

Age of Steam: Southern China Expansion Map 3 to 5 players recommended

A robust rail network in Southern China is in the people's interest. While the long-term opportunity for private ownership of rail networks in communist China is limited, there is still plenty of money to be made from outside interests happy to receive any goods China offers. You will find that the national government is happy to provide you with the support needed to build your networks and to power your locomotives for longer deliveries—as it slowly incorporates your early work into a National Railway that will become the pride of the country and will be used to power China's own economic self-interest.

The base game rules apply except for the changes described below.

Setup: Place ownership discs for each player on the Display Tracks as normal. Each player takes 4 ownership discs in their selected color to mark links and places the remaining ownership discs back in the box. Set aside a set of ownership discs from an unused player color; these will be used as Tokens of Support. Place a Token of Support on the last two turn spaces of the Turn Track. Place 3 goods cubes in Hong Kong and in Changsha. Place 2 goods cubes in each other city on the map.

Engineer & Locomotive Actions: Not used. Place a simple tile or other object on these spaces to show they are not available.

Gain Support Action: A player selecting this special action takes a Token of Support from the supply. Tokens of Support are used for additional benefits during the game or for scoring end game victory points. There is a space printed on the map to use when selecting this action.

Tokens of Support: Tokens of support are collected by players through the Gain Support action and from Nationalizing track. Tokens of Support are immediately available for use when collected. During the Build Track Phase and the Move Goods Phase, a player may return a Token of Support to the supply to receive one of the following benefits or may return two Tokens of Support to receive both benefits this turn.

- Build up to 4 track tiles during the Build Track phase.
- Treat their Engine Track Level as +1 for both rounds of the Move Goods phase.

Build Track:

Track costs: Plain hexes are \$2. River hexes are \$3. Mountain hexes are \$4.

Track may not be built to connect Shenzhen and Hong Kong on the shared boundary. This restriction is indicated with a thick, black line.

There are three hexes with the costs marked on the map: between Hong Kong and Shenzhen, between Guangzhou and Shenzhen, and from the island of Haikou to the mainland. A simple tile must be built for the cost indicated before a complex tile can be built on these hexes. A simple tile will connect Haiku to the mainland. The cost to replace the simple tiles is normal.

There are three special links indicated on the map: the intercity link between Guangzhou and Shenzhen and the two ferry connections from Hong Kong to Shenzhen and to Guangzhou. These links cost \$8 to build and count as one tile build for the turn and count as one victory point for end game scoring. Only one player may claim each special link and only one of the three links may be claimed by a single player in a turn.

Nationalized Track: If after building track a player does not have an available ownership disc to place on the newly built track, then they must remove one of their 4 ownerships discs already on the map to mark the newly built track. When this occurs, the player receives one Token of Support from the supply for each ownership disc moved in this manner. In addition to receiving a Token of Support, the player receives \$1 per track section in the link as compensation. This occurs after the player has completed and paid for their track build. The link or links from which ownership discs are removed become Nationalized Track. Nationalized Track may be used by any player; however, no one receives income for use of this track during the Move Goods phase. A player may not Nationalize a link on the same turn on which the link was built or completed.

Unfinished Track Sections: Unfinished track sections must be marked with an ownership disc. If an unfinished track section is not extended in the following turn, then the section is abandoned, and the ownership disc is returned to the owner. Unfinished track is not considered Nationalized Track and the player does not gain a Token of Support for removing ownership discs from unfinished links. A player may only have one unfinished track section. If a player builds

a second unfinished track section on their turn, then the ownership marker is removed from the first unfinished track section and used to mark the second unfinished track section.

Move Goods: Hong Kong is considered a City of all colors and accepts goods cubes of any color. There are two restrictions for deliveries to Hong Kong: 1) Nationalized Track may never be used as any of the links for deliveries to Hong Kong and 2) Goods cubes may not be delivered to Hong Kong in the last two turns of the game. Tokens placed on the last two turns of the Turn Track during setup are a reminder of this restriction.

Victory Points: In addition to normal scoring, players receive 3 victory points for each unused Token of Support they have collected during the game.