

# FREIGHT ON BOARD

Mini-expansion for Small Railroad Empires

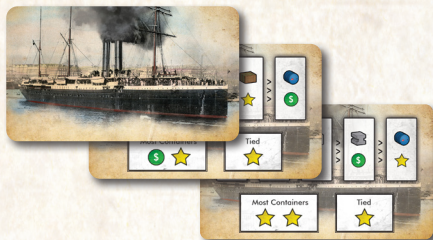
**SMALL  
RAILROAD  
EMPIRES**



## Greetings, entrepreneur, and welcome to the 19th century!

The Freight on Board mini-expansion introduces a new mechanic in the game, in the form of delivering containers to cargo ships. The ships are represented by the ship cards and the players will use their cargo containers to cover the spaces in a docked ship once they make a successful delivery.

### COMPONENTS



8 Container Ship Cards



24 Container Tokens  
(4 per player + 4 neutral)

### SETUP

After setting up the game as usual:

1. Shuffle the container ship cards and reveal one. The rest will be used later in the game.
2. Give each player the Containers of their color.
3. Put the neutral containers close to the Ship Cards.



## GAMEPLAY

### When you make a Delivery to a city check for the following:

- If you **match the good** you delivered with the good shown on the leftmost available slot on the Ship card, cover that slot with one of your container tokens and immediately gain the corresponding bonus of the slot (if any).

**Note:** The white blank cube icon is a wild good icon - whenever you make a delivery you can put a container to that slot if that slot doesn't already have a container.



**Example:** Purple makes a delivery on the first slot (of the ship). Since the good matching the space is wild, he or she puts a container on the first slot, but doesn't get an immediate bonus since that slot doesn't give one.

- If you **don't match the good** with the good shown on the leftmost available slot on the Ship card, cover that slot with a neutral container. You do not get any corresponding immediate bonus.



**Example:** Red makes a delivery, but they don't match the good they just delivered with the good on the leftmost available slot. Because of that, Red puts a neutral container token on that slot and doesn't gain any corresponding bonuses.

## Full Ship

When all cargo slots are filled, (all of its slots are covered by containers) count the containers.

The player with the most containers of their color on the ship card receives the 1st export bonus.

Note: Neutral containers do not add to any player's container count.

In case of a tie, all tied players receive the 2nd export bonus.

Note: The player with the second most containers does not get any export bonuses.

After the export bonuses of the ship card have been scored, discard that card, then reveal a new ship card and proceed with the game as usual. Players will now add containers ships on the newly drawn card.



**Example:** After Yellow places their container, they will gain an immediate bonus of 1 VP. Since the placement of the container filled the ship, the players can proceed with counting and awarding the export bonus. Purple gets the bonus of 1VP and \$1, since they have the most containers on the ship. Remember, when counting containers, the neutral ones don't add to the count of any player containers.

## At the end of Game

If a game ends with a ship that is not completely full, no players will receive export bonuses.



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