



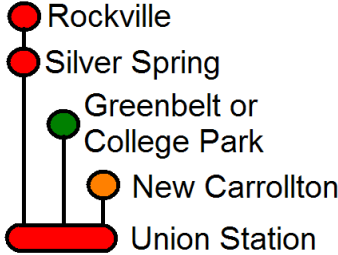

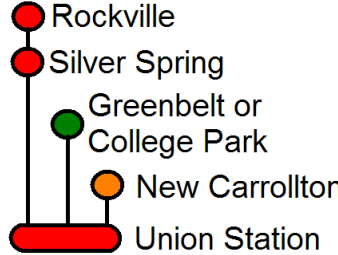

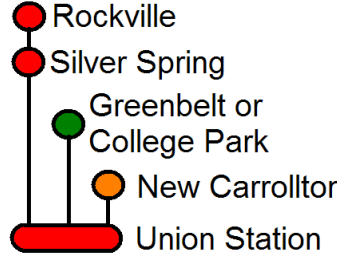

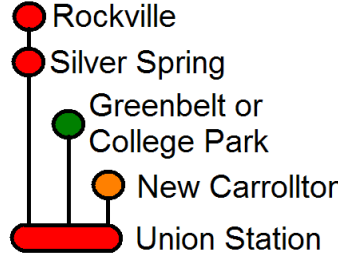

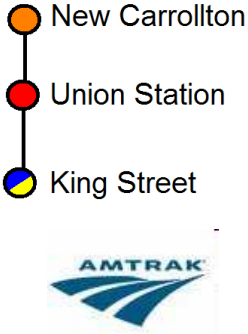
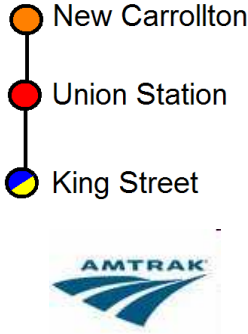
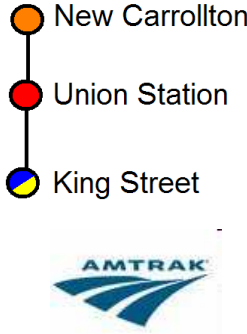
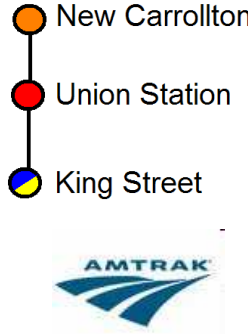
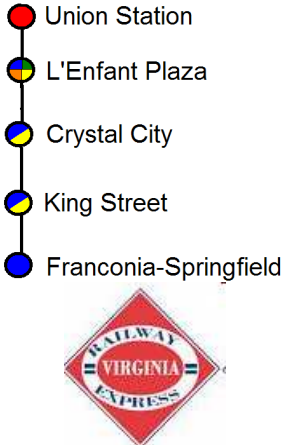
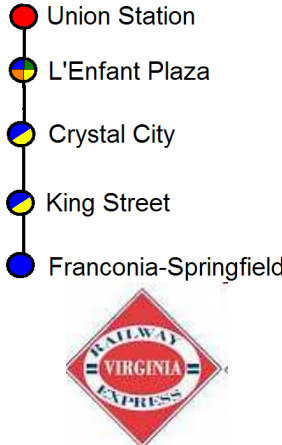
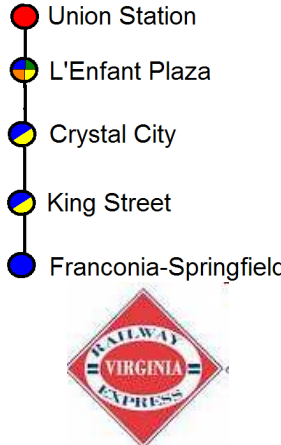


Track Maintenance (Service Disruption)	Track Maintenance (Service Disruption)	Track Maintenance (Service Disruption)	Track Maintenance (Service Disruption)
<p>Choose one unoccupied station. No player may move onto or through that station.</p> <p>This card may not be combined with Elevator Outage or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one unoccupied station. No player may move onto or through that station.</p> <p>This card may not be combined with Elevator Outage or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one unoccupied station. No player may move onto or through that station.</p> <p>This card may not be combined with Elevator Outage or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one unoccupied station. No player may move onto or through that station.</p> <p>This card may not be combined with Elevator Outage or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>
Security Checkpoint (Service Disruption)	Security Checkpoint (Service Disruption)	Security Checkpoint (Service Disruption)	Security Checkpoint (Service Disruption)
<p>Choose one station. Any player who moves onto that station stop movement immediately, and cannot move further on that turn.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one station. Any player who moves onto that station stop movement immediately, and cannot move further on that turn.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one station. Any player who moves onto that station stop movement immediately, and cannot move further on that turn.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one station. Any player who moves onto that station stop movement immediately, and cannot move further on that turn.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>

Add Destination	Add Destination	Add Destination	Add Destination
<p>Choose a player. That player draws another Destination card, and must visit that location at some time before claiming victory.</p> <div>  <span>+1</span> </div>	<p>Choose a player. That player draws another Destination card, and must visit that location at some time before claiming victory.</p> <div>  <span>+1</span> </div>	<p>Choose a player. That player draws another Destination card, and must visit that location at some time before claiming victory.</p> <div>  <span>+1</span> </div>	<p>Choose a player. That player draws another Destination card, and must visit that location at some time before claiming victory.</p> <div>  <span>+1</span> </div>
Express Bus	Express Bus	Express Bus	Express Bus
<p>At the start of your next turn, flip a coin.</p> <p>If it lands tails, skip that turn, too, and flip again on your next turn.</p> <p>If it lands heads, place your pawn on any transfer station NOT on a line color at your former location.</p> <p>You may discard your hand of Action cards in order to change the flip outcome to heads.</p>	<p>At the start of your next turn, flip a coin.</p> <p>If it lands tails, skip that turn, too, and flip again on your next turn.</p> <p>If it lands heads, place your pawn on any transfer station NOT on a line color at your former location.</p> <p>You may discard your hand of Action cards in order to change the flip outcome to heads.</p>	<p>At the start of your next turn, flip a coin.</p> <p>If it lands tails, skip that turn, too, and flip again on your next turn.</p> <p>If it lands heads, place your pawn on any transfer station NOT on a line color at your former location.</p> <p>You may discard your hand of Action cards in order to change the flip outcome to heads.</p>	<p>At the start of your next turn, flip a coin.</p> <p>If it lands tails, skip that turn, too, and flip again on your next turn.</p> <p>If it lands heads, place your pawn on any transfer station NOT on a line color at your former location.</p> <p>You may discard your hand of Action cards in order to change the flip outcome to heads.</p>

MARC Connection	MARC Connection	MARC Connection	MARC Connection
<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p>  	<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p>  	<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p>  	<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p>  
Elevator Outage (Service Disruption)	Elevator Outage (Service Disruption)	Elevator Outage (Service Disruption)	Elevator Outage (Service Disruption)
<p>Choose one unoccupied station. Players may not stop at that station, but may still move through it as usual.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one unoccupied station. Players may not stop at that station, but may still move through it as usual.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one unoccupied station. Players may not stop at that station, but may still move through it as usual.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>	<p>Choose one unoccupied station. Players may not stop at that station, but may still move through it as usual.</p> <p>This card may not be combined with Track Maintenance or Security Checkpoint.</p> <p><i>(This card stays in play until ended by card effect.)</i></p>

Service Restored	Service Restored	Service Restored	Service Restored
Choose one station affected by a Service Disruption. Remove that Service Disruption from play.	Choose one station affected by a Service Disruption. Remove that Service Disruption from play.	Choose one station affected by a Service Disruption. Remove that Service Disruption from play.	Choose one station affected by a Service Disruption. Remove that Service Disruption from play.
Shuttle Bus Connection	Shuttle Bus Connection	Shuttle Bus Connection	Shuttle Bus Connection
<p>Choose one station affected by a Service Disruption. You may ignore the effects of that card until the end of your next turn.</p> <p><i>(Keep this card in front of you as a reminder, and discard it when it's done.)</i></p>	<p>Choose one station affected by a Service Disruption. You may ignore the effects of that card until the end of your next turn.</p> <p><i>(Keep this card in front of you as a reminder, and discard it when it's done.)</i></p>	<p>Choose one station affected by a Service Disruption. You may ignore the effects of that card until the end of your next turn.</p> <p><i>(Keep this card in front of you as a reminder, and discard it when it's done.)</i></p>	<p>Choose one station affected by a Service Disruption. You may ignore the effects of that card until the end of your next turn.</p> <p><i>(Keep this card in front of you as a reminder, and discard it when it's done.)</i></p>

Amtrak Connection	Amtrak Connection	Amtrak Connection	Amtrak Connection
<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p> 	<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p> 	<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p> 	<p>If you are at one of the depicted stations, you may travel directly to one of the adjacent stations (ignoring Service Disruptions).</p> 
VRE Connection	VRE Connection	VRE Connection	VRE Connection
<p>If you are at one of the depicted stations, you may travel two steps along the path shown below (ignoring Service Disruptions).</p> 	<p>If you are at one of the depicted stations, you may travel two steps along the path shown below (ignoring Service Disruptions).</p> 	<p>If you are at one of the depicted stations, you may travel two steps along the path shown below (ignoring Service Disruptions).</p> 	<p>If you are at one of the depicted stations, you may travel two steps along the path shown below (ignoring Service Disruptions).</p> 