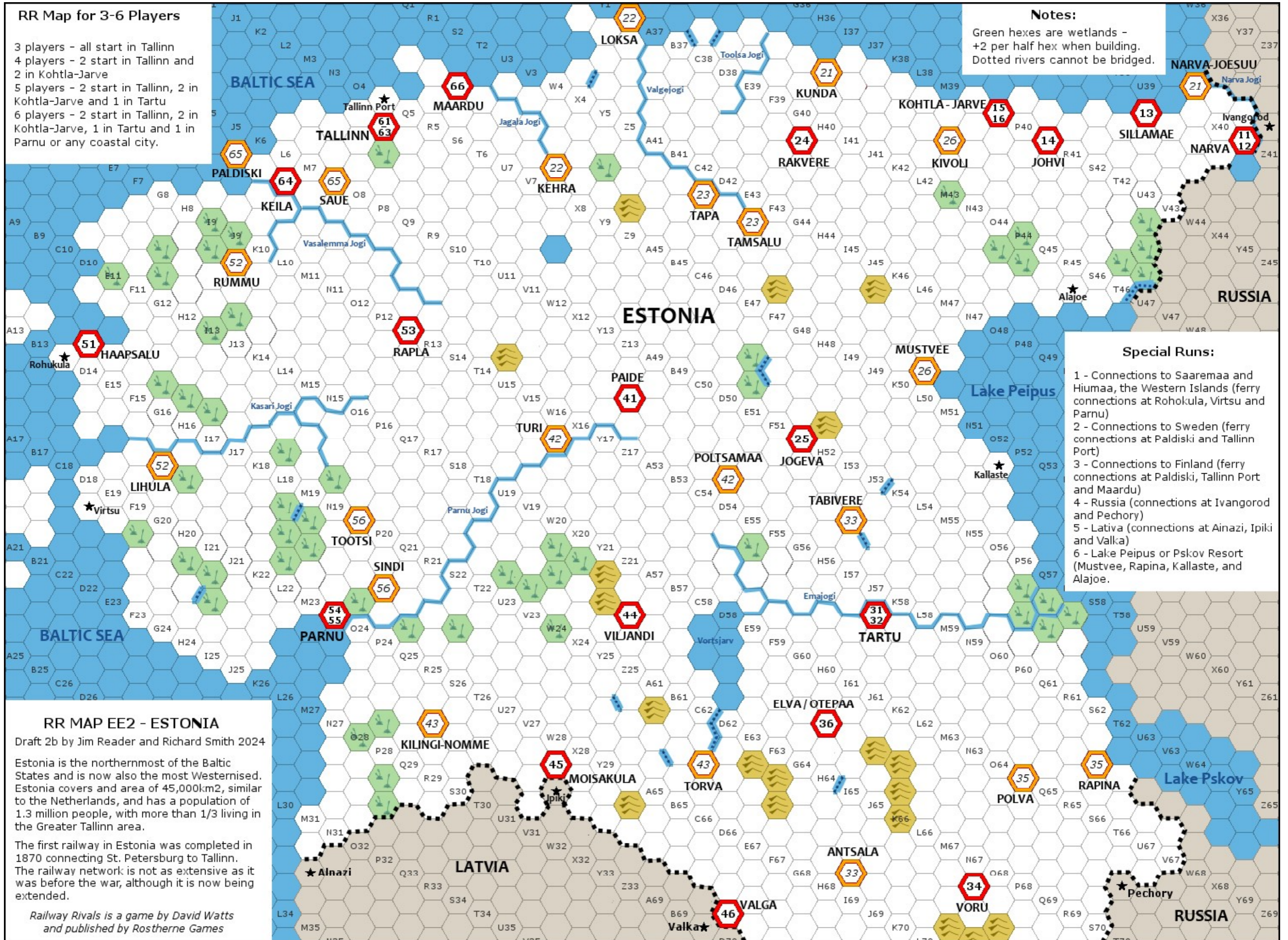


RR Map for 3-6 Players

3 players - all start in Tallinn
 4 players - 2 start in Tallinn and 2 in Kohtla-Jarve
 5 players - 2 start in Tallinn, 2 in Kohtla-Jarve and 1 in Tartu
 6 players - 2 start in Tallinn, 2 in Kohtla-Jarve, 1 in Tartu and 1 in Parnu or any coastal city.

Notes:

Green hexes are wetlands - +2 per half hex when building.
 Dotted rivers cannot be bridged.



Special Runs:

- 1 - Connections to Saaremaa and Hiiumaa, the Western Islands (ferry connections at Rohokula, Virtsu and Parnu)
- 2 - Connections to Sweden (ferry connections at Paldiski and Tallinn Port)
- 3 - Connections to Finland (ferry connections at Paldiski, Tallinn Port and Maardu)
- 4 - Russia (connections at Ivangorod and Pechory)
- 5 - Latvia (connections at Ainazi, Ipike and Valka)
- 6 - Lake Peipus or Pskov Resort (Mustvee, Rapina, Kallaste, and Alajoe).

RR MAP EE2 - ESTONIA

Draft 2b by Jim Reader and Richard Smith 2024

Estonia is the northernmost of the Baltic States and is now also the most Westernised. Estonia covers an area of 45,000km², similar to the Netherlands, and has a population of 1.3 million people, with more than 1/3 living in the Greater Tallinn area.

The first railway in Estonia was completed in 1870 connecting St. Petersburg to Tallinn. The railway network is not as extensive as it was before the war, although it is now being extended.

Railway Rivals is a game by David Watts and published by Rostherne Games