

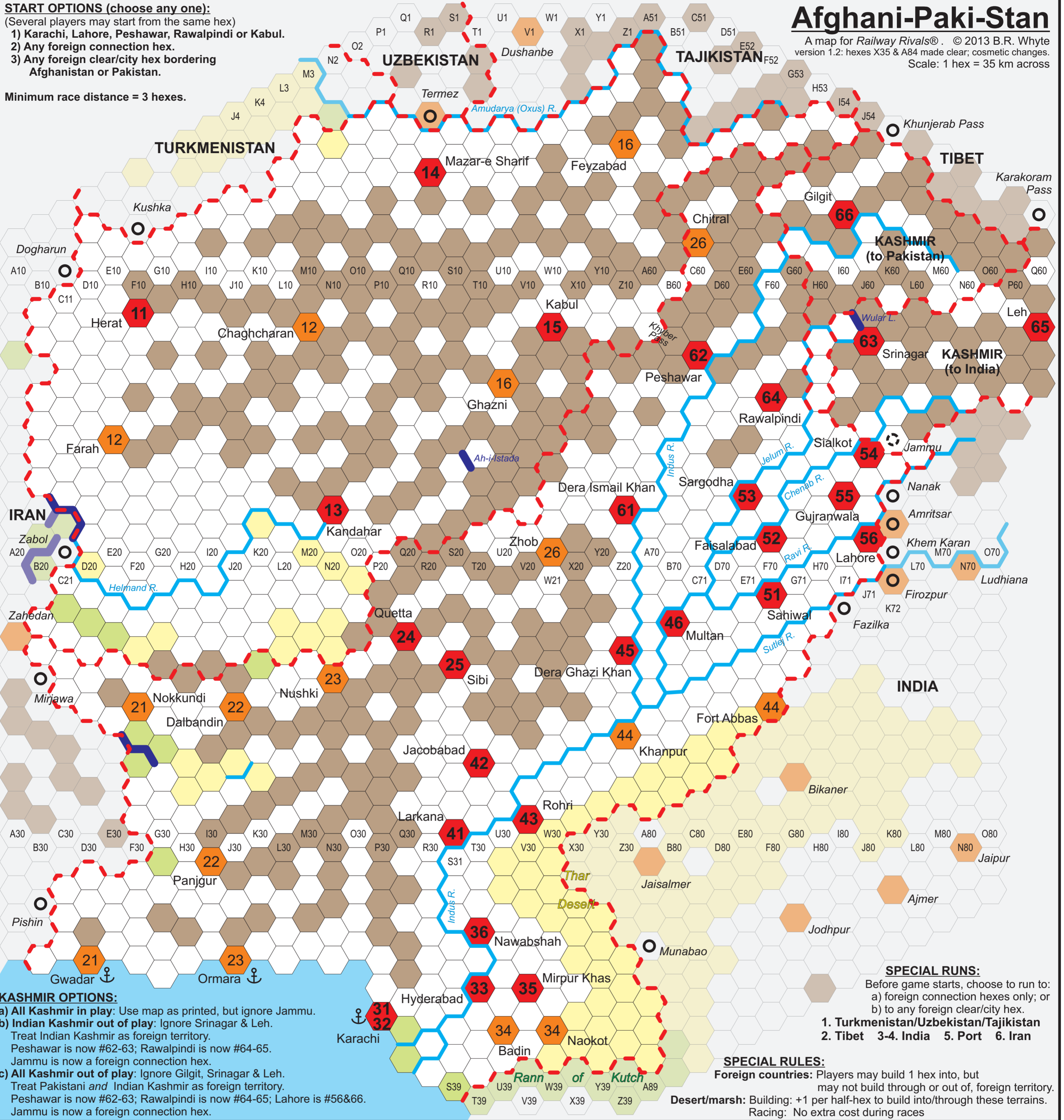
**START OPTIONS (choose any one):**

- (Several players may start from the same hex)
- 1) Karachi, Lahore, Peshawar, Rawalpindi or Kabul.
- 2) Any foreign connection hex.
- 3) Any foreign clear/city hex bordering Afghanistan or Pakistan.

Minimum race distance = 3 hexes.

# Afghani-Paki-Stan

A map for *Railway Rivals*® . © 2013 B.R. Whyte  
 version 1.2: hexes X35 & A84 made clear; cosmetic changes.  
 Scale: 1 hex = 35 km across



**KASHMIR OPTIONS:**

- a) All Kashmir in play: Use map as printed, but ignore Jammu.
- b) Indian Kashmir out of play: Ignore Srinagar & Leh. Treat Indian Kashmir as foreign territory. Peshawar is now #62-63; Rawalpindi is now #64-65. Jammu is now a foreign connection hex.
- c) All Kashmir out of play: Ignore Gilgit, Srinagar & Leh. Treat Pakistani and Indian Kashmir as foreign territory. Peshawar is now #62-63; Rawalpindi is now #64-65; Lahore is #56&66. Jammu is now a foreign connection hex.

**SPECIAL RUNS:**

- Before game starts, choose to run to:
  - a) foreign connection hexes only; or
  - b) to any foreign clear/city hex.
- 1. Turkmenistan/Uzbekistan/Tajikistan
- 2. Tibet 3-4. India 5. Port 6. Iran

**SPECIAL RULES:**

Foreign countries: Players may build 1 hex into, but may not build through or out of, foreign territory.  
 Desert/marsh: Building: +1 per half-hex to build into/through these terrains.  
 Racing: No extra cost during races