

MIDDLE EARTH RAILWAY RIVALS Map T

Version 2 (2e)
The War of the Ring is over and the rebuilding of Middle Earth has begun.

Terrain build costs:
 Plains / Town: 1 (basic build cost) [Plains-Plains = 1]
 Forest: +1 per half-hex [e.g. Plains-Forest = 2]
 Swamp, Mountain / Place of Power: +2 per half-hex
 River: +2 per hex-side [e.g. Plains-River-Plains = 3]
 Wide River (C11/C12; J65-Pelargir): +3 per hex-side
 Ferry (Grey Havens): 6 from treasury, race rental = 3
 Lake, Sea, River estuary: Impassable

Special rules: 1. Track may be built from ferry end.
 2. Track may be built through the special run areas.
 3. Race costs: 1 per hex for Plains, Forest, Swamp; 2 per hex for Mountains; 3 for the 1-hex Ferry; no additional cost for Rivers or Wide Rivers.

Races: 'Bus Boss' scoring is recommended

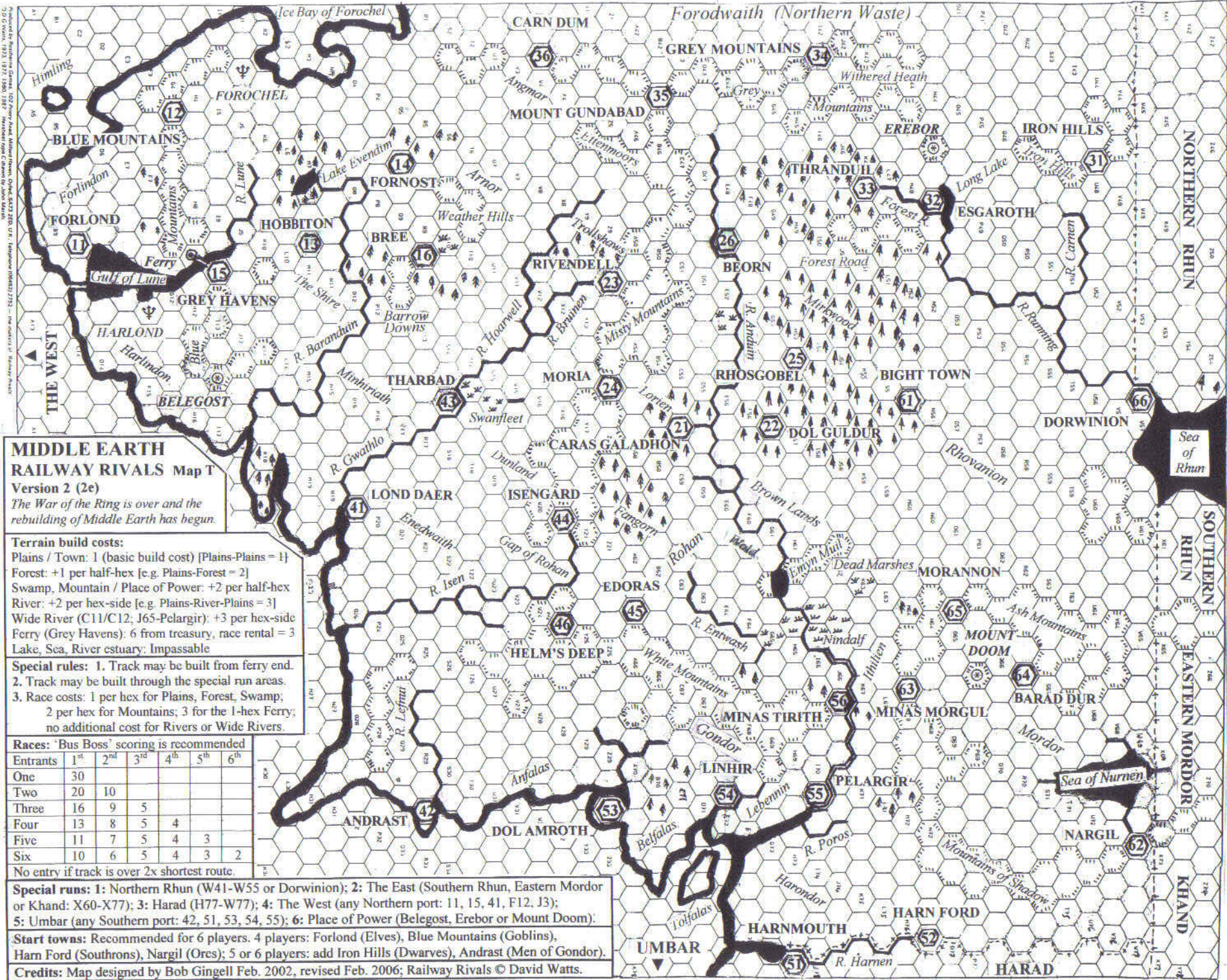
Entrants	1 st	2 nd	3 rd	4 th	5 th	6 th
One	30					
Two	20	10				
Three	16	9	5			
Four	13	8	5	4		
Five	11	7	5	4	3	
Six	10	6	5	4	3	2

No entry if track is over 2x shortest route.

Special runs: 1: Northern Rhun (W41-W55 or Dorwinion); 2: The East (Southern Rhun, Eastern Mordor or Khand; X60-X77); 3: Harad (H77-W77); 4: The West (any Northern port: 11, 15, 41, F12, J3); 5: Umbar (any Southern port: 42, 51, 53, 54, 55); 6: Place of Power (Belegost, Erebor or Mount Doom).

Start towns: Recommended for 6 players. 4 players: Forlond (Elves), Blue Mountains (Goblins), Harn Ford (Southrons), Nargil (Ores); 5 or 6 players: add Iron Hills (Dwarves), Andrast (Men of Gondor).

Credits: Map designed by Bob Gingell Feb. 2002, revised Feb. 2006; Railway Rivals © David Watts.



Terrain key

- Plains
- Forest
- Swamp
- Mountain
- Place of Power
- Town
- River, Port
- Wide River
- Lake, Estuary
- Sea

- Actual build costs:**
- 1: Plains-Plains
 - 2: Plains-Forest
 - 3: Plains-River-Plains
Plains-Swamp
Plains-Mountain
Forest-Forest
 - 4: Plains-Wide River-Plains
Plains-River-Forest
Forest-Mountain
 - 5: Plains-Wide River-Forest
Plains-River-Swamp
Plains-River-Mountain
Swamp-Swamp
Swamp-Mountain
Mountain-Mountain
 - 7: Swamp-River-Swamp
- [Normally only possible in Operating Round builds.]

This is a big map so larger than usual build allowances are recommended.

Possible alternative central start towns (4 - 6 players):
 Hobbiton, Minas Tirith and Beorn (up to 2 at each); or try other start combinations.

Designer's Notes:

- 1). "T" is for Tolkien.
- 2). A few places have been added to those on the maps in "The Lord of the Rings". Sources are JRR Tolkien's own draft maps in "The Treason of Isengard" by Christopher Tolkien, and probable centres of settlement.

DESTINATION GRID

Die rolls	1	2	3	4	5	6
10						
20						
30						
40						
50						
60						
Special						