

# ROLLING FREIGHT CLARIFICATIONS 2021

Two cards in particular have caused debates. We surveyed a number of regular players and consulted with the game designer. For now we have adopted the following clarifications. We expect to use these rules through the 2022 season, at which point we will re-assess.

- **Steady Builder improvement card.** This card allows its owner to add an extra construction cube to ANY one contract the player has in progress, WHETHER OR NOT a die is used to construct a link on that contract that turn.
  - All purchased, unfinished contracts are in progress, and meet the definition of “a link you’re building / constructing”
  - You do not have to pay a cube for construction on this or any other contract that turn to use this ability
  - You may use this improvement to complete a contract that has only one open link at the start of the turn
- **Acquisition Expert improvement card.**
  - For now, we are not making any changes to this card
  - You can use this improvement to pay one fewer generic dice for purchases, **as many times as you want per turn**

[**RULES COMMITTEE NOTE:** There is still a lot of debate about whether the Acquisition Expert is too powerful as written, and many of our players feel it should be limited to one or two uses per turn, or maybe three times every two turns. The designer tells us they had the same debate, and determined with extensive play-testing that the card is too weak with only one use. We are not yet ready to change the written rule, but we will reconsider in the future if players continue to feel it is too powerful as we gain more experience with the game.]

We will continue to solicit feedback and review regularly over the next year or three.

*Feedback is welcome on these or any other rules issues. Please speak to or email Jeff Jackson ([Rules@traingamers.com](mailto:Rules@traingamers.com)) or anyone on the Rules Committee.*