



The Solent Version 1.1
by Richard Smith, original map
designed 2008, redrawn in 2021

For 4 players: 2 start at Southampton, 2 at Portsmouth.

SPECIAL RUNS: 1,2 = London; 3 = Bournemouth; 4 = Newport; 5 = Brighton or Salisbury; 6 = Calshot Spit or Hayling Beach.

FERRIES: Cost 6 to buy, 4 to use another's ferry. May use own ferry or rival's ferry in build phase - e.g. K11 - K12 (buy / use ferry) - K15 - Hythe. When racing 1 to embark, 1 per hex, 1 to disembark.

NEW FOREST: Pay +1 per half hex when building, no effect on races.

Estuaries at L10, T16 and F49 cannot be bridged.