

Lands of Always Winter



Westeros Railway Rivals Map v.1.8

by Richard Smith 2022 with help from Bob Gingell and Jim Reader.

For 4 players, starts at Winterfell, King's Landing, Lannisport and Oldtown, or 2x Winterfell + 2x Oldtown

Special Runs

- 1) Lands of Always Winter (M2, N1, O1, P1, Q1, R1, S1 or T1. Track cannot be built over the wall, instead it costs 3 during the race to get over. M2 and T1 accessible by ship)
- 2) Essos (Braavos, Pentos or Myr)
- 3) Dragonstone
- 4) Southeastern Island (Tyrosh or Lys)
- 5) The Arbor
- 6) Pyke

Ships

As part of any build you can buy a ship at any port you connect to or are already connected to. Ports are marked with an anchor symbol. Ships cost 5 each and there are no limits on how many can be bought. Each ship is permanently located at its port but can then be used in a race to sail between that port and any special destination (not other ports). Sailing south of the map is permitted. Hexes are counted across the sea plus one pip to embark and one to disembark. Ships can be used for multiple races unless destroyed by a dragon. Companies can only use their own ships except in a JR.

Dragons

Each company has one dragon at its disposal. It sleeps during rounds 1-6 but in rounds 7-12 it can be used once per round. It can be deployed to attack any one company in one race, or it can be deployed to defend a company in a race. If the number of attacking dragons is equal to or less than the number of defending dragons, the attack is foiled. Dragons do not fight to the death. If the attack is successful the victim's train is derailed and their ship (if any) allocated to the race is sunk. If the same port is used twice in a round, and a ship is destroyed in the first run, a reserve ship will be used if there is one at the port, else the next nearest port will be used if possible, else the entry is void. Derailed trains can be repaired at no cost.

Forest +1 per half-hex to build, no effect on races.
20-10 scoring recommended and 12 build points in R7.