



Search prairie for gold

Prospector

S



Search prairie for gold

Prospector

S



Sabotage track or
steal unopened supplies



Saboteur

S



Sabotage track or
steal unopened supplies



Saboteur

S

WANTED



Steals the largest case of unopened supplies



Outlaw



Search prairie for gold

Prospector

S



Search prairie for gold

Prospector

S



Sabotage track or
steal unopened supplies



Saboteur

S



Sabotage track or
steal unopened supplies



Saboteur

S



send 2 x Outlaws back to hideout

Deputy

I



Search prairie for supplies

Scout

5

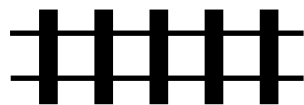
+2 ↔ -2



Adjust engine position up to +2/-2

Engineer

3

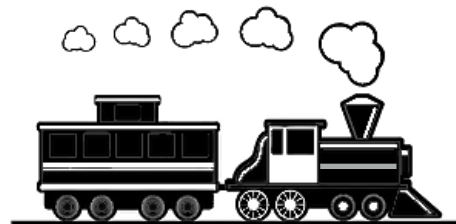


builds track and consumes supplies

Worker

1

4

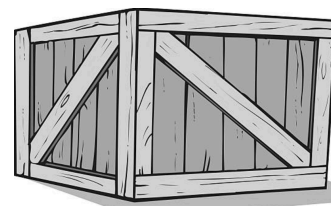


— move train 4 spaces →

Water

1

4



Feeds each worker 1 per turn

Supplies

2



send 2 x Outlaws back to hideout

Deputy

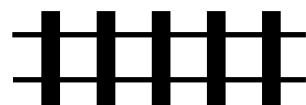
2

WANTED



send 1 x Worker back to prairie

Outlaw

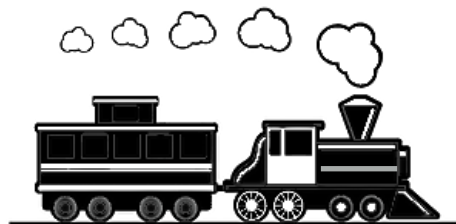


builds track and consumes supplies

Worker

1

4

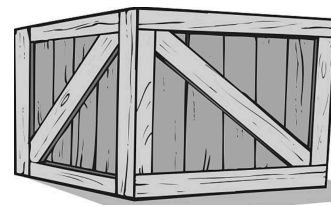


— move train 4 spaces →

Water

1

5



Feeds each worker 1 per turn

Supplies

2



Search prairie for supplies

Scout

5

+2 ↔ -2



Adjust engine position up to +2/-2

Engineer

3

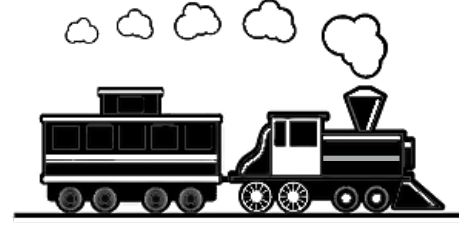


builds track and consumes supplies

Worker

1

5

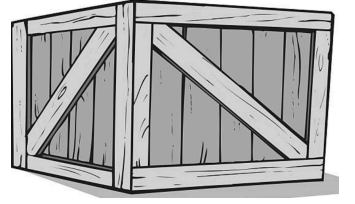


— move train 3 spaces →

Water

1

4



Feeds each worker 1 per turn

Supplies

2



send 2 x Outlaws back to hideout

Deputy

2

WANTED



send 1 x Worker back to prairie

Outlaw

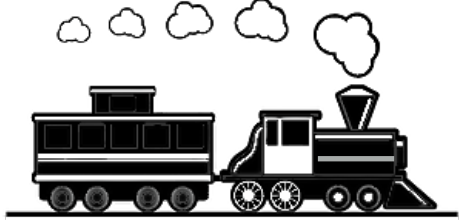


builds track and consumes supplies

Worker

1

5

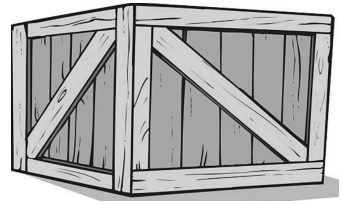


— move train 5 spaces →

Water

1

6



Feeds each worker 1 per turn

Supplies

3



Search prairie for supplies

Scout

5

+2 ↔ -2



Adjust engine position up to +2/-2

Engineer

3

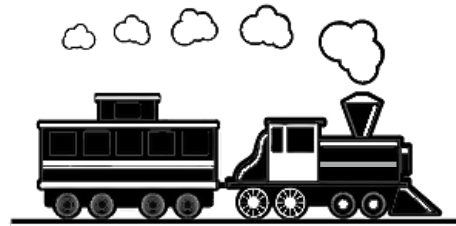


builds track and consumes supplies

Worker

1

3

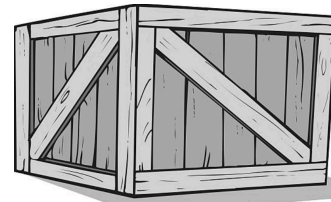


— move train 3 spaces →

Water

1

4



Feeds each worker 1 per turn

Supplies

2



send 2 x Outlaws back to hideout

Deputy

2



send 2 x Outlaws back to hideout

Deputy

2



builds track and consumes supplies

Worker

1

3

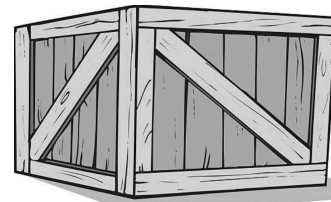


— move train 5 spaces →

Water

1

2



Feeds each worker 1 per turn

Supplies

1



Search prairie for supplies

Scout

5

+2 ↔ -2



Adjust engine position up to +2/-2

Engineer

3

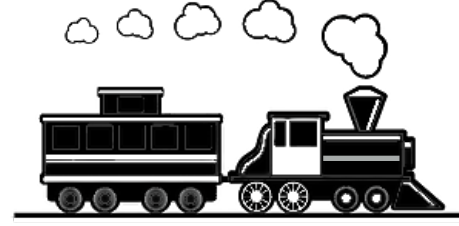


builds track and consumes supplies

Worker

1

2

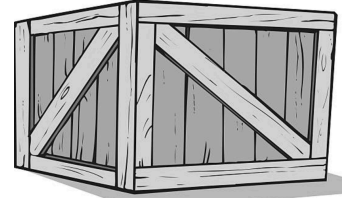


move train 3 spaces →

Water

1

4



Feeds each worker 1 per turn

Supplies

2



send 2 x Outlaws back to hideout

Deputy

1

WANTED



Steals the largest case of unopened supplies



Outlaw

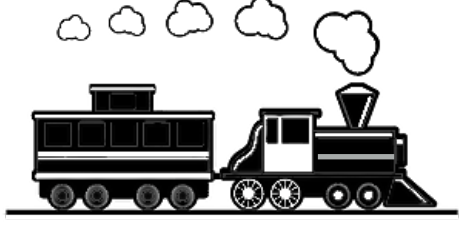


builds track and consumes supplies

Worker

1

2

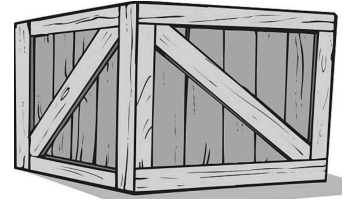


move train 2 spaces →

Water

1

6



Feeds each worker 1 per turn

Supplies

3



builds track and consumes supplies

Worker

1

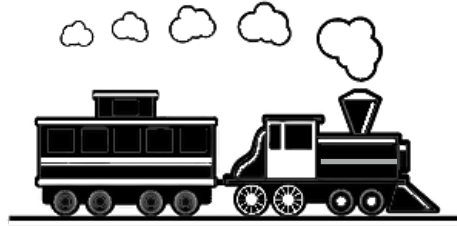


builds track and consumes supplies

Worker

1

1

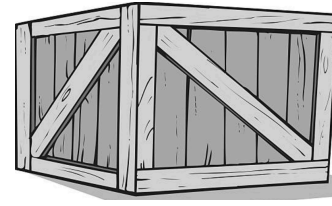


— move train 1 spaces →

Water

1

5

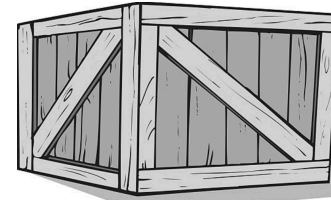


Feeds each worker 1 per turn

Supplies

2

5



Feeds each worker 1 per turn

Supplies

2



builds track and consumes supplies

Worker

1

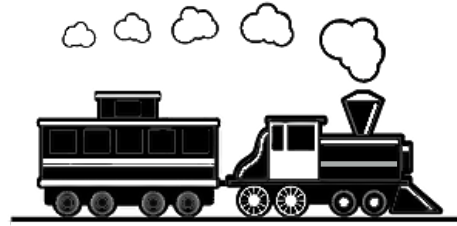


builds track and consumes supplies

Worker

1

1

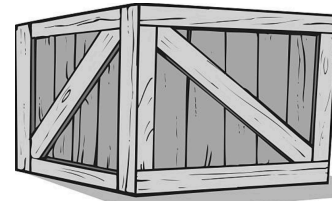


— move train 4 spaces →

Water

1

3

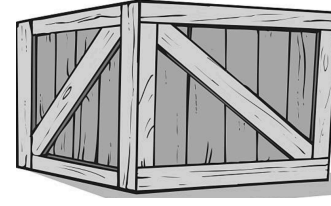


Feeds each worker 1 per turn

Supplies

1

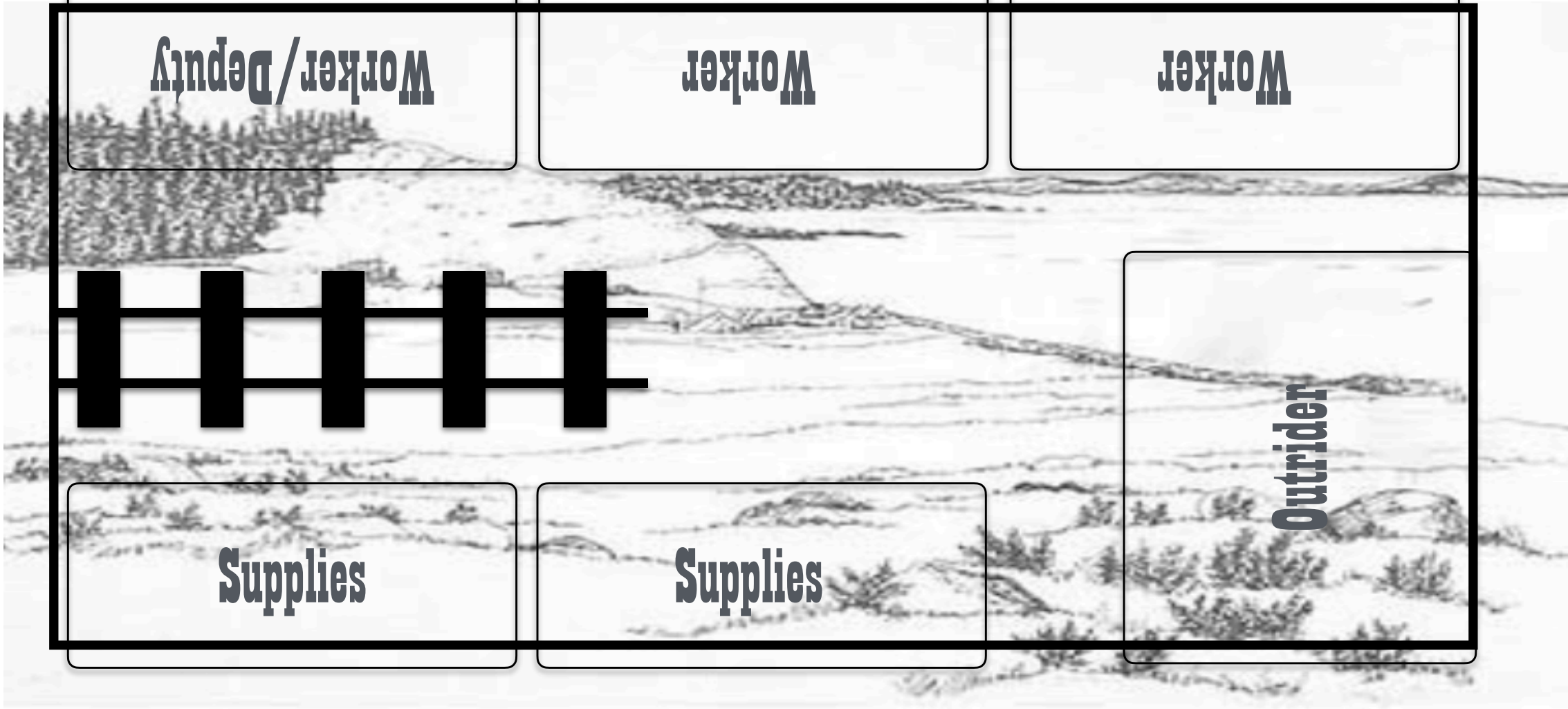
3



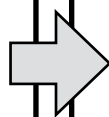
Feeds each worker 1 per turn

Supplies

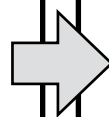
1



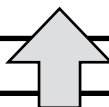
Market 1



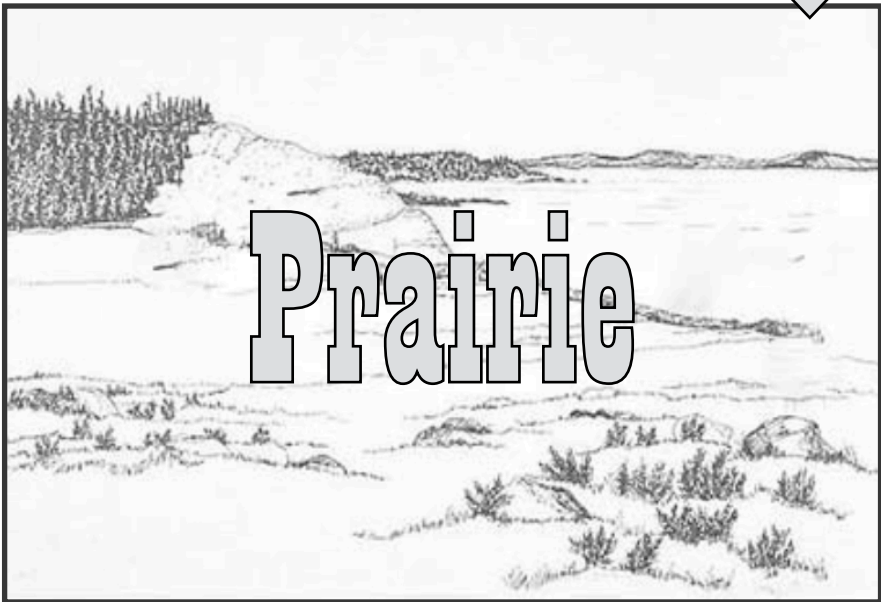
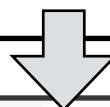
Market 2



Market 3



Market
Deck



Prairie