Dávid Turczi & John Albertson

RAIL BARONS of the WORLD

Solo Map Appendix

Nippon

Base Exhaust: 3; **Empty City Markers:** 8
Out of play Cities: Miyazu, Chosi, Maebashi, Utsunomiya, Yuzawa, Koriyama, Iwaki, Aizu, Fukushima, Sendai, and Yamagata. Major Lines A and E are out of play.
Operations cards adjustments: Remove the following Nippon Operations cards: Hotel Sendai, Local Campaign Aizu, and Local Campaign Yamagata.
Set up changes: Start with 3 Railroad Operations cards available, and do not use any Nippon Service Bounties.

Portugal

Base Exhaust: 3; **Empty City Markers:** 8
Out of play Cities: None, all Cities are in play.
Operations cards adjustments: Capital Charters owned by you trigger on the relevant maritime connections placed by the Railbot.
Set up changes: Deal an additional Operation card into the starting display (totaling 2 Operations cards and 2 Service Bounty cards). When setting up the Railbot deck, place the Final Evaluation card approximately half-way through the deck instead of at the bottom. The first time you reveal this card, the game does not end. Instead, the Railbot will place a Black City *(see below)* and then you immediately mix the Final Evaluation card into the bottom three cards of the deck as normal.

Miscellaneous: Exhaust cards may not remove Goods from Açores or Madeira. When calculating the shortest/least expensive route for the Railbot to build Links, it may use Maritime connections, and acts as if they cost $6.

Placing a Black City: When the Final Evaluation card is first drawn, place a Black New City tile on the first available Gray City named on the leftmost card in Railbot row, starting from the top of the card until one is found. If the first card has no Gray Cities, continue with the second, and then third. If there are no Gray Cities on the Railbot row cards, place it on any Gray City of your choice without an Empty City Marker on it.

Remember to shuffle the Final Evaluation card with the bottom two cards of the Railbot deck! Then move to your third action, **do not** draw a second Railbot card.

Railbot card notes: The Railbot card with Açores/Lisboa and Madeira/Sagres only builds the maritime connections, regardless of if you already have built your own Links there. Then the Railbot exhausts one Goods Cube from Açores and Madeira.

Eastern U.S.

Base Exhaust: 3; **Empty City Markers:** 8
Out of play Cities: Boston, Providence, New Haven, Albany, Buffalo, Toronto, Duluth, Tulsa, Little Rock, Shreveport, and Dallas. Major Line F is out of play.
Set up changes: Place 1 less Goods Cube in each City during setup. Deal an additional Operation card into the starting display (totaling 2 Operations cards and 2 Service Bounty cards).

Place the Final Evaluation card approximately half-way into the Railbot deck instead of at the bottom. **At the start of the game, the Railbot only builds links using the top half of each card. When Final Evaluation is first drawn, Railbot will now start building the links on the bottom of each card instead.** Then immediately mix the Final Evaluation card into the bottom two cards of the Railbot deck as you would during normal solo setup.

Special rules: You may not build West of the mountains until either you reach 30 points, or the Final Evaluation card has been drawn for the first time.

Mexico

Base Exhaust: 3; **Empty City Markers:** 8
Out of play Cities: None
Set up changes: Return all the Purple Cities to the box. Remove all purple Goods Cubes from the bag and set them near the main board. Put 1 purple Goods Cube (in addition to regular setup) on Guadalajara and Brownsville.

When setting up the Railbot's deck, put aside the Exhaust Purple card. Then follow the standard procedure for building the deck, and then as a final step place the Exhaust Purple card about halfway into the deck.

Operations cards adjustments: Remove the Salina Cruz Service Bounty.

Special rules: After a Railbot card with a purple Goods Cube icon is resolved, place a purple cube on the denoted city. Whenever a New Industry Railroad Operations card is played, place one purple cube on that City in addition to the random Goods Cubes drawn. **When the Exhaust Purple card is revealed from the Railbot deck you lose points based on the number of purple cubes on the board.**

Purple Goods Cubes	1	2	3	4	5	6	7	8
Points Lost	2	3	5	8	12	17	23	30

Then draw another Railbot card and continue play as normal. **Perform the same procedure when Final Evaluation is revealed, and a third time after your last turn.**

Australia

Base Exhaust: 3; **Empty City Markers:** 8

Out of play Cities: None

Operations cards adjustments: None

Set up changes: Start with the Ferry Passage card in the Operations card display. It should be the farthest card from the draw deck.

Special rules: Target score for Australia is **105 points**.

If you build a Gray New City on a town by paying for it (not from Railroad Operation cards), draw three Goods Cubes. Place two on the Gray New City and one on the town tracker card in the 'built' column. At the end of the game you will earn points based on how many New Towns you constructed.

New Towns Built	1	2	3	4	5
Points Gained	2	4	6	10	16

When you deliver your first Goods Cube to a town, place the delivered cube on the tracker card in the 'delivered' column for that town. You must deliver at least 1 Goods Cube to a town by the end of the game. If you do not, you automatically lose. Otherwise, at the end of the game you gain points based on the number of towns to which you have delivered Goods Cubes.

Towns Delivered To	1	2	3	4	5
Points Gained	1	2	3	5	8

If for the Railbot's action, they must build track to a town that hasn't been built yet, the Railbot builds a Gray New City on that town, adding 2 random Goods Cubes as per the Australia rules.

Sweden

Base Exhaust: 3; **Empty City Markers:** 8

Out of play Cities: Kiruna, Norvik, and Storlien
Operations cards adjustments: Remove the Storlien Hotel and Storlien Service Bounty cards.

Set up changes: Place two Railroad Operations cards into the starting display instead of one. Place one Service Bounty instead of two. Then add the Ferry Passage card to the display. It should be the farthest card from the draw deck.

Special rules: None

Great Britain

Base Exhaust: 4; **Empty City Markers:** 8
Out of play Cities: Edinburgh, Workington, Hull, Skegness, Chester, Shrewsbury, Holyhead, Aberystwyth, Barnstaple, Plymouth, Exeter, and Bournemouth.
Major Lines B and D are out of play.
Operations cards adjustments:
Remove the Barnstaple Service Bounty and Plymouth Hotel Operations cards.