



Master Print Modules



A. New Company Actions

This mini-expansion increases the variety of Company actions, with each player now having a slightly different set available.

Contents:

- 5 Development Action inlays
- 5 Logistics Action inlays

Setup changes :

- Place a pair of 1 Development Action inlay and 1 Logistics Action inlay next to each Setup Card. Players will now have to take these inlays into consideration when choosing their starting Setup.
- Each player places their two inlays in a different company board slot, covering up the existing Company Action and replacing it with a new one.

Here's an overview of the new Company Actions:

	Receive ₹1.
	Advance 1 Asset Value marker that is currently lowest on your Asset Value track. If there's a tie, choose one to advance.
	Receive 1 Deal tile.
	Receive ₹2.
	Advance 2 steps on the Performance Track.
	Reduce your Cash Value market to 0. Load a Crate into the Warehouse in Benares.
	Reduce your Cash Value market to 0. Load a Crate into the Warehouse in Calcutta.
	Reduce your Cash Value market to 0. Load 2 Crates into the same Train.
	Reduce your Cash Value market to 0. Get 1 Regional Agency.
	Reduce your Cash Value market to 0. Load 1 Crate and Perform 2 moves.

B. Cargo Operations

This mini-expansion offers more variety to the shipping section of the board.

Contents:

- 5 Shipping Tiles
- 2 Performance Bonus Tiles

Setup changes:

- Add the 2 new Performance Bonus Tiles to the existing 8 Performance Bonus Tiles. Shuffle all 10 tiles and place 8 of them randomly on the indicated spaces in the Performance section of the game board. Return the remaining 2 tiles to the box without revealing them.
- Shuffle the 5 Shipping Tiles and place 1 tile randomly on each of the Shipping Zone reward spaces. Set the remaining 2 Shipping Tiles aside; you may need them later in the game.

Here is an overview of the new tiles' effects:

	Advance your Financial Advisor one step.
	Receive ₹3.
	Advance 1 Asset Value marker of your choice
	Advance 1 step on the Performance Track.
	Advance both your Benares and Calcutta Market one step.
	Do not receive the ₹ and Load 1 Crate on to a Ship.
	Do not receive the ₹ and get 2 Shipping Bonuses of your choice



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C. Leaders

This mini-expansion will give each player a specific advantage during the game. Choose your Leader carefully ...

Contents:

- 6 Leader cards

Setup changes :

- Shuffle the 6 Leader Cards face down and randomly place 1 Leader Card below each set of Setup cards. Return the remaining Leader Card to the box without revealing it. Players will now have to take these Leaders into consideration when choosing their starting Setup.

Here is an overview of the Leaders' effects:



Amina: Receive ₹3 each time you load a Crate on a Ship.



Ishwar: Receive ₹3 each time on of your Freight Cars arrives in Benares.



Whenever you receive a **white** Performance Bonus tile, **double the ₹** you gain from it. Whenever you receive a **red** Performance Bonus tile, you **do not** have to pay its ₹ cost.



Receive ₹2 for each of your Crates delivered to Calcutta, whether delivered by you or by an opponent.



Receive ₹2 each time you gain a Deal tile. At the end of the game, gain 1 VP for each Deal tile you own.



Receive ₹3 each time you place an Agency in your Company board.

D. Passenger Cars

This new module allows you to transport passengers! These cars cannot carry cargo, but your passengers will reward you as you safely transport them to their destinations.

Contents:

- 4 Passenger Cars
- 5 Income tiles

Setup changes :

- Before choosing a Setup card, each player receives 1 Passenger Car in their colour and 1 randomly assigned Income Tile. Place any Income Tiles that were not dealt next to the board.
- Each player replaces one Small Freight Car with their Passenger Car.
- When placing Cars on the main board, place your Passenger Car in the position where your second Freight Car would normally be placed.



Gameplay:

Whenever a Passenger Car arrives in a City, its owner immediately gains the bonus shown on their Income Tile. Then, that player swaps their Income Tile with one of the tiles left next to the board (In a 4-player game, this will always be the single discarded tile).

If multiple Passenger Cars arrive in the same City at the same time, resolve them in the order in which the Cars arrived.

Important: passenger cars do NOT advance their owner's Performance Marker when they arrive in a city!



Here is an overview of the Passenger Cars' income:



Receive ₹5.



Advance your Performance marker 3 steps.



Advance your Benares Market marker, Calcutta Market marker, and Financial Advisor one space.



Advance 2 Asset Value markers of your choice by 1 space each (you may advance the same marker twice).



Receive a Deal tile.

Move Cards

M1. Pay ₹1. Perform 1 move per card you have played this round, including this one.

M2. Perform 1 move for each empty card slot on your Company board. Since this card is being played now, it already counts as placed—so the maximum number of moves is 5.

M3. Perform 3 moves, **OR**

Perform 5 moves if your Financial Advisor is on position 6 or higher on the Market track.

M4. Perform 3 moves, **OR**

Perform 5 moves if your Performance marker is at 3 or more in Round 1, or 8 or more in Round 2.

M5. Perform 2 moves, **AND**

1 additional move for each Asset Value marker at value 3 or higher.

M6. Ship 1 Crate, **AND**

Perform 2 moves.

M7. Pay ₹3. Perform 3 moves, **AND**

1 additional move for each of your own Freight Cars currently on rail Segments (so, excluding those present in Benares or Calcutta).

M8. Perform 3 moves, **OR**

Perform 5 moves if you own at least 1 Deal tile.

M9. Perform 5 moves toward Calcutta, **OR**

Perform 3 moves.

M10. Perform 3 moves, **AND**

Immediately get ₹1 per Train you Moved with this action.

M11. Perform 5 moves toward Benares, **OR**

Perform 3 moves.

M12. Perform 3 moves, **AND**

Perform 2 additional moves if you moved at least 1 Medium Freight Car during the first 3 moves.

M13. Perform 3 moves, **OR**

Perform 5 moves if you have at least 1 of your Crates on a Ship.

M14. Perform 3 moves, **OR**

Pay ₹3 to Perform 6 moves.

M15. Perform 3 moves, **OR**

Perform 5 moves if you currently have ₹5 or more in your Cash track.

M16. Perform 3 moves, **AND**

Perform 2 additional moves if you moved at least 1 Large Freight Car during the first 3 moves.

M17. Gain ₹1, **AND**

Perform 1 move for each Crate currently on one of your Contracts (choose which Contract to use).

M18. Pay ₹1 to Perform 5 moves.

M19. Perform 3 moves, **OR**

Perform 5 moves if you have at least 2 Agencies.

M20. Perform 3 moves, **OR**

Perform 5 moves if you have at least 1 Crate delivered in Benares or Calcutta.

M21. Perform 3 moves, **OR**

Perform 5 moves if your Benares marker is the highest (or tied for highest) among all your markers.

M22. Perform 3 moves, **OR**

Perform 5 moves if your Calcutta marker is the highest (or tied for highest) among all your markers.

M23. Perform 3 moves, **AND**

Advance 1 Asset Value marker that is currently lowest on your Asset Value track. If there's a tie, choose one to advance.

M24. Ship 1 Crate, **AND**

Perform 3 moves if you have 2 or more Crates on the Ships (including the one you just placed).

M25. Perform 5 moves, **OR**

Perform 2 moves and Load 1 Crate.

M26. Perform 4 moves, **OR**

Perform 6 moves if you have at least 1 Crate delivered in both Benares and Calcutta.

M27. Perform 3 moves, **AND**

Advance 1 step on the Performance track.

M28. Perform 3 moves, **AND**

Get 1 Northern Agency.

M29. Perform 4 moves, **OR**

Perform 6 moves if you have the most money on the Cash Track (or are tied for the most).

M30. Pay ₹1 to Perform 3 moves, **AND**

If you perform the **Development** action, you may resolve the "Move Trains" action 2 additional times.

M31. Perform 4 moves, **OR**

Load 2 Crates.

M32. Get 1 Northern Agency, **AND**

Perform 1 move for each different type of Agency you own (Northern, Southern, Eastern, Western).

M33. Perform 4 moves, **OR**

Perform 5 moves if you play this card as your third action this Round.

M34. Perform 5 moves, **OR**

Perform 5 moves if your Bonds Value Marker sits at value 3 or higher.

M35. Perform 5 moves, **OR**

Perform 5 moves if your Valuables Value Marker sits at value 3 or higher.

M36. Perform 2 moves, **AND**

Get 1 Regional Agency.

M37. Pay ₹3 to Perform 4 moves, **AND**

Get 1 Regional Agency.

M38. Perform 2 moves, **AND**

Get ₹1 per completed Contract.

M39. Perform 3 moves, **AND**

Get ₹1 per Move Card you've played in your Company Board so far (including this one).

M40. Perform 3 moves, **AND**

Perform 1 move per Card you played that revealed the **Development** action.

M41. Reduce your Cash flow marker to 0, **AND**

Perform 6 moves.

M42*. Perform 3 moves, **AND**

Pay ₹2 to Load 1 Crate.

M43*. Pay ₹1 to Perform 3 moves, **OR**

Pay ₹3 to Perform 5 moves.

M44*. Get ₹6, **AND**

Perform 1–6 moves, paying ₹1 per move.

Load Cards

Reminder: When loading multiple Crates, they must go into different Freight Cars, unless the card indicates otherwise!

- L1.** Load up to 2 Crates from 2 different Contracts, **AND**
Pay ₹2 to Load 1 additional Crate.
- L2.** Load up to 2 Crates from the same Contract, **AND**
Load 1 additional Crate if you already have at least 1 Crate on a Ship.
- L3.** Pay ₹2 to Load 3 Crates, **OR**
Pay ₹2 to Load up to 2 Crates and Perform 2 moves.
- L4.** Load one or more Crates onto 1 Freight Car (yours or another player's).
You may fill it completely with this action. Pay ₹1 per Crate loaded.
- L5.** Pay ₹2 to Load up to 3 Crates.
- L6.** Load 1 Crate, **AND**
Ship 1 Crate.
- L7.** Load up to 2 Crates, **AND**
Perform 1 move per card you've played this round (including this one). Pay ₹1 per move.
- L8.** Load 1 Crate, **AND**
Perform 2 moves if you used this card to trigger one of the **Logistics Actions** in the third or fourth slots on your Company board.
- L9.** Load 1 Crate, **AND**
Perform 3 moves.
- L10.** Load up to 2 Crates, **OR**
Load up to 3 Crates into other Player's Freight Cars.
- L11.** Load up to 2 Crates, **AND**
Load 1 additional Crate if you have at least 1 Crate delivered in Calcutta.
- L12.** Load up to 2 Crates, **AND**
Load 1 additional Crate if you have at least 1 Crate delivered in Benares.
- L13.** Load up to 2 Crates, **AND**
Load 1 additional Crate if you currently have ₹5 or more in your Cash track.
- L14.** Load up to 2 Crates, **AND**
Load 1 additional Crate if your Performance marker is at 3 or more in Round 1, or 8 or more in Round 2.
- L15.** Load up to 2 Crates, **AND**
Load 1 additional Crate if your Calcutta Market marker is the highest (or tied for highest) among your markers on the Market track.
- L16.** Load up to 2 Crates, **AND**
Load 1 additional Crate if your Benares Market marker is the highest (or tied for highest) among your markers on the Market track.
- L17.** Load up to 2 Crates, **AND**
Load 1 additional Crate if your Financial Advisor is the highest (or tied for highest) among your markers on the Market track.
- L18.** Load up to 2 Crates, **AND**
Load 1 additional Crate if your Financial Advisor is on position 6 or higher on the Market track.
- L19.** Pay ₹2 to Load 1 Crate, plus 1 additional Crate for each of your Crates currently placed on different ships.
- L20.** Load 1 Crate for each of your Market markers (Benares, Calcutta, Financial Advisor) that is at position 6 or higher.
- L21.** Load up to 2 Crates, **AND**
Load 1 additional Crate if you have the most money on the Cash Track (or are tied for the most).
- L22.** Load up to 2 Crates, **AND**
Load 1 additional Crate if you own at least 1 Deal tile.
- L23.** Pay ₹2 to Load 1 Crate and perform 4 moves.
- L24.** Pay ₹2 to Load up to 2 Crates and Perform 2 moves.
- L25.** Load up to 2 Crates, **AND**
Advance 1 step on the Performance track.
- L26.** Pay ₹2 to Load up to 2 Crates and gain a Northern Agency.
- L27.** Pay ₹3 to Load up to 2 Crates, **AND**
Advance 2 different Asset Value markers.
- L28.** Load up to 2 Crates, **AND**
Load 1 additional Crate if your Calcutta Market marker is the highest (or tied for highest) among all players.
- L29.** Load up to 2 Crates, **AND**
Load 1 additional Crate if your Benares Market marker is the highest (or tied for highest) among all players.
- L30.** Load 1 Crate, **AND**
Get ₹2 for each different type of Agency you own (N, S, E, W).
- L31.** You may Load any number of Crates from a single Contract, paying ₹1 for each Crate you Load.
- L32.** Pay ₹3 to Load 1 Crate for each different type of Agency you own (Northern, Southern, Eastern, Western).
- L33.** Pay ₹1 to either Load up to 3 Crates or Perform 3 moves, **OR**
Pay ₹4 to Load up to 3 Crates and Perform 3 moves.
- L34.** Load up to 2 Crates, **OR**
Load up to 3 Crates if your Infrastructure Value Marker sits at value 3 or higher.
- L35.** Load up to 2 Crates, **OR**
Load up to 3 Crates if your Resources Value Marker sits at value 3 or higher.
- L36.** Load 1 Crates and Ship 1 Crate, **AND**
Get 1 Regional Agency.
- L37.** Pay ₹3 to Load up to 2 Crates, **AND**
Get 1 Regional Agency.
- L38.** Load up to 2 Crates, **AND**
Get ₹1 for each Crate you Shipped.
- L39.** Load up to 2 Crates, **AND**
Get ₹1 per Load Card you've played in your Company Board so far (including this one).
- L40.** Load up to 2 Crates, **AND**
Get ₹1 per Card you played that revealed the **Logistics** action.
- L41.** Reduce your Cash flow marker to 0, **AND**
Load up to 3 Crates and Advance 1 step on the Performance Track.
- L42*.** Load up to 2 Crates, **AND**
Pay ₹2 to perform 3 moves.
- L43*.** Pay ₹1 to Load up to 2 Crates, **OR**
Pay ₹3 to Load up to 4 Crates.
- L44*.** Get ₹6, **AND**
Load up to 3 Crates, paying ₹2 per Crate you load.