 1 to take 1 from the supply.

Action: Pay for an Incentive

Some incentives (see **Incentives** below) provide a benefit when you pay for them. The cost is shown on the incentive card, and may include both action point(s) and resources. As an action you may pay the cost and take the victory points shown on the incentive card. You may only do this once per incentive, so mark the incentive somehow as having been used (turn it face-down, or discard it, or place the victory point tokens on it).

Replenish the Market

When you purchase a tile, you take the tile from the market, leaving an empty space. During your turn those spaces remain empty, but at the end of your turn you must refill all of the empty spaces in the market.

One at a time, draw a tile from the tile deck and use it to fill an empty space in the market, as explained below. For the first few turns, players will be drawing and placing whistlestop tiles, because those tiles start the game on top of the tile deck. When all of the whistlestop tiles have been placed, you will be drawing and placing station and upgrade tiles.

Place each drawn tile in any empty space of your choice. If any agents are in the chosen empty space, place the tile underneath them.

Exception: If your agent is in an empty space, you may *only* place a whistlestop tile (a tile with the 🚂 icon) under it. If you have drawn any other kind of tile, replace any whistlestop tile in the market with the tile that you drew, and then place that whistlestop tile under your Agent.

Important: In the *last round*, immediately fill the empty space in the market after purchasing any tile. Place the replacement tile face-down without looking at it. Face-down tiles may be stepped on but not purchased. Because they are placed immediately, replacement tiles will always go under the active player's pawn. Players may not move whistlestop tiles during this round. When the active player's turn is complete, turn all face-down tiles in the market face-up. Other players are able to purchase these tiles on their turn.

> **Summary: Replenishing the Market**
>
> Draw one tile at a time to refill each empty space at the end of your turn.
>
> If your agent is on an empty space, you may only place a whistlestop tile under it. If you did not draw a whistlestop tile, replace one from the Market with the drawn tile, then place that whistlestop tile under your agent.
>
> In the last round, fill empty spaces *immediately* with face-down tiles, then turn them face-up at the end of your turn. Do not move whistlestop tiles during the last round.

Using Specific Tiles

This section explains how to use each kind of tile.

Note: It does not cost any action points to use a tile! Just pay any costs shown in the tile's Action section, then discard the tile after use.

Build Station tiles

Each **Build Station** tile allows you to build up to two stations on the map board. For each station you build, pay the resource cost as shown on the tile, then place one of your station tokens on your chosen town or city.

If you build twice, you may build in two towns, or two cities, or one town and one city in either order. If you build only once, your second build is forfeit and cannot be saved for later.

You may build your first station of the game in any city or town that you please.

After your first station is placed, your later stations must be placed adjacent (that is, connected by an unbroken line) to a city or town where you already have a station. You may build at most once in any location.

> **Note**: Some connections show extra build costs. If you build through those connections, you must also pay the extra cost shown on the connection.

*Connecting these two towns costs 3 extra coal.*

After building any city or town, take victory points equal to the value shown on the city or town.

Also after building any city (not town), take any 1 incentive card from among those at that city. If your chosen incentive grants an immediate benefit, take it then. Keep the card by your resource board. See **Incentives** below for details on using incentive cards.

Finally, after building any city (not town), choose 1 subsidy from the Rondel. (See **Using the Rondel Board to Gain Subsidies** below.)

Upgrade tiles

Coal Mine, **Iron Mine**, **Reservoir**, and **Management** tiles are upgrade tiles, as shown by the icon. To use them, spend the resources shown on the tile, and then move the income marker up one notch on the appropriate income track on your resource board to show that you will now receive more of that resource when you get income.

Example: Use a Coal Mine tile by spending two Iron resources as shown on the tile, and then moving your marker up one notch on your Coal Income track.

Note: Management tiles in section B of the deck are special. Instead of using them to upgrade your action point income, you may instead choose to use them to gain one each of , , and from the supply. There is no cost for using the tile in this way.

End of Game

When the last tile is drawn from the draw deck to replenish the market, the end of the game is triggered. Immediately refill the draw deck with the reserve deck, and continue to replenish the market as usual. Finish this round completely, and then play one more complete round. The player to the right of the start player will have the last turn.

Final Scoring

After the last round of play, resolve all of your scoring-round incentives and take for them. See **Incentives** for details on this scoring. Note that any incentives that require paying an action point and some resources must already have been paid; after the last round of play it is too late.

The winner is the player with the most . Ties are won by the player(s) with the most left-over resources, and after that, it's a shared victory.

Appendices

Whistlestop Tiles

Whistlestop tiles are never purchased or taken. instead, they have an instant effect when your agent steps on the tile (but not when a whistlestop tile is placed under your agent). Except where noted, a whistlestop tile's effect is mandatory, not optional.

Whistlestop	*Effect*
Green Light	You do not pay any ⊗ to step on this tile.
Red Light	Pay a total of 2 ⊗ to step on this tile—that is, one more than usual.
Steep Grade	In addition to the usual 1 ⊗, pay 1 coal ▰ to step on this tile.
Lobbyist	You may optionally move any one subsidy marker 🄢 on your resource board to another subsidy slot of your choice.
Depot	Gain either 1 🟦 or 1 ⬜ when you step on this tile.
Coaling Station	Gain 1 coal ▰ when you step on this tile.

Subsidies

Subsidies are represented by subsidy markers 💲 placed on the subsidy slots on your Resource board. You gain subsidies when you purchase tiles, and when you build stations.

To use a subsidy, spend one or more subsidy markers from your board (return the spent markers to the supply). You can do this during your turn at any appropriate time: for example, during a Use Tile action you could spend a Mining Grant subsidy to gain 2 coal, then use that coal to pay for using an Iron Mine tile to increase your iron income.

Note that all subsidies cost at least one marker; where noted, some subsidies cost two markers. If you do not have enough markers, you cannot take the subsidy action.

Subsidies		
	Govt. Waiver	Gain two action points to spend in this turn.
	Free Trade	You may exchange up to four of your coal ⬛, iron ⬜, and/or water 🟦 resources. (Example: pay 4 coal for 2 iron and 2 water.)
	Rail Pass	Move your Agent to any tile in the Market. Pay no action points ✖️ for this move. (You may then purchase that tile for the usual price, if you wish.)
	Infra-structure	Upgrade Discount: Spend in place of any two coal, iron, and/or water resources when you upgrade any Income track.
	Training	Move your Action Point Income marker up one notch, if it is not already at the top of its track. **Important**: You must pay **2 ⚙️⬆️ Subsidy Markers** to take this action.
	Mining Grant	Take two coal resources.
	Foundry	Take two iron resources.
	Zoning Variance	City Building Discount: Spend in place of any two coal, iron, and/or water resources when you build a station in a City.
💲 💲 💲	**Back Room**	You may always spend any three Subsidy Markers as if they were *one* Subsidy Marker of your choice. (Note that this is not sufficient to pay for Subsidy Actions that normally require two markers.)

(Please ignore this paragraph while this document is in draft form.)

Using the Rondel to Gain Subsidies

From time to time, you will be allowed to "choose a subsidy from the rondel". Here's how to do that.

Move the black loco on the rondel clockwise, either one, two, or three spaces. Then take a subsidy marker from the supply and place it on your resource board in the slot matching the rondel space the loco finished on. If you moved more than one step, you gain nothing for the rondel spaces you moved over but did not stop on.

Incentives

At the start of the game, each city has 4 Incentive cards next to it. When you build a station in a city, take and keep any one of its incentive cards. (If no incentive cards remain, you do not take an incentive card.)

Each incentive is something beneficial. Some provide an immediate, one-time benefit; some provide opportunities for victory points; some give you a special ability that persists for the rest of the game. For details, see the separate **Incentive Card Almanac**.

Important: Incentives do not "daisy chain". If someone else builds a town using their Build in Town incentive, your **Town Water** incentive is *not* triggered. Incentives are triggered only when the active player takes an action.

Clarifications

Unlimited Resources and Subsidies

There are no limits to the number of resources or subsidies that players may acquire and keep. If you run short of tokens, use any available substitute.

Taking Income

Normally when you take income, you place your action point marker on its track next to the marker on your Action Point Income track. However, some incentives and subsidies may allow you to move the marker higher than that: for example, spending a Govt. Waiver subsidy grants you two more ⊗ for use in this turn.

Moving Your Agent

At times, some spaces in the Market may not contain a tile. It still costs 1⊗ to step onto an empty tile space.

Some whistlestop tiles have different costs for stepping onto them. See **Whistlestop Tiles**.

It doesn't matter if an opponent's agent is already where you want to go. You may step or stop on any tile, regardless of the presence of other agents. But remember that to purchase a tile, you must first pay 1 coal to each opponent whose agent is also on that tile.

Purchasing Tiles

To purchase a tile, your agent must be on that tile. But Whistlestop tiles ⚑ and the central Standard Upgrade tile cannot be purchased or taken.

To purchase a tile, you must first pay 1 coal to each opponent whose agent is on that tile.

Using Tiles

Using a tile is an action, but does not cost any action points. You just pay the resource cost (if any) shown on the tile, then take the benefit shown on the tile.

Making Exchanges

When using the Exchange action or the Free Trade subsidy, return your spent ▮, ▯, or ◆ resources to the supply, then take your gained resources from the supply.

Whistlestop Tiles

Whistlestop tiles have effect only when you move your agent pawn onto the tile (no matter how you do that). If the tile appears under your agent while the market is being replenished, it has no effect. However, on your turn you may pay movement costs as usual to move off of a whistlestop tile and then back onto it in order to trigger its effect. You may do this as often as you like during your turn.

Whistlestop tiles cannot be purchased or taken.

Examples of Play
TBD

Acknowledgements