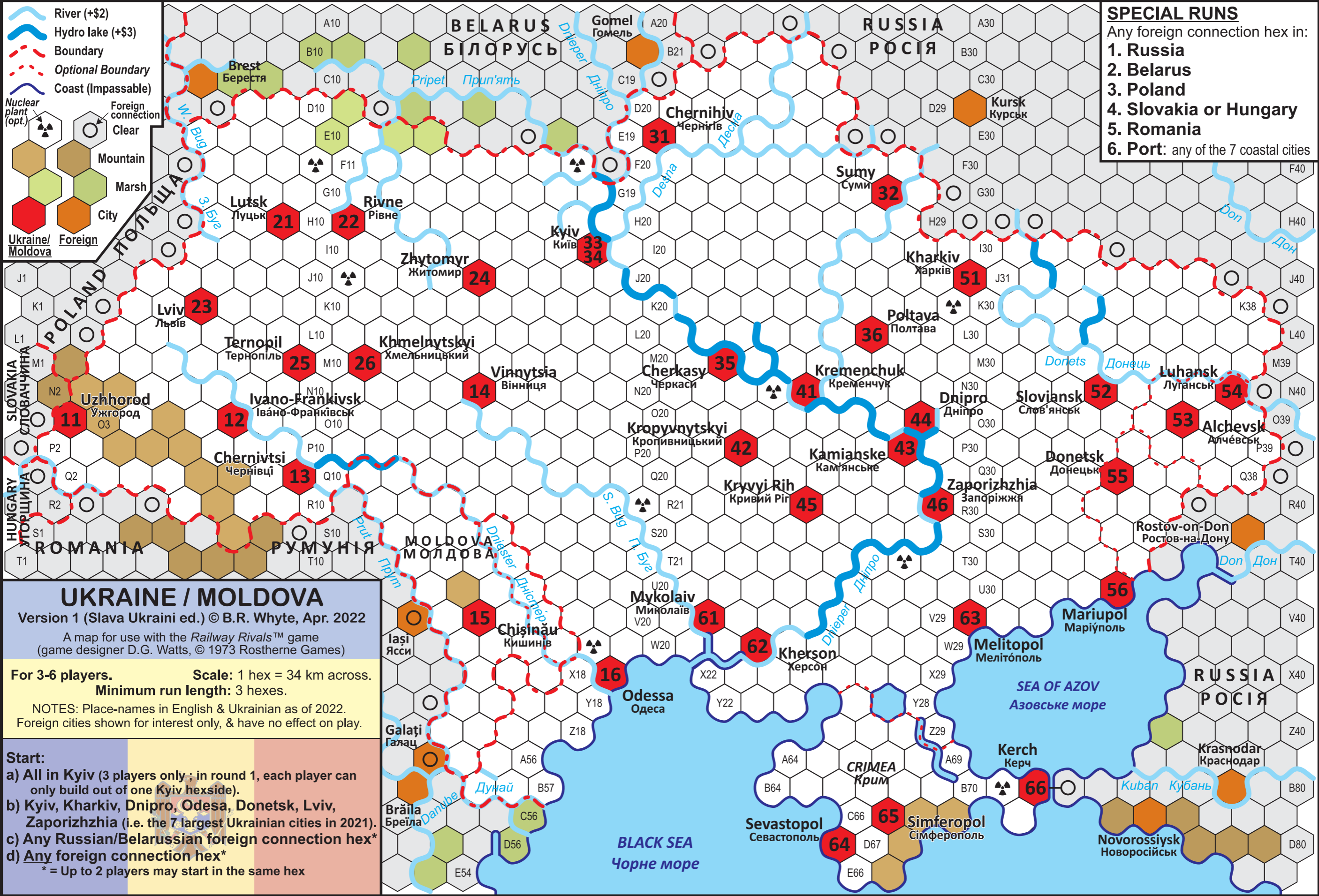


River (+\$2)  
 Hydro lake (+\$3)  
 Boundary  
 Optional Boundary  
 Coast (Impassable)  
 Nuclear plant (opt.)  
 Foreign connection  
 Clear  
 Mountain  
 Marsh  
 City  
 Ukraine/  
 Moldova  
 Foreign

**SPECIAL RUNS**  
 Any foreign connection hex in:

1. Russia
2. Belarus
3. Poland
4. Slovakia or Hungary
5. Romania
6. Port: any of the 7 coastal cities



**UKRAINE / MOLDOVA**  
 Version 1 (Slava Ukraini ed.) © B.R. Whyte, Apr. 2022  
 A map for use with the *Railway Rivals™* game  
 (game designer D.G. Watts, © 1973 Rosterne Games)

**For 3-6 players.** Scale: 1 hex = 34 km across.  
 Minimum run length: 3 hexes.

NOTES: Place-names in English & Ukrainian as of 2022.  
 Foreign cities shown for interest only, & have no effect on play.

**Start:**

- All in Kyiv (3 players only; in round 1, each player can only build out of one Kyiv hexside).
- Kyiv, Kharkiv, Dnipro, Odesa, Donetsk, Lviv, Zaporizhzhia (i.e. the 7 largest Ukrainian cities in 2021).
- Any Russian/Belarusian foreign connection hex\*
- Any foreign connection hex\*

\* = Up to 2 players may start in the same hex

**SPECIAL RULES:**

- Marsh costs +1/half-hex, no effect on racing. Rivers cost +2 (as normal); hydro-lakes +3; Kerch strait (the only permitted coastal crossing) +4.
- Players may build/race into/through/out of all foreign connection hexes. E.g. G28-G29-H30-I30 is a legal build or racing route.
- Postal games: Rounds 7-9 (1945-90) use regular rules; Rounds 10-12 (post-1990): during races, all boundaries cost 1 die pip extra to cross.
- Postal game optional rule: In Rounds 10-12, hexes S15-W17 form Transnistria; the **Optional boundary** down the Dniestr is in effect.
- In Round 12, Crimea and the Donetsk and Luhansk People's Republics split from Ukraine; the **Optional boundaries** around these regions are in effect.
- Postal game optional rule: See verso for rules for using the 9 **nuclear power plant** symbols.

## NAME CHANGES OF CITIES SHOWN ON THE MAP

11. Ungvár (1248) → Užhorod (1919) → Ungvár (1938) → Uzhgorod (Rus.) → **Uzhhorod** (1944)
12. Stanisławów (Pol.)/Stanislau (Ger.) → Stanislavov/Staniislaviv (1939) → Stanislav (1945) → **Ivano-Frankivsk** (1962)
13. Cernăuți (Rom.)/Czernowitz (Ger.)/Czerniowce (Pol.)/Csernovic (Hun.)/Chernovitsy (Rus.) → Chernovtsy (1944) → **Chernivtsi**
14. Vinnitsa (Rus.) → **Vinnytsia**
15. Kishinev (Rus.) → **Chișinău**
16. Odessa (Rus.) → **Odesa**
21. Lutsk (1795) → Mikhailogorod (1850) → Luck (1915) → Łuck (1919) → **Lutsk** (1939)
22. Rovno (Pol., Rus.) → **Rivne**
23. Lviv → Lwów (1356) → Lemberg (1772) → L'vov/Lviv (1939) → Lemberg (1941) → L'vov/Lviv (1944) → **Lviv** (1991)
24. Zhitomir (Rus.) → **Zhytomyr**
25. Tarnopol → **Ternopil** (1939)
26. Proskurov (Rus.) → Proskuriv → **Khmelnyskyi** (1954)
31. Chernigov (Rus.) → **Chernihiv**
- 33/34. Kiev (Rus.) → **Kyiv**
35. Cherkassy (Rus.) → **Cherkasy**
41. Kremenchug (Rus.) → **Kremenchuk**
42. Yelizavetgrad (1784) → Zinoviyevsk (1924) → Kirovo (1934) → Kirovograd/Kirovohrad (1939) → **Kropyvnytskyi** (2016)
43. Kamianske → Dneprozerzhinsk/Dniprodzerzhynsk (1936) → **Kamianske** (2016)
44. Yekaterinoslav (1802) → Dnepropetrovsk/Dnipropetrovsk (1926) → **Dnipro** (2016)
45. Krivoy Rog (Rus.) → **Kryvyi Rih**
46. Alexandrovsk → Zaporozh'ye (1921) → **Zaporizhzhia** (1921)
51. Khar'kov (Rus.) → **Kharkiv**
52. Slavyansk (Rus.) → **Sloviansk**
53. Yuryevka → Alchevsk (1903) → Voroshylovsk (1931) → Voroshilovsk/Voroslylovsk/Alchevsk (1957) → Komunarsk (1961) → **Alchevsk** (1991)
54. Lugansk → Voroshilovgrad/Voroslylovhrad (1935) → Luhansk (1958) → Voroshilovgrad/Voroslylovhrad (1970) → **Luhansk** (1990)
55. Yuzovka → Stalino (1924) → **Donetsk** (1961)
56. Mariupol (1779) → Zhdanov (1948) → **Mariupol** (1989)
61. Nikolayev (Rus.) → **Mykolaiv**

## CHERNOBYL: AN OPTIONAL RULE FOR POSTAL GAMES

In 1986, the 4th (of 6) reactors at the Chernobyl nuclear power plant melted down, causing the worst nuclear disaster in history. The Chernobyl plant was closed down and an exclusion zone implemented. Four other nuclear power plants – of a safer type – remained in operation, while another four again, also of the safer type, but at various stages of construction, were scrapped.

Although Chernobyl was the only plant of the less safe design in Ukraine, this rule assumes any one of the nine might have caused the disaster (although Chernobyl has a greater chance, and might melt down earlier), or there might even be no nuclear accident at all.

At the beginning of Round 10, roll a die:

- on a 1, Chernobyl (F18) melts down immediately;
- on a 2-6 there is no effect in Round 10, but at the beginning of Round 11, roll two dice on the following table to determine which of the 9 plants, if any, melts down:

1st die: 2nd die:	1	2	3	4	5	6
<b>1-3</b>	Rivne (F10)	Chernobyl* (F18)	Khmelnyskyi (J11)	Kharkiv** (K29)	Chyhyryn** (N24)	Roll 2nd die again
<b>4-6</b>	South Ukraine (R20)	Zaporizhzhia (T28)	Odesa** (W18)	Crimea** (B71)	No melt-down.	Roll 2nd die again

\* = Historically melted down. \*\* = Historically scrapped before completion.

Probability summary:

Chernobyl melts down:	25% [16⅔% in Rd 10, 8⅓% in Rd 11]
Any of the other 8 plants melts down:	8⅓% each
None of the plants melt down:	8⅓%

- If a plant melts down, no building or racing is allowed for the remainder of the game in that plant's hex and the six surrounding hexes.
- Whatever the result, determine the races for each of Rounds 10-12 as normal. If a race comes up that is between a city in the exclusion zone and another city, then the race stands (it is not re-determined), but no player is allowed to enter that race. So the game may end with one race not run, in the same way that a race between unconnected cities will not be run.