



Empire Builder System Rules Clarifications 2018

The TGA Rules Committee has worked for the past few years to clarify EBI rules around ferries and half-rate movement, for which there have been numerous varying interpretations over the last 35 years. The clear consensus from TGA members was that we needed one set of rules to be played in all TGA-run games. As a result, here are the rules that will be used beginning at Origins 2018. As usual these changes will be reviewed at the end of this year.

NOTE: This is the highlight version of the rules. Much more detail and an FAQ are available in the EBI area. Ask a TGA volunteer if you want more information.

THERE IS NO LONGER ANY PRE-GAME DISCUSSION. ALL GAMES ARE PLAYED BY THESE RULES.

FERRY MOVEMENT

- Ferry movement is a TWO-TURN process. During events which prohibit “ferry movement” you may not stage your train on an affected ferry post OR use that ferry to cross the water.
- When your train ends its movement for the turn on a ferry port milepost, it is AUTOMATICALLY assumed to be staged for ferry movement, UNLESS you specifically announce that the train is “NOT STAGED”.
- Having staged your train on your previous movement turn, you have two options for your next movement turn, either of which will be at half rate (rounded up):
 - Move at half rate beginning with the ferry port on the opposite side of the water
 - Move at half rate beginning with the ferry port on the same side of the water
- If your train is on a ferry milepost but NOT STAGED, you are not exposed to being derailed by a Gale event, and you have two options on your next movement turn:
 - Use all your movement to stage your train for the ferry
 - Leave using normal movement (full rate) on the same side of the water
- While sitting on a ferry port, discarding and replacing your cards or losing a turn to an event does not affect your status (staged or not staged) on the ferry
- You may turn around on any ferry port, with or without stopping. A port is a type of city.
- If you have not built a ferry line, you MUST pay to use that ferry, whether or not you ride on that player’s drawn track. If more than one player has built the ferry you choose which one to pay, and you may pay a different player from the one you rode into the port to stage.

EVENT EFFECTS THAT INCLUDE HALF RATE MOVEMENT

- To determine which dots are affected, use the geographical feature or city milepost (center milepost of a major city) as “zero” and count from there
- Half rate movement begins with your FIRST step TO OR FROM an affected milepost
- Once affected, ALL remaining movement until the end of the current turn is at half rate
- House rules or variants which allow a train to increase speed from half rate to full rate in the middle of a movement turn are no longer used in TGA play