

**Special rules:**

**The Nile, Suez Canal & 4 other large watercourse: +2 to cross.**

**Minor canals & distributaries: +1 to cross.**

**Marshes: +1 per half-hex.**

**Hills: +2 per half-hex.**

**Mountains: impassible.**

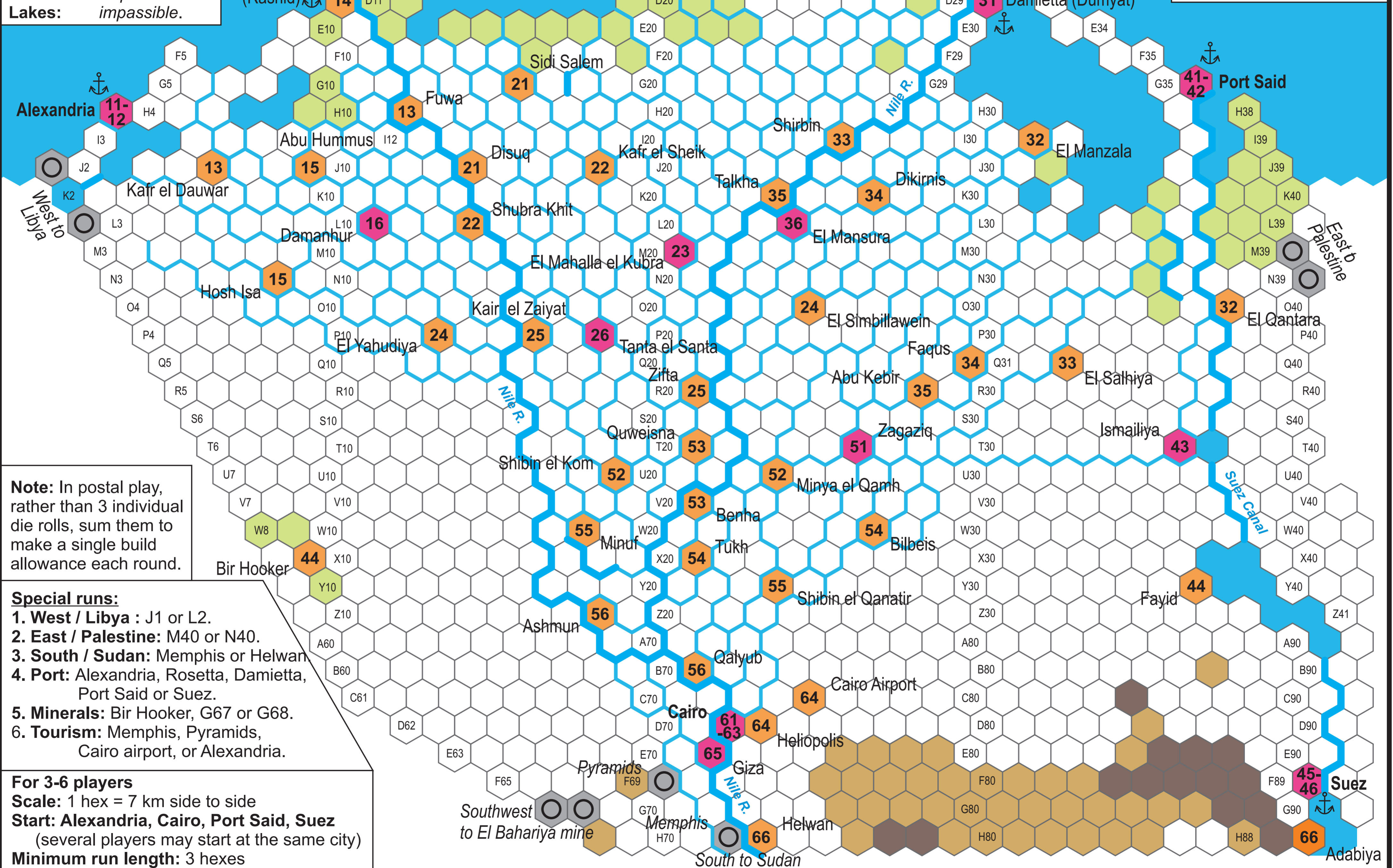
**Lakes: impassible.**

# NILE DELTA

A *Railway Rivals*™ map

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**Note:** In postal play, rather than 3 individual die rolls, sum them to make a single build allowance each round.

**Special runs:**

- 1. **West / Libya:** J1 or L2.
- 2. **East / Palestine:** M40 or N40.
- 3. **South / Sudan:** Memphis or Helwan.
- 4. **Port:** Alexandria, Rosetta, Damietta, Port Said or Suez.
- 5. **Minerals:** Bir Hooker, G67 or G68.
- 6. **Tourism:** Memphis, Pyramids, Cairo airport, or Alexandria.

**For 3-6 players**

**Scale:** 1 hex = 7 km side to side  
**Start:** Alexandria, Cairo, Port Said, Suez  
 (several players may start at the same city)  
**Minimum run length:** 3 hexes

Southwest to El Bahariya mine  
 South to Sudan