

The 18xx games are in order of starting from p3 onwards. Outpost M19 is on p6, St. Petersburg M6 is on p7, St. Petersburg M7 is on p8, In The Year Of The Dragon M4 is on p9 & p10. The Games That You Play is on p10. Comments on 1830Y43 are below and on p2 for RR2489HS2.

New Games: 1835P44 starts below. Discussions for an RR start are on p2.

What can I tell you? Not much as it turns out. It is raining at the moment but I am still clammy in my creative hotspot. The beard I fostered in lockdown needs to be trimmed for comfort, even though it is not long. How on earth do burly and/or hipster lumberjacks cope facially in the heat? I never used to wonder about that.

1835P44

GAMESTART

You are ... in dealing order ... Graham Lee. David Hooton, John Webley, Mike Bennett & Tim Parkes.

As usual in Minstrel this will be a Half Thompson game. So ... the rules are as published [2nd Edition - English translation by John Webley] except that _

- The whole Start Packet is available at once.
- The dealing order for the Start Packet is 1234554321123...
- When the Start Packet has been sold the ByE and SxE are available.
- Once all the ByE and SxE have been bought then the WtE, BaE & HeE all become available.
- After all the WtE, BaE & HeE have been bought the MsE & OIE are available.
- The PrE shares are available after a share in one of the WtE, BaE & HeE has been bought.

You each have 390M and a penchant for excellence. Please apply liberally ...

1835P44

NEXT TIME – SR1 (START PACKET)

1830Y43

COMMENTS

Mike B 1st Thanks to all for an interesting game and thanks to Rob for his work. Just about everything went right for me starting with not having to buy the B&O private. Being able to start a third company when the 5-trains became available and being the one to trade in the 4-train for the Diesel pretty much ensured my victory. Though if John had chosen bankruptcy instead of paying for two diesels out of pocket, it would have been a lot closer.

Tony S 2nd Really pleased to get second place whilst running only one company all game. Onwards and upwards!!

Andy M 3rd I made too many unforced errors in this. I was very close - lacking \$5 company credit - to precipitating the diesels in the same OR as the 6 train which would have caught a lot of companies short. There was just no way I could find it so I had to buy the other 6 train. I also failed to trade trains about when I had the opportunity. My biggest failure was not to spot Tony buying my well performing CPRs then selling them thereby dropping the price and sending me tumbling down the player order. Good move there TS!
This is a !!!r of a game but I'll give it another go. One day I'll be the Baron and not the Robbed!
Well done Mike a deserved win you stole a good march and proceeded to outperform us in each round thereafter. Thanks also to John who stuck with it - I've been in that position and it's so hard. Thanks too to Rob for hosting it. 1830 is always good fun and most unpredictable.

1830Y43 : STANDARD GAME

WON BY MIKE B

WAITING	1829	David H [North], Mark H, John S [S]
	1830	Mike R, John S, Mike B, Tony S
	1835	
	1856	John W, Tony S, John S, Mike B
	1861	John S
	1870	Mike B, John S
	18EU	John S, David H
	RAILWAY RIVALS	Christian B, John W, Mike R, Tony S, David H

DEADLINE: FRIDAY 2ND SEPTEMBER 2022

HOST : ROB THOMASSON

Mike 1st The HS2 variant makes for an interesting map, but is somewhat unbalanced, I fear. I particularly did not like the look of the London start which seemed to dictate an immediate commitment to the HS2 line, while offering no flexibility to depart from it south of the Birmingham Interchange. It also seemed likely that having reached that spot, the now bankrupt owner of the high-speed London-line-to-nowhere-useful was bound to find that nearly all the goodies would have been sown-up by others.

Liverpool seemed to me the best start option, offering multiple potential routes, and I was delighted to get it. I was doubly delighted to secure the crucial (I thought) Manchester-Huddersfield connection across the Pennines without any competition. I very nearly didn't bother to complete my HS route to Birmingham, but relented late on as I could see there were likely to be the races to make it worthwhile - just about.

I seemed to have some good fortune in the choice and timing of the racing destinations and have won more comfortably than I expected. Lucky me, and thanks to Rob for offering the game.

David 2nd Congratulations to Mike on the win. His domination of the northwest along with a reasonable line to London paid off well.

Thanks to Rob for running this game. I look forward to the next one.

John 3rd I did at one point dream of winning this, but it was not to be. The interest payments that building all that HS2 line involved weren't balanced by the extra earnings the high speed line brought in. So it's a good simulation of real life I suspect. Congratulations to Mike, and I'd definitely try this one again.

Tony 4th A different slant on the regular RR which brought in a few more thought processes... such as how the hell do I tunnel under an HS2 route without collapsing the whole of West Bromwich!! I didn't get the best of the N-S HS2 route, so lost out on a few runs there, but a good effort all round. Thanks for running this variant.

GM Thanks to all for taking part in this map with a twist on the rules. And congratulations for managing a less than 50 point spread across all final scores.

Mike's comments on the problems with starting in London ring true. John made a better job of it compared to the other game I mentioned last time. I think there was one round where he was just short of getting back into the black and that would have helped a bit. Even so - I cannot imagine it being anyone's first choice in another game on the map.

The other version of the rules for this map says ...

The green hexes are reserved for HS2. Standard line cannot be built from one green hex to another. HS and normal tracks can only meet at stations or interchanges. The HS line is built by the Government at the end of round 6 and is public (free to use) and tunnels under existing normal track. When racing HS2 line is double the speed, so each die pip is worth 2 green hexes. No money awarded for connecting interchanges and no races to them.

... and that could be worth a try at some point. Although it might also be a disadvantage to start in London with that variant as there is nothing beyond London going SE. So the obvious uses of the public built HS track would be equally available to the players starting in Birmingham and/or Liverpool. I haven't thought about it much - but that is an immediate wonder.

Back at this game, Mike might have been a little bit lucky but was, I think, going to win in any case as a result of good play. The direct route from Manchester to Huddersfield and beyond was indeed profitable as he says - but his gains from that were likely to be at Tony's expense and not beneficial to the immediately chasing David & John.

There was zero reaction either way to the suggestion of an Economic game. I am running out of space and time - in all sorts of ways - so I will send an email "real soon now" to those on the waiting list plus any other interested party that makes themselves known. The email will ponder the map and game style.

The LNWR ran for £350, and not £320 as reported, in OR21. The opening cash balances recognise this.

As the end is upon us most Survey Parties head towards the coast and a peaceful retirement. Mike wins without a doubt having recovered imaginatively from an early setback. Comments received will be printed next. But I am also here to congratulate and thank Tony for staying the course in the face of the slings and arrows of Survey Party wrangling. These young whippersnappers are confounded by the sight of such mechanisms - that were made optional in the 1825 revisioning of 1829.

Which makes me wonder ... I have never considered adding the 1825 units to the roster of games I can handle. I guess it would be pretty straightforward as the "characteristics" would already be programmed in and maybe most of the effort would "only" in documenting the maps, tiles and trains ...

Operating Round 22

	Dir	Lay	[Rep]	Token	Run	Pay	Quote	Credit	Trains	Notes
LNWR	DH			J5 - J5	350	Y	350	70	5	
GWR	JS			J6 - N4	440	Y	275	260	7	
Mid	TS			I10 - I13	280	Y	180	80	5	
LSWR	MR			I10 - I12	230	Y	160	80	4	
GNR	MR			I10 - I11 !	710	Y	180	140	7 5	A B
LBSC	JS			J6 - N8	230	Y	38	10	4	
GER	MR			I11 - I13 !	460	Y	112	0	4 4	B
GCR	JS			B6 - B6	710	Y	90	320	7 5	A B

Notes A £40 from the Preston Packet B At Train Limit

Notes	A	£40 from the Preston Packet										B	At Train Limit	
Tiles	1/2	2/1	3/1	4/6	5/3	6/4	7/2	8/4	9/7	10/2	12/2	13/3		
	14/2	15/0	16/1	17/1	18/0	19/2	20/1	21/1	22/1	23/1	24/1	25/2		
	26/2	27/2	28/0	29/0	30/1	31/1	32/1	33/1	34/1	35/1	36/0	37/0		
	38/0	39/1	40/1	41/2	42/0	43/0	44/1	45/1	46/0	47/1	48/0	49/0		
	50/0	51/0	60/0	67/0										

Trains 7/1(£720)

Final Cash Flow Start OR22 End Value % Certs Max 18

Final Cash Flow	Start	OR22	End	Value	%	Certs	Max 18
Mike Ruffhead	7,170	1,113	8,283	11,651	31.6	19 - 19	
John Shelley	4,810	1,192	6,002	9,923	26.9	22 - 22	
David Hooton	2,874	709	3,583	8,897	24.1	21 - 21	
Tony Sait	1,619	571	2,190	6,377	17.3	15 - 15	

Portfolios	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
Mike Ruffhead *	-	1	-	-	5D	8D	1	5D	2
John Shelley	Holyhead	-	7D	1	-	-	5D	3	8D
Tony Sait	Hull, Harwich	3	2	7D	-	1	-	1	-
David Hooton	Preston, Dover	6D	1	2	5	1	4	1	-
Bank New	-	-	-	-	-	-	-	-	-
Bank Pool	-	-	-	-	-	-	-	-	-
Tokens Left		2	3	3	2	2	2	1	2

No sign of the PrE as of yet.

We will stop after OR10 next time - by appreciated early request - if the PrE is formed during that very OR10.

Operating Round 9

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
B-M	TP	87:H4:5	[2]					0	+2+2	A E
B-P	JW				120	H		261	(3)	
Mag	GL	8:F16:2			110	H		55	3	E
K-M	TS							1	[+3+3]	B
B-S	JS	204:K3:1	[58]		120	H		60	3	E
A-K	TP	204:F6:5	[58]					0		
ByE	JW				70	Y	154D	300	2+2 +3	C
SxE	GL	58:B16:4			320	Y	126E	232	4 3 2+2	E
BaE	TP	9:K13:1			300	Y	92C	549	4 3+3	
WtE	JS	1:N10:1			160	Y	92C	1,133	3+3 2+2	
HeE	TS						82C	754	+3+3	D

Notes
 A 380M to the BaE for a 2+2 Train
 B 235M to the HeE for a 3+3 Train
 C 1M to the B-P for a 3 Train
 D 1M to the K-M for a 3+3 Train
 E At Train Limit

Tiles

1/0	2/1	3/1	4/1	5/3	6/3	7/8	8/6	9/2	12/1	13/2	14/0
15/0	16/2	18/0	19/2	20/2	23/1	24/3	25/1	26/2	27/2	28/2	29/2
55/1	56/0	57/0	58/3	69/1	87/0	88/2	201/2	202/1	203/1	204/0	205/1
206/1	207/0	208/1	209/0	210/0	211/1	212/1	213/1	214/0	215/1		

Trains 4/1(360M) then 4+4/1(440M) 5/2(500M) 5+5/1(600M) 6/2(600M) 6+6/4(720M)

Cash Flow

	Start	OR9	End	Value	%	Certs	Max
John Shelley	26	277	303	1,781	22.4	13	13
Graham Lee	84	341	425	1,673	21.0	11	13
John Webley	23	123	146	1,702	21.4	9	13
Tony Sait	104	30	134	1,098	13.8	9	12
Tim Parkes	8	307	315	1,713	21.5	12	13

Portfolios

	Privates/Minors	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
John Shelley	Ost, Pfa, B-S	-	-	10/1	-	100/8D	10/1	-	-
Graham Lee	Han, Mag	20/2	-	80/7D	-	-	-	-	-
John Webley	B-P	-	90/8D	-	-	-	-	-	-
Tony Sait *	N-F, Bra, K-M	-	-	-	-	-	70/6D	-	-
Tim Parkes	B-M, A-K	-	10/1	-	100/8D	-	20/1	-	-
Bank New	-	20/2D	-	-	-	-	-	100/7D	100/7D
Bank Pool	-	-	-	10/1	-	-	-	-	-
Quote			154D	126E	92C	92C	82C		
Credit			300M	231M	549M	1,133M	754M		
Tokens Left		1	3	-	-	1	1	1	1

The OR10 operating order is - B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE, BaE, WtE, HeE.

The M&H is sold straight off the bat to John S and the triggered C&A auction is won by John W. Three share companies are started as John W keeps his remaining powder dry. The B&O par is set lower than the more typical 100 and that allows it to be floated for operation in OR2.

Next time we will stop after SR3 if there is a new or changed presidency during that SR. We will also stop after SR3 if a 3 train is bought during OR2.

Stock Round 2

* share from the pool

John Shelley	Andy Muir	Mark Hancock	John Webley
+M&H (110) [John W +C&A (187)]	+B&O (220)/P(90)	+PRR/P(200)	~
+CPR/P(152)	+B&O(90)	+PRR(100)	~
+CPR(76)	+B&O(90)	+PRR(100)	~
+CPR(76)	+B&O(90)	+PRR(100)	~
+CPR(76)	+B&O(90)	~	~
+CPR(76)	[Priority]		

Cash Flow	Start	SR2	End	Value	%	Certs	Max 16
Mark Hancock	585	-500	85	605	22.5	5 - 5	
John Webley	380	-22	358	688	25.6	3 - 3	
John Shelley	570	-566	4	610	22.7	7 - 7	
Andy Muir	430	-410	20	780	29.1	6 - 6	

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M			
Mark Hancock	SVR	5P	-	-	-	-	-	-	-			
John Webley	D&H, C&A	1	-	-	-	-	-	-	-			
John Shelley	CStL, M&H	-	-	6P	-	-	-	-	-			
Andy Muir *	B&O	-	-	-	6P	-	-	-	-			
Bank New	-	4	10P	4	4	10P	10P	10P	10P			
Par	-	100	-	76	90	-	-	-	-			
Bank Pool	-	-	-	-	-	-	-	-	-			
Quote	-	100A	-	76D	90B	-	-	-	-			
Credit	-	\$1,000	-	\$760	\$900	-	-	-	-			
Trains	-	-	-	-	-	-	-	-	-			
Tokens Left	-	3	3	3	2	2	2	1	1			
Tiles	1/1	2/1	3/2	4/2	7/4	8/8	9/7	55/1	56/1	57/4	58/2	69/1
Trains	2/6(\$80)	then	3/5(\$180)	4/4(\$300)	5/3(\$450)	6/2(\$630)	D/6(\$1,100)					

The OR2 operating order is - PRR, B&O, CPR.

All seemed to go with Mike’s cry of “Resist the goodies, resist the goodies” ... except David who bought a Data Library, and then another Data Library. Both of which were replaced by a Nodule.

Round 3 Actions

David Auctioned a Data Library for 17 and got it for 17 (o:{3},{3},4 w:7)
 David Auctioned a Data Library for 16 and got it for 16 (o:5 w:5,6)
 Tony Bought one Water Factory (w:4,8,8)
 Tony Bought one Population Unit (o:5,5)
 John Bought one Water Factory (o:{3},{3},5 w:9)
 John Bought one Population Unit (w:10)
 Mike Bought one Water Factory (o:{3} w:8,9)
 Mike Bought one Population Unit (o:{3} w:7)
 Mick Bought one Water Factory (o:{3},{3} w:5,9)
 Mick Bought one Population Unit (o:3 w:7)
 Dane Bought one Water Factory (o:{3},{3} w:6,8)
 Dane Bought one Population Unit (o:2,3 w:5)

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs	Buys
1	David	2o,2w	4p (5,0)	DL, DL	2o,2w	(20,10)	6	(30)
2	John	2o,3w	5p (5,0)	-	4o,4w	(40,10)	5	(0)
3	Mike	2o,3w	5p (5,0)	-	4o,3w	(33,10)	5	(0)
4	Dane	2o,3w	5p (5,0)	-	2o,3w	(27,10)	5	(0)
5	Mick	2o,3w	5p (5,0)	-	3o,3w	(30,10)	5	(0)
6	Tony	2o,3w	5p (5,0)	-	2o,4w	(34,10)	5	(0)
On Offer	Data Library		0 (2 more)	Heavy Equipment	0	(4 more)		
	Warehouse		3 (1 more)	Nodule	3	(1 more)		

Aristocrats Actions

Brad Martin	John Webley	Mick Haytack	Mike Ruffhead
	Take Author Into Hand	Buy Warehouse Manager [9]	Buy Administrator [6]
Buy Controller From Hand [14]	Buy Mistress Of Ceremonies From Hand [18]	~	Buy Administrator From Hand [5]
~	Buy Secretary From Hand [12]	~	~
~	Upgrade Author To Pope [2]		

The Cards for Next Time

Top Row | Bottom Row



Cards Bought

* indicates a Trading (Upgrade) Card

Brad M	Gold Miner [4-3-0] by 2, Shepherd [5-3-0] by 3, Carpenter Workshop* [4-3&-1/B-0], Fur Shop* [10-3-2], Market [5-0-1] by 2, Customs House [8-0-2] by 2, Pub [1-0-2 for 1], Author [4-1-0], Controller [14-4-1], Mistress Of Ceremonies [18-6-3], Senator* [12-2-2]
John W	Lumberjack [3-3-0] by 2, Fur Trapper [6-3-0], Ship Builder [7-3-0], Weaving Mill* [8-6-0], Fur Shop* [10-3-2], Wharf* [12-6-1], Market [5-0-1] by 2, Warehouse [2-0-0], Academy [23-0-7], Author [4-1-0], Warehouse Manager [10-3-0] by 2, Secretary [12-4-0], Mistress Of Ceremonies [18-6-3], Pope* [6-1-1]
Mick H	Gold Miner [4-3-0] by 3, Ship Builder [7-3-0] by 2, Weaving Mill* [8-6-0], Observatory [6-0-1?], Customs House [8-0-2] by 2, Firehouse [11-0-3] by 2, Pub [1-0-2 for 1], Bank* [13-5-1], Author [4-1-0], Administrator [7-2-0], Warehouse Manager [10-3-0] by 2, Secretary [12-4-0], Controller [14-4-1], Judge [16-5-2], Tax Man* [17-1/W-0]
Mike R	Lumberjack [3-3-0] by 3, Gold Miner [4-3-0], Shepherd [5-3-0], Fur Trapper [6-3-0] by 2, Wharf* [12-6-1], Customs House [8-0-2], Hospital [14-0-4], Smolny Cathedral* [17-4-3], Catherine The Great Palace* [17-1-5], Hermitage [18-3-4], Author [4-1-0], Administrator [7-2-0] by 3, Warehouse Manager [10-3-0], Secretary [12-4-0], Controller [14-4-1], Judge [16-5-2], Minister Of Foreign Affairs* [20-2-4]

Cards In Hand

* indicates a Trading (Upgrade) Card

Brad M	
John W	Author [4-1-0]
Mick H	Admiral* [18-3-3], Czar* [24-0-6]
Mike R	

Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 6 Start [Cards Left]
				Workers	Buildings	Aristocrats	
Brad M	3	18	54	21r + 2v	0r + 6v	13r + 6v	Workers [-]
John W	4	17	37	27r + 3v	0r + 9v	17r + 4v	Aristocrats [-]
Mick H	3	35	41	21r + 0v	5r + 11/12v	22r + 3v	Trading [8]
Mike R	3	27	60	27r + 1v	8r + 18v	25r + 7v	Buildings [-]

There were only eyes for the Secretary and the other Secretary ...

Buildings Actions

Mike Ruffhead	Mick Haytack	John Webley	Brad Martin
Take Secretary Into Hand	Take Secretary Into Hand	~	~

The Cards for Next Time

Top Row | Bottom Row



Cards Bought

* indicates a Trading (Upgrade) Card

Mike R	Gold Miner [4-3-0], Wharf* [12-6-1], Market [5-0-1], Mistress Of Ceremonies [18-6-3]
Mick H	Gold Miner [4-3-0], Fur Trapper [6-3-0], Ship Builder [7-3-0], Pub [1-0-2 for 1], Customs House [8-0-2], Warehouse Manager [10-3-0]
John W	Lumberjack [3-3-0], Shepherd [5-3-0], Fur Trapper [6-3-0], Ship Builder [7-3-0], Customs House [8-0-2]
Brad M	Gold Miner [4-3-0], Theater [20-0-6], Author [4-1-0]

Cards In Hand

* indicates a Trading (Upgrade) Card

Mike R	St. Isaac's Cathedral* [15-3-3], Secretary [12-4-0]
Mick H	Secretary [12-4-0], Weapon Master* [8-4-0]
John W	
Brad M	Lumberjack [3-3-0]

Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 3 Start [Cards Left]
				Workers	Buildings	Aristocrats	
Mike R	3	13	8	9r + 1v	0r + 1v	6r + 3v	Workers [20]
Mick H	3	11	2	9r + 0v	0r + 2v	3r + 0v	Aristocrats [22]
John W	3	18	2	12r + 0v	0r + 2v	0r + 0v	Trading [25]
Brad M	3	5	12	3r + 0v	0r + 6v	1r + 0v	Buildings [17]

Fireworks are go with VPs for all ...

Actions

Mike	Firework display	Receives 2 Fireworks
John	Taxes	Receives 5 Yuan
Brad	Build	Adds Palace 3 With 2 Floors

New Persons

		Person Track	Note
Mike	Tax Collector to Palace 3	23 + 3 to 26	Replaces Pyrotechnist 1
John	Older Warrior to Palace 2	21 + 3 to 24	
Brad	Younger Warrior to Palace 3	20 + 5 to 25	

Event

Dragon Festival

Victory Points

Mike	+6 VP for the most Fireworks [2]	+4 for Palaces
John	+3 VP for the next most Fireworks [1]	+2 for Palaces +1 for Dragons
Brad	+3 VP for the next most Fireworks [1]	+3 for Palaces

Summary of Holdings

Player	Brad	John	Mike
Victory Points	20	25	24
Person Track	25	24	26

Yuan	2	14	6
Drag Fire Rice	0 0 1	1 0 0	0 1 1

Palace 1	Pyrotechnist 1		Tax Collector 3
	Farmer 2	Tax Collector 3	Craftsman 1
	Tax Collector 3	Monk 1	

Palace 2	Monk 1	Warrior 2	Farmer 1
	Craftsman 1	Craftsman 1	Farmer 1
	Tax Collector 3		

Palace 3	Warrior 1		Tax Collector 3

Palace 4			Warrior 1

Action Groups for Next Month

Military Parade	Privilege	Build	Get up to 3 Yuan
Research	Firework Display	Harvest	
Taxes			

The Events Of The Months



Peace



Peace



Dragon Festival



Drought



Dragon Festival



Imperial Tribute



Mongol Invasion



Imperial Tribute



Mongol Invasion



Contagion



Drought



Contagion

Person Summary with Available Choice Cards		
Courtesan	Younger [5] 1 1	
Craftsman	Younger [3] 2 1	
Tax Collector	Younger [1] 3 3	
Farmer	Younger [1] 4 1	Older [1] 1 2
Healer	Younger [4] 4 1	Older [2] 1 2
Monk	Younger [3] 6 1	Older [2] 3 2
Pyrotechnist	Younger [1] 5 1	Older [2] 3 2
Scholar	Younger [4] 4 2	Older [2] 2 3
Warrior	Younger [2] 5 1	Older [1] 3 2
Free Choice		

Brad	John	Mike
✓		✓
	✓	
✓	✓	✓
✓		✓
✓	✓	✓
✓	✓ ✓	✓ ✓

Key: Person Type [Number Available] Person Track Move | Effect

THE GAMES THAT YOU PLAY

OR MIGHT COMMENT UPON

Andy Muir	1830N44
Brad Martin	St. Petersburg M6, St. Petersburg M7, In The Year Of The Dragon M4
Christian Bien	
Dane Maslen	Outpost M19
David Hooton	1829R43, 1835P44, Outpost M19
Graham Lee	1835B44, 1835P44
John Shelley	1829R43, 1830Y43, 1835B44, 1830N44
John Webley	1835B44, 1830N44, 1835P44, Outpost M19, St. Petersburg M6, St. Petersburg M7, In The Year Of The Dragon M4
Mark Hancock	1830N44
Mick Haytack	Outpost M19, St. Petersburg M6, St. Petersburg M7
Mike Bennett	1835P44
Mike Ruffhead	1829R43, Outpost M19, St. Petersburg M6, St. Petersburg M7, In't Year Of The Dragon M4
Tim Parkes	1835B44, 1835P44
Tony Sait	1829R43, 1835B44, Outpost M19