Base Game

Base Game	✓	✓
Wagons	✓	✓
Wagon Tiles	✓	✓
Starting Tiles	✓	✓
Starting Wagons	✓	✓
Player Boards	✓	✓
Player Aids	✓	✓
Cargo Cubes	✓	✓
Cargo Bags	✓	✓
Passenger Cubes	✓	✓
Passenger Meeples	✓	✓
Cargo Tokens	✓	✓
Passenger Tokens	✓	✓

Base Expansion

Coins	✓	✓
Dice	✓	✓
Meeples	✓	✓
Markers	✓	✓
Tokens	✓	✓
Boards	✓	✓
Tiles	✓	✓
Cards	✓	✓

Primary Mechanics

Action Selection	✓	✓
Area Control	✓	✓
Area Movement	✓	✓
Auction	✓	✓

Cards Management

Card Drafting	✓	✓
Card Drafting - Pass Left	✓	✓
Card Drafting - Pass Right	✓	✓
Card Drafting - Pass Variable	✓	✓
Card Drafting - Simultaneous Pass Variable	✓	✓
Card Drafting - Snake	✓	✓
Card Management	✓	✓
Card Management - Discard	✓	✓
Card Management - Hand	✓	✓
Card Management - Hand Limit	✓	✓
Card Management - Hidden Hand	✓	✓
Card Management - Public Hand	✓	✓
Card Management - Tableau	✓	✓
Card Management - Tableau Limit	✓	✓
Card Management - Tableau Public	✓	✓
Card Management - Tableau Variable	✓	✓
Card Management - Tableau Variable Public	✓	✓

Resource Management

Resource Management	✓	✓
Resource Management - Conversion	✓	✓
Resource Management - Limit	✓	✓
Resource Management - Limit Variable	✓	✓
Resource Management - Public	✓	✓
Resource Management - Variable	✓	✓

Communication

Communication	✓	✓
Communication - Limited	✓	✓
Communication - Limited Variable	✓	✓

Objective And Victory Scores

Objective Points	✓	✓
Objective Progress	✓	✓
Objective Progress - Limit	✓	✓
Objective Progress - Limit Variable	✓	✓
Objective Progress - Public	✓	✓
Objective Progress - Variable	✓	✓
Objective Progress - Variable Public	✓	✓

Components

Action Points	✓	✓
Action Points - Limit	✓	✓
Action Points - Limit Variable	✓	✓
Action Points - Public	✓	✓
Action Points - Variable	✓	✓
Action Points - Variable Public	✓	✓
Action Points - Variable Public Limit	✓	✓
Action Points - Variable Public Limit Variable	✓	✓

Dice Rolling

Dice Rolling	✓	✓
Dice Rolling - Limit	✓	✓
Dice Rolling - Limit Variable	✓	✓
Dice Rolling - Public	✓	✓
Dice Rolling - Variable	✓	✓
Dice Rolling - Variable Public	✓	✓
Dice Rolling - Variable Public Limit	✓	✓
Dice Rolling - Variable Public Limit Variable	✓	✓

Movement

Movement	✓	✓
Movement - Limit	✓	✓
Movement - Limit Variable	✓	✓
Movement - Public	✓	✓
Movement - Variable	✓	✓
Movement - Variable Public	✓	✓
Movement - Variable Public Limit	✓	✓
Movement - Variable Public Limit Variable	✓	✓

Movement Limitations

Movement Limitations	✓	✓
Movement Limitations - Limit	✓	✓
Movement Limitations - Limit Variable	✓	✓
Movement Limitations - Public	✓	✓
Movement Limitations - Variable	✓	✓
Movement Limitations - Variable Public	✓	✓
Movement Limitations - Variable Public Limit	✓	✓
Movement Limitations - Variable Public Limit Variable	✓	✓

Tokens

Tokens	✓	✓
Tokens - Limit	✓	✓
Tokens - Limit Variable	✓	✓
Tokens - Public	✓	✓
Tokens - Variable	✓	✓
Tokens - Variable Public	✓	✓
Tokens - Variable Public Limit	✓	✓
Tokens - Variable Public Limit Variable	✓	✓

Tracks

Tracks	✓	✓
Tracks - Limit	✓	✓
Tracks - Limit Variable	✓	✓
Tracks - Public	✓	✓
Tracks - Variable	✓	✓
Tracks - Variable Public	✓	✓
Tracks - Variable Public Limit	✓	✓
Tracks - Variable Public Limit Variable	✓	✓

Turn Order

Turn Order	✓	✓
Turn Order - Limit	✓	✓
Turn Order - Limit Variable	✓	✓
Turn Order - Public	✓	✓
Turn Order - Variable	✓	✓
Turn Order - Variable Public	✓	✓
Turn Order - Variable Public Limit	✓	✓
Turn Order - Variable Public Limit Variable	✓	✓

Unit Movement

Unit Movement	✓	✓
Unit Movement - Limit	✓	✓
Unit Movement - Limit Variable	✓	✓
Unit Movement - Public	✓	✓
Unit Movement - Variable	✓	✓
Unit Movement - Variable Public	✓	✓
Unit Movement - Variable Public Limit	✓	✓
Unit Movement - Variable Public Limit Variable	✓	✓

Variable Player Powers

Variable Player Powers	✓	✓
Variable Player Powers - Limit	✓	✓
Variable Player Powers - Limit Variable	✓	✓
Variable Player Powers - Public	✓	✓
Variable Player Powers - Variable	✓	✓
Variable Player Powers - Variable Public	✓	✓
Variable Player Powers - Variable Public Limit	✓	✓
Variable Player Powers - Variable Public Limit Variable	✓	✓

Victory Points

Victory Points	✓	✓
Victory Points - Limit	✓	✓
Victory Points - Limit Variable	✓	✓
Victory Points - Public	✓	✓
Victory Points - Variable	✓	✓
Victory Points - Variable Public	✓	✓
Victory Points - Variable Public Limit	✓	✓
Victory Points - Variable Public Limit Variable	✓	✓

Worker Placement

Worker Placement	✓	✓
Worker Placement - Limit	✓	✓
Worker Placement - Limit Variable	✓	✓
Worker Placement - Public	✓	✓
Worker Placement - Variable	✓	✓
Worker Placement - Variable Public	✓	✓
Worker Placement - Variable Public Limit	✓	✓
Worker Placement - Variable Public Limit Variable	✓	✓

Worker Placement Conversion

Worker Placement Conversion	✓	✓
Worker Placement Conversion - Limit	✓	✓
Worker Placement Conversion - Limit Variable	✓	✓
Worker Placement Conversion - Public	✓	✓
Worker Placement Conversion - Variable	✓	✓
Worker Placement Conversion - Variable Public	✓	✓
Worker Placement Conversion - Variable Public Limit	✓	✓
Worker Placement Conversion - Variable Public Limit Variable	✓	✓

Workers

Workers	✓	✓
Workers - Limit	✓	✓
Workers - Limit Variable	✓	✓
Workers - Public	✓	✓
Workers - Variable	✓	✓
Workers - Variable Public	✓	✓
Workers - Variable Public Limit	✓	✓
Workers - Variable Public Limit Variable	✓	✓

Card Management

Card Management	✓	✓
Card Management - Limit	✓	✓
Card Management - Limit Variable	✓	✓
Card Management - Public	✓	✓
Card Management - Variable	✓	✓
Card Management - Variable Public	✓	✓
Card Management - Variable Public Limit	✓	✓
Card Management - Variable Public Limit Variable	✓	✓

Cards

Cards	✓	✓
Cards - Limit	✓	✓
Cards - Limit Variable	✓	✓
Cards - Public	✓	✓
Cards - Variable	✓	✓
Cards - Variable Public	✓	✓
Cards - Variable Public Limit	✓	✓
Cards - Variable Public Limit Variable	✓	✓

Dice

Dice	✓	✓
Dice - Limit	✓	✓
Dice - Limit Variable	✓	✓
Dice - Public	✓	✓
Dice - Variable	✓	✓
Dice - Variable Public	✓	✓
Dice - Variable Public Limit	✓	✓
Dice - Variable Public Limit Variable	✓	✓

Hand Management

Hand Management	✓	✓
Hand Management - Limit	✓	✓
Hand Management - Limit Variable	✓	✓
Hand Management - Public	✓	✓
Hand Management - Variable	✓	✓
Hand Management - Variable Public	✓	✓
Hand Management - Variable Public Limit	✓	✓
Hand Management - Variable Public Limit Variable	✓	✓

Hidden Information

Hidden Information	✓	✓
Hidden Information - Limit	✓	✓
Hidden Information - Limit Variable	✓	✓
Hidden Information - Public	✓	✓
Hidden Information - Variable	✓	✓
Hidden Information - Variable Public	✓	✓
Hidden Information - Variable Public Limit	✓	✓
Hidden Information - Variable Public Limit Variable	✓	✓

Hidden Movement

Hidden Movement	✓	✓
Hidden Movement - Limit	✓	✓
Hidden Movement - Limit Variable	✓	✓
Hidden Movement - Public	✓	✓
Hidden Movement - Variable	✓	✓
Hidden Movement - Variable Public	✓	✓
Hidden Movement - Variable Public Limit	✓	✓
Hidden Movement - Variable Public Limit Variable	✓	✓

Hidden Roles

Hidden Roles	✓	✓
Hidden Roles - Limit	✓	✓
Hidden Roles - Limit Variable	✓	✓
Hidden Roles - Public	✓	✓
Hidden Roles - Variable	✓	✓
Hidden Roles - Variable Public	✓	✓
Hidden Roles - Variable Public Limit	✓	✓
Hidden Roles - Variable Public Limit Variable	✓	✓

Secret Unit Deployment

Secret Unit Deployment	✓	✓
Secret Unit Deployment - Limit	✓	✓
Secret Unit Deployment - Limit Variable	✓	✓
Secret Unit Deployment - Public	✓	✓
Secret Unit Deployment - Variable	✓	✓
Secret Unit Deployment - Variable Public	✓	✓
Secret Unit Deployment - Variable Public Limit	✓	✓
Secret Unit Deployment - Variable Public Limit Variable	✓	✓

Simultaneous Action Selection

Simultaneous Action Selection	✓	✓
Simultaneous Action Selection - Limit	✓	✓
Simultaneous Action Selection - Limit Variable	✓	✓
Simultaneous Action Selection - Public	✓	✓
Simultaneous Action Selection - Variable	✓	✓
Simultaneous Action Selection - Variable Public	✓	✓
Simultaneous Action Selection - Variable Public Limit	✓	✓
Simultaneous Action Selection - Variable Public Limit Variable	✓	✓

Tokens

Tokens	✓	✓
Tokens - Limit	✓	✓
Tokens - Limit Variable	✓	✓
Tokens - Public	✓	✓
Tokens - Variable	✓	✓
Tokens - Variable Public	✓	✓
Tokens - Variable Public Limit	✓	✓
Tokens - Variable Public Limit Variable	✓	✓

Card Management

Card Management	✓	✓
Card Management - Limit	✓	✓
Card Management - Limit Variable	✓	✓
Card Management - Public	✓	✓
Card Management - Variable	✓	✓
Card Management - Variable Public	✓	✓
Card Management - Variable Public Limit	✓	✓
Card Management - Variable Public Limit Variable	✓	✓

Cards

Cards	✓	✓
Cards - Limit	✓	✓
Cards - Limit Variable	✓	✓
Cards - Public	✓	✓
Cards - Variable	✓	✓
Cards - Variable Public	✓	✓
Cards - Variable Public Limit	✓	✓
Cards - Variable Public Limit Variable	✓	✓

Dice

Dice	✓	✓
Dice - Limit	✓	✓
Dice - Limit Variable	✓	✓
Dice - Public	✓	✓
Dice - Variable	✓	✓
Dice - Variable Public	✓	✓
Dice - Variable Public Limit	✓	✓
Dice - Variable Public Limit Variable	✓	✓

Hand Management

Hand Management	✓	✓
Hand Management - Limit	✓	✓
Hand Management - Limit Variable	✓	✓
Hand Management - Public	✓	✓
Hand Management - Variable	✓	✓
Hand Management - Variable Public	✓	✓
Hand Management - Variable Public Limit	✓	✓
Hand Management - Variable Public Limit Variable	✓	✓

Hidden Information

Hidden Information	✓	✓
Hidden Information - Limit	✓	✓
Hidden Information - Limit Variable	✓	✓
Hidden Information - Public	✓	✓
Hidden Information - Variable	✓	✓
Hidden Information - Variable Public	✓	✓
Hidden Information - Variable Public Limit	✓	✓
Hidden Information - Variable Public Limit Variable	✓	✓

Hidden Movement

Hidden Movement	✓	✓
Hidden Movement - Limit	✓	✓
Hidden Movement - Limit Variable	✓	✓
Hidden Movement - Public	✓	✓
Hidden Movement - Variable	✓	✓
Hidden Movement - Variable Public	✓	✓
Hidden Movement - Variable Public Limit	✓	✓
Hidden Movement - Variable Public Limit Variable	✓	✓

Hidden Roles

Hidden Roles	✓	✓
Hidden Roles - Limit	✓	✓
Hidden Roles - Limit Variable	✓	✓
Hidden Roles - Public	✓	✓
Hidden Roles - Variable	✓	✓
Hidden Roles - Variable Public	✓	✓
Hidden Roles - Variable Public Limit	✓	✓
Hidden Roles - Variable Public Limit Variable	✓	✓

Secret Unit Deployment

Secret Unit Deployment	✓	✓
Secret Unit Deployment - Limit	✓	✓
Secret Unit Deployment - Limit Variable	✓	✓
Secret Unit Deployment - Public	✓	✓
Secret Unit Deployment - Variable	✓	✓
Secret Unit Deployment - Variable Public	✓	✓
Secret Unit Deployment - Variable Public Limit	✓	✓
Secret Unit Deployment - Variable Public Limit Variable	✓	✓

Simultaneous Action Selection

Simultaneous Action Selection	✓	✓
Simultaneous Action Selection - Limit	✓	✓
Simultaneous Action Selection - Limit Variable	✓	✓
Simultaneous Action Selection - Public	✓	✓
Simultaneous Action Selection - Variable	✓	✓
Simultaneous Action Selection - Variable Public	✓	✓
Simultaneous Action Selection - Variable Public Limit	✓	✓
Simultaneous Action Selection - Variable Public Limit Variable	✓	✓

Tokens

Tokens	✓	✓
Tokens - Limit	✓	✓
Tokens - Limit Variable	✓	✓
Tokens - Public	✓	✓
Tokens - Variable	✓	✓
Tokens - Variable Public	✓	✓
Tokens - Variable Public Limit	✓	✓
Tokens - Variable Public Limit Variable	✓	✓

Variable Player Powers

Variable Player Powers	✓	✓
Variable Player Powers - Limit	✓	✓
Variable Player Powers - Limit Variable	✓	✓
Variable Player Powers - Public	✓	✓
Variable Player Powers - Variable	✓	✓
Variable Player Powers - Variable Public	✓	✓
Variable Player Powers - Variable Public Limit	✓	✓
Variable Player Powers - Variable Public Limit Variable	✓	✓

Victory Points

Victory Points	✓	✓
Victory Points - Limit	✓	✓
Victory Points - Limit Variable	✓	✓
Victory Points - Public	✓	✓
Victory Points - Variable	✓	✓
Victory Points - Variable Public	✓	✓
Victory Points - Variable Public Limit	✓	✓
Victory Points - Variable Public Limit Variable	✓	✓

Worker Placement

Worker Placement	✓	✓
Worker Placement - Limit	✓	✓
Worker Placement - Limit Variable	✓	✓
Worker Placement - Public	✓	✓
Worker Placement - Variable	✓	✓
Worker Placement - Variable Public	✓	✓
Worker Placement - Variable Public Limit	✓	✓
Worker Placement - Variable Public Limit Variable	✓	✓

Worker Placement Conversion

Worker Placement Conversion	✓	✓
Worker Placement Conversion - Limit	✓	✓
Worker Placement Conversion - Limit Variable	✓	✓
Worker Placement Conversion - Public	✓	✓
Worker Placement Conversion - Variable	✓	✓
Worker Placement Conversion - Variable Public	✓	✓
Worker Placement Conversion - Variable Public Limit	✓	✓
Worker Placement Conversion - Variable Public Limit Variable	✓	✓

Workers

Workers	✓	✓
Workers - Limit	✓	✓
Workers - Limit Variable	✓	✓
Workers - Public	✓	✓
Workers - Variable	✓	✓
Workers - Variable Public	✓	✓
Workers - Variable Public Limit	✓	✓
Workers - Variable Public Limit Variable	✓	✓

Dice Rolling

Dice Rolling	✓	✓
Dice Rolling - Limit	✓	✓
Dice Rolling - Limit Variable	✓	✓
Dice Rolling - Public	✓	✓
Dice Rolling - Variable	✓	✓
Dice Rolling - Variable Public	✓	✓
Dice Rolling - Variable Public Limit	✓	✓
Dice Rolling - Variable Public Limit Variable	✓	✓

Movement

Movement	✓	✓
Movement - Limit	✓	✓
Movement - Limit Variable	✓	✓
Movement - Public	✓	✓
Movement - Variable	✓	✓
Movement - Variable Public	✓	✓
Movement - Variable Public Limit	✓	✓
Movement - Variable Public Limit Variable	✓	✓

Movement Limitations

Movement Limitations	✓	✓
Movement Limitations - Limit	✓	✓
Movement Limitations - Limit Variable	✓	✓
Movement Limitations - Public	✓	✓
Movement Limitations - Variable	✓	✓
Movement Limitations - Variable Public	✓	✓
Movement Limitations - Variable Public Limit	✓	✓
Movement Limitations - Variable Public Limit Variable	✓	✓

Tracks

Tracks	✓	✓
Tracks - Limit	✓	✓
Tracks - Limit Variable	✓	✓
Tracks - Public	✓	✓
Tracks - Variable	✓	✓
Tracks - Variable Public	✓	✓
Tracks - Variable Public Limit	✓	✓
Tracks - Variable Public Limit Variable	✓	✓

Turn Order

Turn Order	✓	✓
Turn Order - Limit	✓	✓
Turn Order - Limit Variable	✓	✓
Turn Order - Public	✓	✓
Turn Order - Variable	✓	✓
Turn Order - Variable Public	✓	✓
Turn Order - Variable Public Limit	✓	✓
Turn Order - Variable Public Limit Variable	✓	✓

Unit Movement

Unit Movement	✓	✓
Unit Movement - Limit	✓	✓
Unit Movement - Limit Variable	✓	✓
Unit Movement - Public	✓	✓
Unit Movement - Variable	✓	✓
Unit Movement - Variable Public	✓	✓
Unit Movement - Variable Public Limit	✓	✓
Unit Movement - Variable Public Limit Variable	✓	✓

Variable Player Powers

Variable Player Powers	✓	✓
Variable Player Powers - Limit	✓	✓
Variable Player Powers - Limit Variable	✓	✓
Variable Player Powers - Public	✓	✓
Variable Player Powers - Variable	✓	✓
Variable Player Powers - Variable Public	✓	✓
Variable Player Powers - Variable Public Limit	✓	✓
Variable Player Powers - Variable Public Limit Variable	✓	✓

Victory Points

Victory Points	✓	✓
Victory Points - Limit	✓	✓
Victory Points - Limit Variable	✓	✓
Victory Points - Public	✓	✓
Victory Points - Variable	✓	✓
Victory Points - Variable Public	✓	✓
Victory Points - Variable Public Limit	✓	✓
Victory Points - Variable Public Limit Variable	✓	✓