

Great Western Trail Rules Clarifications 2022

Great Western Trail version 2 (from Asmodee / Plan B Games) will be the standard edition used in all TGA tournament play

For Origins and Gen Con 2022, TGA tournament play will use version 2 rules as printed with the following exceptions:

- TGA will not use the Simmental cow variant in either the teaching games or finals.
- TGA teaching games will randomize 5 pre-determined Station Master Tiles. However the Finals will choose from ALL 9 Station Master Tiles, and they will be randomized.
- TGA teaching games will place all neutral buildings in alphabetical order as recommended for first time players. However the Finals will randomize the neutral buildings as recommended for experienced players.
- TGA teaching and Final games will use only side A of personal buildings.

Please note these exceptions are in an effort to provide a more pleasant and equal playing experience, regardless of what strategy(ies) each player implements, and also to speed up teaching and playing times. Feedback is always welcome. This is our first year running GWT as a tournament, so all rules will be revisited after the summer conventions.

Some of the differences between Version 1 and Version 2:

- V2 has two new buildings, #11 & #12
- V2 has exchange tokens
- V2 changed the start up money, cards, and exchange tokens as determined by player start order
- V2 has 4 new Station Master Tiles
- Delivery to Kansas City in V1 gains \$6 and -6VP, in V2 gains \$4 and -6VP
- Some city name changes between V1 and V2
- V1 has a -1VP when delivering to both 4 and 6 value cities; V2 changed this to a 2X exchange token

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More changes from Version 1:

- V1 Indians are now V2 Bandits/Outlaws
- V1 values of Indian teepees were -3, -2, -1, 1, 2, 4, 6, 8, 10; V2 values of Bandits/Outlaws are 2X exchange token, 1, 2, 3, 4, 5, 6, 8, 10
- Neutral Building D slot moved one space to the left in V2
- The Flood hazard building slot rewards in V1 were 1 gray cow = 1 cert & \$2, in V2 is now 1 cert
- The “remove a card permanently from play” auxiliary action in V2 gives you \$1 in addition to the V1 action of making you move your train back 1 space
- Building 8b in V1 is now building 6b in V2, both allow you to copy the local actions of one adjacent building, however V2 rules specifically state you may NOT perform the SAME actions of the same building during the same turn. This could apply if you copy a building with the “move your herder forward” action. The required number of craftsmen and VPs gained are also changed, V1 6/8VP, V2 4/5VP.
- Building 6b in V1 is now Building 8b in V2, V1 actions are discard any cow to gain \$3 and 1 objective, V2 actions are discard any cow to gain \$6 and 1 objective.
- Building 6a V1 actions are discard yellow cow for \$10 and perform a double auxiliary action, V2 actions are hire a worker for \$1 less and move your train forward one space for each engineer you have
- Building 5a V1 actions are hire a worker for \$1 additional and move your train forward one space for each engineer you have, V2 actions are discard a level 3 cow to gain \$7 and do a double auxiliary action
- Building 2b V1 actions are discard a grey cow to move train forward one and discard a green cow to gain \$3, V2 actions are discard a green cow to move train forward two spaces and discard a grey cow for \$2.
- Building 8B V1 requires 6 craftsmen and gives 8 VP, V2 requires 4 craftsmen and gives 5 VP.
- [NOT USED IN TGA PLAY] V2 has Simmental breed cows, which “grow” (upgraded to higher value cattle) each time they are delivered