

### Railroad Tycoon 3 Cargo Chart (Based on Version 1.05)

Cargo	Year Available	<sup>†</sup> Median Price Sensitivity	Delivery Time
Alcohol	1800	Moderate - \$100	Slow - 2
Aluminum	1910	Low - \$85	Slow - 1
Ammunition	1848	High - \$160	Slow - 2
Automobiles	1900	Very High - \$200	Slow - 3
Bauxite	1910	Very Low - \$30	Slow - 1
Cheese	1880	Very High - \$235	Normal - 5
Chemicals	1905	Very Low - \$30	Slow - 1
Clothing	1800	Moderate - \$95	Slow - 3
Coal	1800	Very Low - \$30	Slow - 1
Coffee	1800	Very Low - \$45	Slow - 2
Corn	1800	Very Low - \$25	Slow - 3
Cotton	1800	Very Low - \$30	Slow - 2
Diesel	1890	Moderate - \$100	Slow - 1
Fertilizer	1905	Low - \$80	Slow - 2
Furniture	1880	Very High - \$220	Slow - 1
Goods	1800	Very High - \$170	Slow - 1
Grain	1800	Very Low - \$30	Slow - 3
Iron	1800	Very Low - \$30	Slow - 1
Livestock	1800	Moderate - \$90	Fast - 8
Logs	1800	Very Low - \$30	Slow - 2
Lumber	1800	Moderate - \$85	Slow - 1
Mail	1800	*Variable	Fast - 10
Meat	1800	Very High - \$195	Normal - 5
Milk	1800	High - \$110	Fast - 10
Oil	1860	Very Low - \$40	Slow - 1
Paper	1800	Low - \$85	Slow - 1
Passengers	1800	**Variable	Fast - 9
Plastic	1935	Low - \$85	Slow - 1
Produce (Fruit)	1800	Very Low - \$45	Fast - 8
Pulpwood	1800	Very Low - \$30	Slow - 2
Rice	1800	Very Low - \$30	Slow - 2
Rubber	1900	Very Low - \$30	Slow - 1
Steel	1856	Moderate - \$85	Slow - 1
Sugar	1800	Very Low - \$35	Slow - 2
Tires	1900	Moderate - \$85	Slow - 1
Toys	1880	Very High - \$175	Slow - 3
Troops	1848	*Variable	Fast - 7
Uranium	1950	Very High - \$200	Slow - 3
Waste (Recyclables)	1990	Very Low - \$40	Normal - 6
Weapons	1848	Very High - \$235	Slow - 2
Wool	1800	Very Low - \$30	Slow - 1

**Overall Median Cargo Price: \$90**

*\*Mail and Troops prices vary due to distance and destination.*

*\*\*Passengers prices vary due to distance, destination, the engine's passenger appeal, and whether or not the engine is a speed record-setting engine.*

<sup>†</sup>Median Price Sensitivity is an overall median price for the specific cargo. Prices can vary greatly (higher or lower) based on the current supply/demand for the specific cargo in a specific area, the current economic state, and scripted events in the scenario. Check the Cargo Supply/Demand Map for specific prices in the current game you are playing.