

SPECIAL RUNS:

1. Gold

Ararat (Vic.)
Ballarat (Vic.)
Bendigo (Vic.)
Parkes (NSW)

2. Minerals/Ores

Whyalla (SA) Fe
Burra (SA) Cu
Kapunda (SA) Cu
Walleroo/Moonta (SA) Cu
Inverell (NSW) Sn
Cobar (NSW) Cu
Broken Hill (NSW) Ag/Pb/Zn

3. Coal

Leigh Creek (SA)
Wonthaggi (Vic.)
Yallourn (Vic.)
Wollongong (NSW)
Newcastle (NSW)
Maitland (NSW)
Singleton (NSW)
Muswellbrook (NSW)
Ipswich (Qld)

4. Wheat

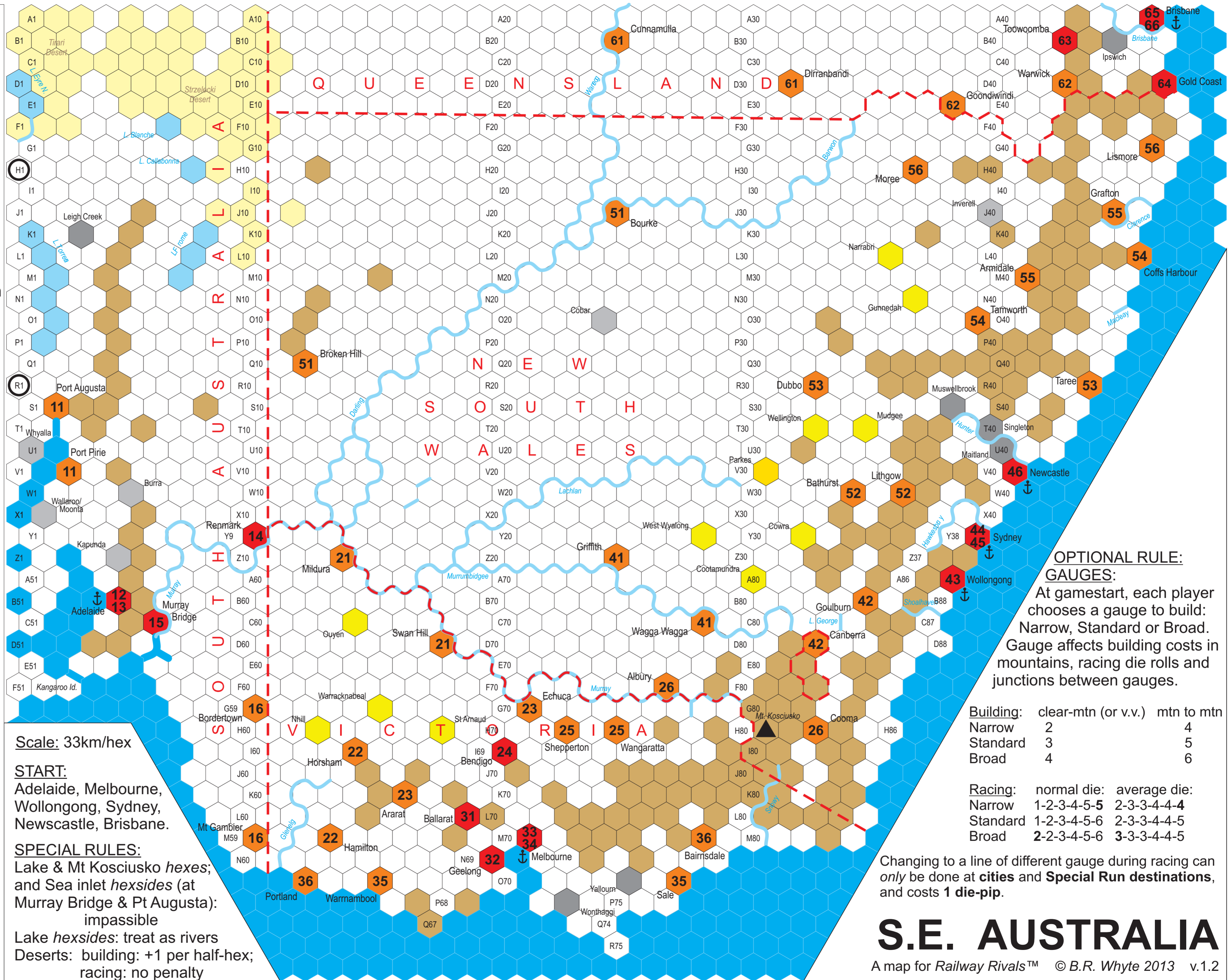
Ouyen (Vic.)
Nhill (Vic.)
Warracknabeal (Vic.)
St Arnaud (Vic.)
Narrabri (NSW)
Gunnedah (NSW)
Wellington (NSW)
Mudgee (NSW)
West Wyalong (NSW)
Cowra (NSW)
Cootamundra (NSW)

5. Port

Adelaide (SA)
Melbourne (Vic.)
Wollongong (NSW)
Sydney (NSW)
Newcastle (NSW)
Brisbane (Qld.)

6. N & W Australia

Brisbane (for N Qld)
H1 (for NT)
R1 (for NT & WA)



Scale: 33km/hex

START:

Adelaide, Melbourne,
Wollongong, Sydney,
Newcastle, Brisbane.

SPECIAL RULES:

Lake & Mt Kosciuszko hexes;
and Sea inlet hexsides (at
Murray Bridge & Pt Augusta):
impassible

Lake hexsides: treat as rivers

Deserts: building: +1 per half-hex;
racing: no penalty

OPTIONAL RULE:

GAUGES:

At gamestart, each player
chooses a gauge to build:
Narrow, Standard or Broad.
Gauge affects building costs in
mountains, racing die rolls and
junctions between gauges.

Building:	clear-mtn (or v.v.)	mnt to mtn
Narrow	2	4
Standard	3	5
Broad	4	6

Racing:	normal die:	average die:
Narrow	1-2-3-4-5-5	2-3-3-4-4-4
Standard	1-2-3-4-5-6	2-3-3-4-4-5
Broad	2-2-3-4-5-6	3-3-3-4-4-5

Changing to a line of different gauge during racing can
only be done at cities and **Special Run destinations**,
and costs 1 die-pip.

S.E. AUSTRALIA

A map for *Railway Rivals*™ © B.R. Whyte 2013 v.1.2