

ZAMBIA Railway Rivals Map

For 3-4 players start at Mbala, Chipata, Sesheke or Mongu

v1.2 by Richard Smith 2024
with help from Steve Ham,
Bob Gingell and Jim Reader

Special Runs: 1 = DR Congo (Chingola, Mufulira, Y9, Z2), 2 = Angola or Namibia (I12, D16, A22, Sesheke), 3 = Botswana or Zimbabwe (L32, Livingstone, Z27), 4 = Mozambique or Malawi (L56, Chipata, Lundazi, P46), 5 = Tanzania (Mbala, Nakonde), 6 = Airport (Solwezi, Ndola, Lusaka, Livingstone, Mbala, Chpata).

Swamp hexes cost +1 per half-hex to build (no effect on races) During the rainy season (rounds 3,6 and 9) bridges over rivers cost 4.

Towns with an orange border and italic number are half-towns. Races can use either destination and first to connect gets 3 Kwachas.

