

Snowdonia

The Channel Tunnel 1881

A two-player advanced scenario for Snowdonia
by David Brain
(development thanks to Paul Mansfield)

In 1881, Sir Edward Watkin, a British railway entrepreneur and Alexandre Lavalley, a French Suez Canal contractor, were partners in the Anglo-French Submarine Railway Company that conducted exploratory work on both sides of the Channel into digging a Tunnel between England and France. On the English side a 7 feet diameter Beaumont-English boring machine dug a 6,000 feet pilot Tunnel from Shakespeare Cliff. On the French side, a similar machine dug 5,500 feet from Sangatte. However, the project was abandoned in May 1882, owing to British political and press campaigns asserting that a Tunnel would compromise Britain's national defences.

This scenario imagines the difficulties that would have been faced by the two sides had the project continued. As well as digging and building, the players must consider Crisis Management and not let events get out of control.

Setup

- **Remove #1 train** (*LADAS*), **#6 train** (*Padarn*) and **#7 train** (*Ralph*) from the standard set (*leaving 4 regular trains*).
- **Replace action **D**** (*Lay Track*) with the new action **D** (*Boring Machine*) - see Actions for details.

- **Replace action E** (*Build*) with the new action E (*which only has one Labourer space on it*).
- **Replace action G** (*Move Surveyor*) with the new action G (*Crisis Management*) – see Actions for details.
- **Replace actions A and F** with the 1-2 player variant cards as usual.
- **Remove Contract #27:** “move surveyor” from the Contract deck (*along with #28 and #29 which aren't used in a two-player game anyway*).
- **Remove Contracts #1, #2 and #8** (*which activate during action D*) and **Contract #4** (*Swap Weather Disc*) and replace them with the four new Contract cards for this scenario. There should now be 27 Contract cards. Shuffle them to form the Contract deck and lay out the first three Contract cards face-up in the usual spaces.
- Put out the initial Coal (1) and Iron (7) resources, but do not put anything in the Stone space. Put 13 Iron Ore and 15 Stone in the bag along with 5 of the Event cubes. Lay out the 4 regular Trains below the board and put the appropriate Coal on each of them. Put the rest of the Coal cubes in the bag. Remove any unused resource cubes.

This scenario is played with the Blue (*English*) and Yellow (*French*) pieces only (*since everyone knows it always rains in England and is sunny in France ...*). Each player begins with 2 Labourers, with the other 2 in the Pub, and a Boring Machine (*represented by a card*), which starts at their end of the track and moves towards the middle as the game progresses. There are 2 extra Labourers that start in the Pub, because there is no Surveyor in this scenario.

Players can get 1 of these extra Labourers out of the Pub as in the base game; the other is linked to the Boring Machine (see below).

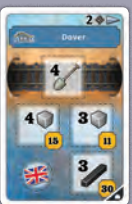
Each player should discard 2 of their 16 Ownership markers to a central “Crisis area” (use the otherwise vacant Weather track area for this). Place the Weather discs to one side. The game does not start with a Crisis, although experienced players may like to start with one Blue and one Yellow disc in the Crisis area or by discarding 4 Ownership markers instead of just 2.

The track setup is also a little different to the usual game. Each player is building their own “half” of the Tunnel, and their progress cannot be affected by the other player. Shuffle the Tunnel cards and lay them out as follows:

St Pancras -  -  - **Dover** -  -  -

Shakespeare Cliff -  -  -  - **Middle** -  -  -  -

Sangatte -  -  - **Calais** -  -  - **Gare Du Nord**



Each player has three Stations and seven Tunnel cards, identified with country flags (a Tricolor for France; a Union flag for England).

The first Station on each side (*either St Pancras or Gare du Nord*) is “on the surface” and either player can contribute to building them. The other Stations are considered to be underground, and only the player whose flag is on the Station may build there, and only once the Tunnel has reached the Station. The “Middle” Station is, well, in the middle - theoretically this is where the two players should meet.

Each player should put their Boring Machine card above the track with the front just before their first Tunnel card (*in other words, mainly above their first Station card*).



For the first game of this scenario we suggest that one player shuffles their Tunnel cards and lays them out, and then the other player copies the specific combination of Tunnel cards to ensure symmetry.

The 90 Rubble cubes should now be added to the cards. The Tunnel cards have either 6 or 4 pieces of rubble on them. The underground Stations have 4 rubble each, except the Middle Station which has 6. The surface Stations do not have any rubble.

This scenario does not end if the players run out of Ownership markers. It only ends when the two Boring Machines meet somewhere in the middle of the Tunnel. This is called the “Breakthrough”.

If the player wants to use the Boring Machine, it must be bought like any other Train, using the Build action to obtain a Train and spending 1 Steel Bar. Players will probably want to buy the Boring Machine to gain access to action D. Once it has been bought, turn the Boring Machine card over, take the Labourer from the Pub and place it in the space on the Boring Machine card.

Action D is then available to that player. This Labourer may also be used to activate action G. This Labourer returns to the Boring Machine card after use, rather than to the Pub.

Note: a player may also buy a “regular” train in addition to the Boring Machine, but cannot buy two “regular” trains. Players do not need to pay upkeep on the Boring Machine. Remember that the Boring Machine may not be bought until the usual Buy Train Event has been triggered.

Actions

A: Stockyard is the same as the base game.

B: Excavation always occurs at a work rate of 2, since there is no Weather to affect it. **Excavation always occurs at the location of your Boring Machine.** When you perform the Excavate action on Tunnel Track cards, you remove two rubble. You may choose to pay 1 Stone (*to the bag*) and put 1 of your Ownership markers on the card (*this is known as “shoring up”*). If you do this, you must also discard the rubble, otherwise you may add it to your supply.



When the last rubble has been removed from the Tunnel card, remove any Ownership markers, immediately flip the card to its completed side and put all Ownership markers back on.

Move your Boring Machine card to a position immediately before the next card (*Tunnel or Station*). Clearing rubble from a Station occurs at a rate of 2 as well, but there is no “shoring up” involved.

Important note: Contracts that require Track sections instead count Tunnel sections that are entirely “shored up” with Stone – in other words, all of the spaces on the card are filled with Ownership markers of one colour.

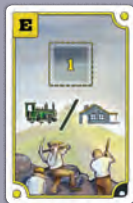
C: Works is the same as the base game.

D: Lay Track is now the “Boring Machine”. To select this space, you must pay 1 Iron Ore and move your Labourer from your Boring Machine card to the **D** action space. When activated, it may be used to either build a non-excavation building site, with a discount of 1 Stone to the indicated cost, or excavate Tunnel rubble at double rate, in other words, 4 pieces of rubble instead of 2. The Tunnel may be “shored up” as usual, using 1 Stone for every 2 pieces of rubble excavated.



If a card is cleared of rubble, the Boring Machine immediately moves on to the next card (*Tunnel or Station*) – also see **E** below.

E: Build is the same as the base game. A player may only build on the two overground Stations or on the Station where their Boring Machine is, or has just passed. Once the Boring Machine reaches a new Station, a Black marker should be placed on the previous Station to show that it



cannot be built upon. Remember: the two overground Stations are always available for building by either player, unless an Event completes them, and Stone or Steel Bar sections of underground Stations can be built without the rubble needing to be cleared away first.

F: Site Office is the same as the base game.

G: Move Surveyor is now “Crisis Management”. When it is activated, a player with a Labourer on the space removes a Crisis disc of the matching colour from the Crisis area. If - and only if - there are no Crisis discs of their colour in the Crisis area **after** doing this, that player may return 1 Ownership marker of their colour from the Crisis area to their supply. You can return a marker by using this action, even if there are no Crisis discs of your colour in the area.



Note: You may use the Labourer on the Boring Machine card for this action, but you must pay 1 Iron Ore to place them (*as with action **D** above*).

Restock Contract Cards is the same as the base game.

Check the Weather is now “Crisis Occurs”. First, for each Weather disc of your colour in the Crisis area, you must discard 1 Ownership marker to the Crisis area. Next, 1 Weather disc is added to the Crisis area to match the current top Contract draw card. If there are no discs to add, then no disc is added. If the top card shows Fog, then no Weather discs are added.

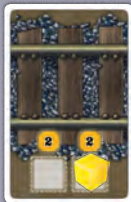
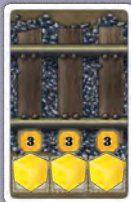
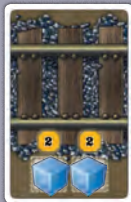
Important: if you have no Ownership markers to discard to the Crisis area, then you must remove an Ownership marker already placed on the board (*and therefore lose those points*).

Restock the Stock Yard is the same as the base game, except that if a build Event occurs, it is forced on the side that is **opposite** to that showing on the Contract deck (*in other words, if the top of the Contract deck is showing Blue (rain), then the effect will occur on the French (yellow) side of the track*).

If the top of the deck shows Fog then the effect happens on **both** sides. The Track Event will simply clear the next Tunnel section. Discard the rubble and turn the card over with no opportunity for “shoring up”. Alternatively it will clear rubble from a Station, if appropriate. Remember to move the Boring Machine card if a Tunnel card or a Station is cleared in this way and to mark completed Stations with a Black marker. This may cause an earlier Station to be rendered inaccessible.

End of Game (the “Breakthrough”)

When the two Boring Machines are at the same Tunnel card or Station, the current round concludes and the game ends.



Important: this may happen during the round, or it may happen if an Event is triggered during restock.

Scoring is the same as the base game except:

1. Instead of Track sections, the player scores the indicated points for each marker on the Tunnel sections, even if it wasn't wholly "shored up": 2 points for each marker on 2 size Tunnels, 3 points for each marker on 3 size Tunnels. Track contracts do require the entire Tunnel card to be "shored up" in order to be counted.
2. Each player loses 2 points for each of their Ownership markers in the Crisis area (*ignore Weather discs*).
3. One player gains 5 points for each card beyond the Middle that their Boring Machine has reached before meeting the other Boring Machine; in other words, the first player to the Middle will always score 5, but they may score 10 if they can excavate the next Tunnel card before the "Breakthrough" and so on.



More great game play in a small box!



Credits

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