**ENGINEER**

Engineers operate locomotives.

You can trade 1 Steel or 1 Wood for 1 Coal during the Player Phase. There is no limit to the number of times you can make this trade.

*or*

Your partner can move one Rail Hex this turn without paying the Bank 1 Coal.

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**SURVEYOR**

Surveyors find the most efficient and cost effective routes for railways.

Once per turn after you Explore a Game Tile, you can discard the Game Tile and draw again. You must keep the second Game Tile.

*or*

Once per turn, your partner can Explore a switch track Rail Hex, draw both Game Tiles, and place them as they wish on the open tracks.

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**INDUSTRIALIST**

Industrialists manage steel mills, coal mines, and logging operations.

At the beginning of the Player Phase, you can take one free Resource Token of your choice from the Bank.

*or*

One of your Workers on a Rail Hex can switch places with one of your partner's Workers on a Rail Hex.

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**TRACK LAYER**

Track layers place rails on the rail bed.

When you convert a single track Rail Hex into a switch track Rail Hex, the single track is returned to the sorted Rail Hexes rather than being discarded.

*or*

Your partner can permanently discard one unplayed Rail Hex for 3 Steel.
**Bribe Workers**

2

The Rail Baron bribes one of your workers tohalt their work.

This card takes effect at the beginning of the Resource Phase. Pick one player to be affected. The player chooses one worker on a Resource Tile. The worker does not produce resources for this turn. If one of the players is the *Industrialist*, this card has no effect on either player.

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**Contaminate Steel**

2

The Rail Baron pays off workers in your Steel Mills to contaminate your ore during the smelting process.

Both players must spend 2 Steel to place Single Rail Hexes, 2 Steel to convert an existing Single Rail Hex to a Switch Rail Hex, and 3 Steel to place a new Switch Rail Hexes this turn.

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**Destroy Rail Supply**

1

The Rail Baron hires a group of thugs to sneak in an dynamite some of your rail supply.

Choose 1 Rail Hex that has not been placed yet. That Rail Hex is discarded. If one of the players is the *Track Layer*, this card has no effect.

---

**Destroy Rail Supply**

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The Rail Baron hires a group of thugs to sneak in and dynamite some of your rail supply.

Choose 1 Rail Hex that has not been placed yet. That Rail Hex is discarded. If one of the players is the *Track Layer*, this card has no effect.
**Destroy Rail Supply**

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Choose 1 Rail Hex that has not been placed yet. That Rail Hex is discarded. If one of the players is the Track Layer, this card has no effect.

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**Fraudulent Map**

The Rail Baron sneaks a fraudulent map into your planning materials.

The first time a Train Explores a new Rail Hex this turn, draw Game Tiles until you draw an Obstacle Tile. Place the Obstacle Tile and discard any Resource Tiles you drew. If one of the players is the Surveyor, this card has no effect on either player.

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The Rail Baron sneaks a fraudulent map into your planning materials.

The first time a Train Explores a new Rail Hex this turn, draw Game Tiles until you draw an Obstacle Tile. Place the Obstacle Tile and discard any Resource Tiles you drew. If one of the players is the Surveyor, this card has no effect on either player.

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**Lumber Shortage**

The Rail Baron acquires logging rights for most of the forests in the region and drives up the cost of lumber.

Both players must spend 5 Wood and 1 Steel to build Bridges and 5 Wood to build Trading Posts this turn.

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**Monopoly [Coal]**

The Rail Baron uses his influence and financial contacts to gain control of all Coal resources.

Remove all the Coal from both players and place it in the Bank.
**MONOPOLY [STEEL]** 3
The Rail Baron uses his influence and financial contacts to gain control of all Steel resources.
Remove all the Steel from both players and place it in the Bank.

**MONOPOLY [WOOD]** 3
The Rail Baron uses his influence and financial contacts to gain control of all Wood resources.
Remove all the Wood from both players and place it in the Bank.

**PERMIT DENIAL** 1
The Rail Baron uses his cronies and bureaucracy to delay any permit requests for a new Trading Post.
The players cannot build a Trading Post this turn.

**PERMIT DENIAL** 2
The Rail Baron uses his cronies and bureaucracy to delay any permit requests for a new Trading Post.
The players cannot build a Trading Post this turn.

**PERMIT DENIAL** 3
The Rail Baron uses his cronies and bureaucracy to delay any permit requests for a new Trading Post.
The players cannot build a Trading Post this turn.

**POISON** 2
The Rail Baron poisons the partners in your railway company.
The players cannot use the special traits granted by their Occupations this turn.

**POISON** 2
The Rail Baron poisons the owners in your railway partnership.
The players cannot use the special traits granted by their Occupations this turn.
SABOTAGE ENGINE
The Rail Baron's cronies are able to sneak aboard and sabotage your engines.

Both players must spend 2 Coal to move their Trains 1 Rail Hex this turn. If one of the players is the Engineer, this card has no effect on either player.

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TRAIN ROBBERY
The Rail Baron hires bandits to rob one of your trains.

Pick one player to be affected. The player must choose to either give 4 resources to the bank or keep their Train in its current Rail Hex for this turn.

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