

The Beeching Axe

A Train Game In Reverse - Stop your rail networks from being closed down

KEY FEATURES

- Unique Theme
- Self Shuffling Rondel
- A game of tense decisions against a constant ticking down clock.
- Improving actions over the game
- Majorities style scoring

THEME

In 1963 the report that would become known as The Beeching Axe recommended over half of the train stations in Great Britain were to be closed.

In *The Beeching Axe* you are workers on the railway trying to prevent your lines from being closed, all against a back drop of spiralling debt and your lines constantly ticking towards closure.

BASIC INFO

- 2-4 players
- A competitive game
- Approx 60-90 mins play time
- Medium weight euro game

CONTACT DETAILS

For information for to arrange a demo please contact
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GAMEPLAY

On each turn players move their train to pick up and deliver goods to improve your actions.

Players then choose any action from a novel self shuffling rondel. They can do any action they like, but will have to deal with spirals debt..

Players move passengers to save lines, Campaign for alternatives where lines are closed. Mark what areas of the board the want to save to compete for scoring there.

Deliver post and parcels to give them more options and clear debt.

COMPONENTS

- 1 x Game board with spinning wheel
- 11 x Double sided action tokens
- 4 x player boards
- 28 x player board cubes
- 8 x closure cubes
- 8 x protest cubes
- 1 x start player marker
- 33 x 'post' cards
- 10 x lines cards
- 4 x debt markers
- 16 x passenger pawns
- 8 x double side saved/closed markers
- 8 x scoring tiles
- 48 x Goods Tokens



"There are expert government reports that quickly gather dust.
There are reports that seem as if they will make a difference but are quietly forgotten about.

There are reports that actually matter.

And then there's Beeching"

- The Guardian