

## “RAILWAYS”



**Strategic Rail Movement:** Each nation is able to use a number of rail moves each turn. These are made during non-combat movement.

**Number of Moves:** The amount of rail moves a nation may make depends on the rail infrastructure of the areas they are moving through.

Area	Rail Moves	Exclusions
Europe (all Europe and Scandinavia, to the Urals.	3	None
Asia	1	The Trans-Siberian railway is the only railway east of the Urals and follows a path along the southernmost Soviet zones to Vladovostok
North America (Canada, US, Mexico)	3	There are no railways to or from any part of Alaska or Yukon or Northwest Territories
South and Central America	1	There are no railways connecting Mexico to Panama
Africa	1	Rail movement occurs only

		in British territories.
Australia	1	None

**Track:** Track costs 5 IPC per zone. It allows one additional rail moves as follows: For moves *beyond* the allowable rail moves you may move more units *into* zones with track in them (so long as they move from a zone that otherwise would allow rail movement). You may only have 1 extra track per zone and that may only support the movement of one extra unit per turn. Track remains in a zone if that zone is captured.

**Track (Alternate Rule):** Track represents the vulnerable railway infrastructure of each zone (bridges, rolling stock, rail yards etc..). Track in a zone may be tactically or strategically attacked for up to the rail capacity the region (i.e. Australia only 1 damage per zone, but Europe up to 3 damages per zone). Each damage point costs 1 to repair and reduces the number of rail moves *into or out of* that zone by 1.

### **Rail Station:**

Rail Stations represent major rail marshaling and fabrication yards. Any train or train car unit you purchase must begin at one of these locations. They may be tactically bombed for up to 5 point of damage. New stations may be built for 5 IPC

Place rail stations in Paris, Berlin, Moscow, Leningrad, Ukraine, Vladovotok, Rome, Turin, Ottawa, New York, San Francisco, Chicago.

## **Train & Armored Train Markers**

**Train:** The train marker represents military engineers and rolling stock. One unit may make a rail move any distance when stacked with a train. The train only moves via strategic rail movement. A train does not participate in combat but is eliminated if it remains in the hex after all other units are eliminated. A train may be the target of an attack by a bomber making a tactical or strategic attack (i.e. on enemy facilities). It is subject to normal interception but not ground anti-aircraft fire (unless accompanied by an AA car). In lieu of damage it makes a regular attack on the train and the train is eliminated if hit. Cost 5

**Armored Train:** An armored train functions like a train but is not blocked by the presence of Partisans. Cost 6

**Anti-Aircraft Car:** The AA Car moves with the Train/ Armored train giving it an AA roll of "3" vs. air attempting to attack the armored train. Cost 1. The car is eliminated if the train is destroyed

**Artillery or Rail Gun Car:** The artillery moves with the train/armored train. Rail artillery unit acts as an artillery unit. (Attack: 5 Defense 2 Cost 5). The rail artillery unit along with its associated train may make a combat move of 1 so long as it is a zone that you could enter by rail.

**Assault:** The Assault railway car stacks with the train, and allows an additional infantry to move with the train: Cost : 3

**Flat:** The Flat car allows an additional armor, mechanized infantry or other vehicle to move with the train. Cost: 5



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Optional rules and House rules have been a part of gaming since the beginning. To continue this tradition, the staff of HBG have compiled some of our favorites from all over the Internet as

well as what we use in our games at home. We not only want to provide our customers with a high quality product, but also offer suggestions on how to implement these pieces into your game. Several rules are outlined in a detailed format so that you might take them at face value, and enjoy. Others simply point you in a general direction. We encourage you to use these rules as a guideline to creating your own house rules. Thank you for your patronage.

The HBG Staff

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We would love to hear from you! If you have house rules or ideas you'd like to share, send them to us. If we love it, we'll post here with the others. Send your rules to:

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