

Age of Steam: Pacific Electric Expansion Map

3-6 players

The Pacific Electric Railway, a privately owned mass transit system in Southern California, was the largest electric railway in the world during the 1920's. The system's purpose was to develop the vast suburban area around Los Angeles. In Age of Steam: Pacific Electric, you get to recreate this dynamic time in California history! The core design of this map is derived from the Kansas City Interurban map from Age of Steam Con 2018 and has its own unique twists and new geography.

Setup: Place 3 cubes on each of the two Los Angeles hexes and on Long Beach. Place 2 cubes on each of the other Cities on the map except for Mt. Lowe. Place 1 cube on each town and Mt. Lowe. Fill the Goods Display as normal. This uses all 96 cubes.

Display Changes: The Engine Track is not used (there is no Locomotive action). There is a new track on the map for Power Plants. Players mark their current level on this track using an ownership disc. Players start with zero Power Plants. Each Power Plant level (1/2/3/4) provides electricity for multiple links of delivery (2/4/6/10).

Special Actions:

Express Action: Allows the player to move a goods cube through one City of the same color as the good before reaching its final destination. Alternatively, this action can be used to deliver to 1 extra link beyond that allowed by the player's Power Plant level. This action is in effect for both delivery phases.

Engineer Action: No track building is allowed in Rough Terrain (hexes with a hill icon) unless the Engineer Action is selected. This action allows the player to build on Rough Terrain hexes (up to 3 tiles total for the build) OR place up to 4 track tiles on non-Rough Terrain hexes.

Locomotive & Production Action: Not used.

Build Track: On the first turn, players must begin at one of the 8 starting hexes adjacent to the two Los Angeles hexes (darker colored hexes marked with \$4) using a simple track tile. Only one of the starting hexes around Los Angeles may be built by each player in the first turn. In later turns the remaining starting hexes may be built on with simple or complex tiles. Each player's track must be contiguous back to Los Angeles. The two Los Angeles hexes cannot be directly connected with track tiles. The interurban connection between these two Cities cannot be claimed; however, this connection may be used for deliveries (see Move Goods below).

Rough Terrain (hexes with a hill icon) cannot be built unless the player has selected the Engineer action. Players may replace previously built tiles on Rough Terrain for reasons of crossing, coexisting, or redirection and can ignore terrain features including the Engineer requirement.

Track costs: Plain hexes \$2, river hexes \$3, rough hexes \$3 (only with Engineer action), and starting hexes \$4.

5 and 6 player games: San Bernardino is also considered a starting city. Players may start their track network from San Bernardino and their track must be contiguous back to San Bernardino.

Move Goods: The number of links per delivery is limited by the number of Power Plants a player has built (indicated on the Power Plant Track). Each Power Plant provides electricity for up to 2 links; therefore a 6-link delivery requires 3 Power Plants. Players may skip one delivery per turn to build a Power Plant for \$5. Move the player's marker up 1 space on the Power Plant Track. EXCEPTION: Power Plant 4 allows delivery of up to 10 links.

Interurban Transfers. Goods can be transferred between East and West Los Angeles for a \$1 fee per transfer (paid to the bank) and normal restrictions for colors apply. This movement does not count for links and income purposes.
(Note: L.A. city rails contained track of various gauges)

Income & Expenses: Income is normal. Expenses are \$1 per share issued and \$1 per Power Plant built.

Goods Growth: Draw 2 goods cubes and randomly place 1 cube on each of the two Los Angeles hexes. Roll the dice for Goods Growth as normal. (**5 & 6 player game:** Also draw 1 goods cube and place it on San Bernardino)

End of Game: In addition to normal scoring, players receive 4 Victory Points if they have a Level 4 Power Plant.