

# БЕЛАРУСЬ - BELARUS

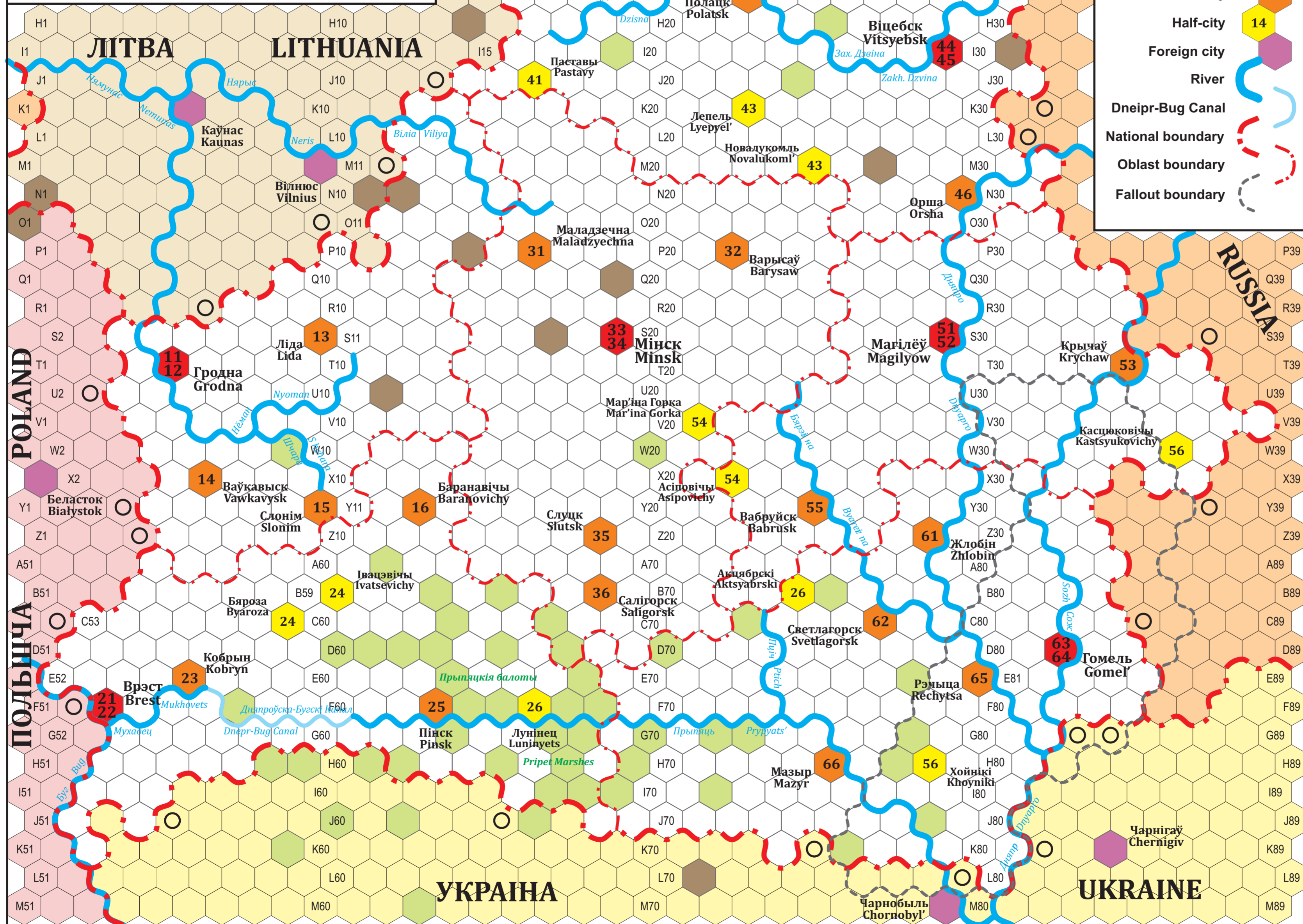
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A map for use with the *Railway Rivals* game

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For 3-6 players

Scale: 1 hex = 17km Minimum race length: 3 hexes.



**Clear (Belarus)**

**Clear (foreign) two with foreign connection points**

**Hills**

**Marsh**

**Double city**

**City**

**Half-city**

**Foreign city**

**River**

**Dnepr-Bug Canal**

**National boundary**

**Oblast boundary**

**Fallout boundary**

**Scenario:**  
 1945: The Byelorussian SSR has been devastated by war. The Central Party Committee decrees that the railway infrastructure be rebuilt by several construction crews (the players) competing for the glory of their workunits and the motherland... but are the crews just fronts for right-deviationists more interested in making a quick ruble than in developing the most efficient rail net for the republic? How will Chernobyl affect transportation? And what about independence?

*In postal games, consider rounds 1-9 to be 1945-90, and rounds 10-12 to be post-1990.*

**Start:**  
**2-3 players:** all start at Minsk  
**4-6 players:** choose an option:  
 a) all at Minsk  
 b) start at any Oblast capital (*i.e.* double city)  
 c) start at any foreign connection point  
 d) start at any foreign hex bordering Belarus

**Special Rules:**

- Foreign hexes.** Choose an option:  
 a. Connections to foreign countries can only be made at the preprinted foreign connection hexes. Players may build into (but not through) foreign connection hexes. They may not build into other foreign hexes.  
 b. Connections to foreign countries can be made at any hex adjacent to the Belarussian boundary. Players may build into (but not through) any foreign hexes adjacent to the Belarussian boundary.  
 c. Connections to foreign countries can be made at any hex adjacent to the Belarussian boundary, but players may build and race into/through all foreign hexes.  
 d. *Postal games only.* As for c. except that during Rounds 10-12 trains spend an extra die pip to cross national boundaries *except* the Russian-Belarussian boundary.
- Dnepr-Bug canal:** +1 to cross.
- Marsh:** +1 per half-hex to build into/out of.
- Fallout boundary:** *Optional rule for postal games.* Before Round 1 players secretly nominate some of the 100 non-city hexes within this boundary to be subject to Fallout from Chornobyl'. At the beginning of Round 10 all nominated hexes are revealed and crossed out on the map. No building is allowed through the marked hexes during Rounds 10-12. If a city remains unconnected due to radioactivity, so be it. 2 players nominate 12 hexes each; 3 players: 8 each; 4 players: 6 each; 5 players: 5 each; 6 players: 4 each.
- Foreign cities:** Shown for geographical interest only. Treat as clear.

**Special Runs:**

- 1&2) Russia.
- 3) Ukraine.
- 4) Poland.
- 5) Latvia or Lithuania.  
*(Postal games: in Rounds 7-9 roll 1d6: 1-3 = Latvia, 4-6 = Lithuania. In Rounds 10-12 use the remaining country).*
- 6) Russia to Poland via the other city in the race pair (backtracking allowed).

**Map Notes:** Toponyms are in Belarussian and English, using their post-1990 forms. Г is transcribed as G rather than H. For simplicity areas outside Belarus are called 'foreign countries'.