

# SNOWDONIA EXPANSION: THE DAFFODIL LINE



The Daffodil Line was a railway in Herefordshire and Gloucestershire, England, running between Ledbury Town and the City of Gloucester.

It opened in 1885 and most of the line was built over the route of the southern section of the Herefordshire and Gloucestershire Canal and Newent, my current home, was part of it.

This advanced scenario, for 1-4 players, mixes up the conventions of the game a little more by adding daffodil collection, stone breaking and canal filling.

Tony Boydell, 2013

## Components

**1 x 18 card deck** containing:

- 1 scenario description card
- 1 new Train
- 7 new Canal Track cards
- 1 new action space card
- 8 new Station cards

**1 x rules for the scenario**

## Playing this scenario

Playing this scenario is the same as for the basic game (Mount Snowdon) with the following changes:

- **Daffodil collection** for end game scoring
- **Filling in the canal** in addition to excavating rubble
- **Smashing up stone to create rubble** at the Works.

## The Daffodil Line notes on card effects

- Contract Card 3: treat this as if it said: “...excavate or fill in completely the next valid excavation space”. This will let you ‘fill in’ an entire Canal Track card with rubble.
- Cards 26 and 30: treat this as if it said “...take and/ or place double the number of Rubble cubes”.
- Train No.1 L.A.D.A.S lets you put up to two extra rubble on to Canal Track cards as well as its basic game ability.
- Train No.8 Snowplow lets you put up to one extra rubble on to Canal Track cards as well as its basic game ability.

**Note:** for the cards above you need to have the rubble to put on to Canal Track cards in your personal supply.

## Setting up

- Put station 1 (Ledbury) on top of Llanberis. Lay out the other 7 stations as for the basic game.
- Shuffle the Track cards from the basic game and place the appropriate number, chosen at random, before Skew Bridge, Dymock and Gloucester. Put rubble on these cards and on all of the excavation spaces in stations.
- Shuffle The Daffodil Line Canal Track cards and place the appropriate number between the other stations. Do not place rubble on the Canal Track cards.
- Set the Yellow marker pieces aside – these are not used as player pieces in this scenario. Instead they are used to represent daffodils that are gained by doing work during the game.
- Put the new version of the [C] Works action on to the board with the correct side for the number of players showing.

## Playing the Game

### Daffodils

Some station spaces and excavation spaces have daffodils printed on them. When you complete these spaces, you immediately take 1 Yellow marker and put it into your personal supply. Daffodils are scored at the end of the game.



## Gloucester: Daffodil spaces (trading away collected daffodils)

If you want to build in one of these spaces, return the stated number of daffodil pieces to general supply and place your marker in the space.

### Excavation and filling in the canal

Some parts of an excavation action will require you to put rubble from your personal supply back on to a Track card. For Track cards from the basic game, remove rubble cubes as usual. The new Canal Track cards start with no rubble on them and must have rubble pieces placed on them before track can be laid.



When you resolve an excavation action that moves to a Canal Track card, each unit that would normally remove a cube must now be used to put rubble on to the Canal Track card from your personal supply. You must do this if you have rubble available and have an excavation action in progress. If you no longer have any rubble, then your excavation action ends immediately.

Each Canal Track card has a number on it that denotes how much rubble is needed to fill in the abandoned canal. The player who puts in the last piece of required rubble to complete a Canal Track card takes a Yellow daffodil marker. You cannot lay track on a Canal Track card until it has rubble on it equal to the number on the card. You cannot add rubble in excess of the number on the Canal Track card.

### Excavation Events

If the game excavates as an Event, treat Canal Track cards like normal cards for the number resolved, but fill them with rubble from general supply, one card per Work Rate. It is, of course, possible, for an Event or player excavation to be a mix of taking rubble off and putting it back on. If the game lays track as an Event, clear off any rubble already collected or add rubble to fill canal spaces as appropriate, and flip the card as in the basic game.

### Works

The Works action [C] now has a third option for you to use: “stone breaking”. You may trade 1 Stone from your personal supply (put it into the bag) and take 2 rubble from general supply. You may mix and match the three options as you choose when resolving this action.

## Scoring

The steel bar station spaces on station 7 (Over Junction) count towards track-laying Contract Card bonuses, but not 'station building' bonuses.

## Game End:

### Surveyor

If your surveyor is on station 3 (Dymock) or station 7 (Over Junction) at the end of the game, take 1 Yellow marker from general supply before scoring.

### Scoring daffodils

After you have scored all of the elements from the basic game, you must score daffodils. Scoring applies to sets (or part sets) of four daffodils at a rate of 3/9/19/34 points for 1/2/3/4 daffodils. If you have more than four daffodils, then start a new set for scoring one to four daffodils. For example six daffodils would score you  $34+9 = 43$  points.

**Final Note:** The Yellow markers representing Daffodils are not a fixed limit (though there SHOULD be enough!). If you run out, use an alternative, preferably yellow, type of marker.

## New Train

### Utility Loco

Comes with one Coal. The owner may pay one Coal at the start of a round to gain a temporary Labourer for the round.

Before resolving action A and before any other abilities or cards resolve, the owner may choose any other Train controlled by a player. The Utility Loco is a copy of that Train for the rest of the round. Note: When using the Utility Loco for a temporary Labourer, the cost is always one Coal; copying Snowdon or the Prototype Engine does not yield any victory points, as the effect of the Utility Loco lasts only till the end of the round, not the end of the game.

