

GREAT WESTERN TRAIL

FAQ v1.1 by AsGSnak

DELIVERY

Q: Can I stack discs in Kansas City and San Francisco?

A: Yes. For each disc you place there, you take the indicated rewards/penalties printed on the board (*2 discs in San Francisco means 18 VPs at the end*).

Q: I have no discs left or can't afford to remove the one(s) I have left. What happens when I need to place one?

A: - Delivery to city (mandatory): you **MUST** take a disc from a train station
- Upgrade train station (optional): you **MAY** take a disc from a train station

You never take discs from cities; only from train stations.

Exception: If you arrive in Kansas and you have already placed all of your discs except the black one(s) costing \$5 and you have less than \$5 after selling your cows (unlikely scenario), you must place the black disc and pay the \$5 (in Kansas you receive \$6. Use this money to pay the cost for the black disc you just placed). *This contradicts the rulebook which states, on page 9, that you only trigger delivery actions AFTER placing a disc.*

ACTIONS

Q: Can I use Cowboys to add 2 cattle cards to the cattle market even if it would exceed the starting cattle market card number, or is the limit the number printed on the board, according to the number of players?

A: There is no limit to the number of cards in the cattle market. Only when you **MUST** fill up the market (start + due to the job market token passing the yellow arrow) the player count limitation applies. When you use a cowboy to add 2 cows, you can do it if it would exceed the initial number of cards or even if it is already exceeding. The market can be larger than the initial number of cards.

Q: During Phase B, can I simply do nothing?

A: No. You **MUST** do something. All Phases are mandatory. So, for example, if you don't use the tile's Local Action(s), you **MUST** use one single auxiliary action.

Q: When I have to draw X cards and THEN discard X cards, can I look at the first card and only then decide if I want to keep drawing?

A: No. You must state beforehand how many cards you will draw/discard. You must also state beforehand whether you're using a single OR double auxiliary action (when it applies to this example – for example, the 2nd action of your player board).

BUILDINGS

Q: Does building 8b copy the risk action of an adjacent building?

A: Yes. The risk action becomes part of that tile's local actions and is copied as well.

Q: In the following scenario: "I move my cattleman on 5a, use the left action to buy the 6th craftsman, which allows me to build/replace a building. I build the building 10a to replace 5a." What happens?

A: It's not defined in the rules, but you are able to complete all remaining actions of the replaced (and removed from the game) building, should you choose to.

TRAINS

Q: Page 10 says "You are allowed to forfeit a reward completely or in part". Page 12 says "When choosing to move your engine via an action, you may move it fewer spaces than allowed (but you must move it at least one space)." Which one is true?

A: Train movement is a reward and thus can be forfeited. You are indeed allowed to not move your train at all. However, you can NOT upgrade a station without moving first. You have to move at least 1 space to be able to upgrade a train station. So, if you're already at one that you didn't upgrade previously, you have to move out of it and come back again later, if you want to upgrade it.

Q: When moving my train back, can I stop at/pass by train stations?

A: Yes. Even if they're already upgraded by you and/or any other player(s). Moving backwards is essentially equivalent to moving forwards (*except with building 9A*).

Q: Can I still stop at train stations that I and/or any other player(s) already upgraded?

A: Yes.

SCORING

Q: When scoring station master tiles, do I still count hazards and teepees that were used to fulfill objective cards?

A: Yes. You count all hazards/teepees in front of you.

LIST OF MISSED AND/OR MISINTERPRETED RULES

included and edited with permission from the OP Chris Ruf (Legend5555)

01. On the first turn of the game, you place your cattleman on **any** neutral building and proceed immediately to Phase B. Phase A is simply placing your cattleman from outside of the board to **any** of the neutral buildings.

02. You draw cards up to your hand size at the end of **each** of your turns, not only when you deliver to Kansas City.

03. You **cannot** buy workers from the job market row that has the job market token.

04. You **always** add new workers to the row with the job market token. Do not fill in empty spaces in upper rows.

05. You **do not** place teepees or hazards into the job market.

06. You can upgrade one of your private buildings on the board by paying the difference between its craftsman cost and the new building's craftsman cost. The replaced building is **returned to the box**, not your supply (you don't get the VPs).

07. You may upgrade one of your private buildings even if one or more cattlemen are standing on it.

08. When buying cattle, you can add new cows to the market (via the "spend" 1 cowboy action to add 2 cattle) and buy cows in any order.

09. When removing a hazard or teepee from the board, **do not** slide the remaining tokens back to fill in gaps.

10. You may remove hazards/teepees that a cattleman is standing on. The cattleman will remain in that spot.

11. Taking the station master tile is optional. If you take it, you must replace it with a worker of your choice from your player board. That worker must be the **rightmost** worker from its respective row. **Ex: If you choose to use a cowboy, and you have 4 cowboys, you must use the 4th (rightmost) cowboy.** *This is included in this list because a few people thought the wording in the rules meant the only worker that could be placed as the station master was the 6th worker in the row (the literal rightmost).*

12. Each player may place one disc at each station. There is no blocking in this regard.

13. When you reach the last space of the train track, after deciding whether to place a disc, you gain \$3 and **must** move your train backwards to **any** open space on the track. If you move to a turnout space in this way, you may place a disc there and possibly take the station master tile as normal.

14. You pay money to players/bank for hands you **cross or end your movement** on, in the order you moved. If you do not have enough money, pay what you can and then you no longer pay for any subsequent hands you encounter during this movement.

15. All actions on buildings are optional, but you **must** take money if the result of an action gives you money. You can, for example, choose not to discard a cow to get money if that is that action of a building. But you cannot discard the cow and not take the money.

16. If a building's action grants movement for your cattleman, you may take the actions of the next space you stop on. But you **do not** draw back to your handsize before you get there. That only happens on phase C. So it's generally not advisable to use this movement to move to Kansas City if you discarded cards that turn.

17. The 3 cattleman movement action on some objective cards works differently. You **cannot** move to Kansas City with this movement. Using this movement also causes you to skip straight to phase C if you used the card during phase B. If you use it during phase A **before** you move, you do not use the actions of the building you land on with the card movement, but still carry out the rest of phase A and the subsequent phase B as normal. If you play this card at any time during phase B, **you forfeit any remaining actions at your current building**, then move, and then you are in phase C. So you must play this card **before** you move in phase A or **after** your actions in phase B or you won't take any actions that turn.

18. Taking an objective card due to a triggered delivery action (connection between cities you have delivered to) is **mandatory**.

19. When taking an objective card, instead of picking one of the 4 face-up objective cards, you can draw a face-down card from the top of the objective pile.

20. When performing the double auxiliary action on some buildings, you cannot perform 2 different single auxiliary actions.