

The 18xx games are in order of starting from p2 onwards. Railway Rivals RR2530VS is on p6 & p7, Railway Rivals RR2539WR is on p8, Outpost M20 on p9, St. Petersburg M8 on p10. The Games That You Play is below.

New Games: None. An 1830 will start next time with those on the waiting list plus a maximum of one more.

And now, the annual handy space filler from Alex Richardson ...

**THE 2024 UK GAMES ZINE POLL**

a) **WHO MAY VOTE?** Anyone who reads at least one eligible zine.

b) **WHICH ZINES ARE ELIGIBLE?** Any zine published in the British Isles which has produced an issue in 2024 (up to and including the Poll deadline); is distributed by post, as an e-mail, as an attachment to an e-mail or as a download from a website; and runs games that we would recognise as "postal" ones (e.g. Diplomacy, Railway Rivals, 18xx, En Garde! or United, among many others).

N.B. The zines should be UK ones but the voters may come from anywhere -- all that matters is that you are a regular reader.

c) **HOW TO VOTE.** This year I'd like you to list up to 10 eligible zines, from "most" to "least" favourite, in any combination of tied or single spots that you wish. Editors may vote for their own zines. Votes should be sent by e-mail from the voter's own account to [alex.bokmal@googlemail.com](mailto:alex.bokmal@googlemail.com), or by post to Alex Richardson, 32 Newtown, Potton, Sandy, Beds, SG19 2QH.

The Poll deadline will be midnight on THURSDAY 31ST OCTOBER 2024. Results will be sent by e-mail to each voter and published by at least one of the editors whose zines you read.

As for this year's runners and riders, I think it's between: Astradyne, Astro, Capricorn, The Celestial Dragon, The Cunning Plan, Dane's Games, Extra Time, Ford Super League, FourTrack Mainline, Fury of the Northmen, God Save The Zine, Hopscotch, In Off The Post, ...mais n'est-ce pas la gare?, Minstrel, Ninety Minutes, Obsidian, Ode, Open Management, PUMA, Striker, Top of the League, To Win Just Once, United Side of Hopscotch, Variable Pig, Will This Wind. If I have missed anyone, though, then please shout...

**THE GAMES THAT YOU PLAY**

OR MIGHT COMMENT UPON

Andy Muir	1829H45
Brad Martin	1835S45, RR2530VS, RR2539WR, Outpost M20, St. Petersburg M8
Dane Maslen	Outpost M20
David Hooton	1830L45, RR2530VS, RR2539WR, Outpost M20
David Smith	Outpost M20
Graham Lee	1835S45
John Shelley	1846H45, 1830L45, 1856P45, 1835S45
John Webley	1856P45, 1835S45, RR2530VS, RR2539WR, Outpost M20, St. Petersburg M8
Lyndon Gurr	
Mark Hancock	1829H45
Mick Haytack	Outpost M20, St. Petersburg M8
Mike Bennett	1830L45, 1856P45, 1835S45
Mike Ruffhead	1829H45, RR2530VS, Outpost M20, St. Petersburg M8
Tim Parkes	
Tony Sait	1830L45, 1856P45, RR2539WR, Outpost M20

<b>WAITING</b>	1829 SOUTH	David H, John S
	1829 NORTH	David H
	1830	Tony S, Mike R, Mark H, John S
	1830 READING	John S
	1835	Graham L, Tony S
	1846	John W, Mike B, John S
	1856	Mark H
	1861	John S
	1870	Mike B, John S
	18EU	John S, David H
	OUTPOST & RAILWAY RIVALS & ST. PETERSBURG ~ [EMPTY]	

**DEADLINE: FRIDAY 11<sup>TH</sup> OCTOBER 2024**

**HOST : ROB THOMASSON**

A new Receiver is appointed or the GCR - one that prioritises improving dividends and getting a train before reaching Manchester (and delaying the acquisition of a train). Objections to this appointment will be entertained. In other news Andy's LNWR & GNR set up camp north of London but do not prevent Mike from taking the lead.

## Operating Round 15

	Dir	Lay	[Rep]	Token	Run	Pay	Quote	Credit	Trains	Notes
LNWR	AM	38:H7:6	[13]	J5 - M7 !	120	N	225	110	3 +4	A
GWR	JS	7:D7:5		D7 - D4	370	Y	200	390	5 (5) 3	
Mid	MR	7:H8:5		H8 - H9 !	510	Y	200	100	5 4 3	E
LSWR	JS	47:D8:2	[23]	C11 - C5			38	10	+5	B
GNR	AM	44:I7:2	[20]	H9 - G10 =S	210	Y	90	10	5	C
LBSC	JS	3:D11:6		D11 - B10	340	Y	64	50	4 3	
GER	MR	8:G11:6		G11 - F11	360	Y	76	90	4 3 3	E
GCR	BP	36:K8:6	[10]	M7 - L6	210	N	38	250		D

## Operating Round 16

	Dir	Lay	[Rep]	Token	Run	Pay	Quote	Credit	Trains	Notes
LNWR	AM	47:K5:2	[20]	M7 - G10 =S	300	Y	250	10	4 3	C
GWR	JS	17:E9:2	[8]	D4 - B5	340	Y	225	390	5 3	
Mid	MR	23:G9:3	[8]	H9 - F8	470	Y	225	100	5 4 3	E
LSWR	JS	30:D10:1	[8]	C5 - B4	210	Y	47	10	5	
GNR	AM			L8 - I10	210	Y	100	10	5	
LBSC	JS	12:D11:6	[3]	B10 - B3	340	Y	67	50	4 3	
GER	MR	41:C9:3	[23]	F11 - H10	220	Y	82	90	4 3 3	E
GCR	BP	13:L7:2	[6]	L6 - M7	220	N	29	460		D

Notes	A	B	C	D	E
	£20 to the GNR for a 4 Train			Run by the receiver - train rented	
	£190 to the GWR for a 5 Train			At Train Limit	
	£100 to the Bank for a garrison				

Tiles	1/1	2/2	3/2	4/6	5/4	6/4	7/0	8/7	9/8	10/3	12/1	13/2
	14/0	15/0	16/1	17/0	18/1	19/2	20/2	21/1	22/1	23/2	24/3	25/2
	26/2	27/2	28/0	29/1	30/0	31/1	32/0	33/1	34/0	35/0	36/0	37/1
	38/0	39/1	40/1	41/1	42/2	43/0	44/0	45/1	46/1	47/0		

Trains 7/4(£720)

Cash Flow	Start	OR15	OR16	End	Value	%	Certs	Max 18
Andy Muir	592	312	517	1,421	4,765	28.3	18 - 18	
John Shelley	736	549	625	1,910	4,333	25.7	18 - 18	
Mark Hancock	463	233	253	949	2,453	14.6	8 - 8	
Mike Ruffhead	915	741	656	2,312	5,288	31.4	18 - 18	

Portfolios	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
Andy Muir	S&M	8D	1	1	-	7D	-	2	-
John Shelley	-	-	6D	1	6D	-	6D	2	-
Mark Hancock *	C&W, Hull	1	2	1	-	-	2	-	-
Mike Ruffhead	-	1	1	7D	-	3	2	6D	-
Bank New	Preston	-	-	-	-	-	-	-	-
Bank Pool	C&HP, L&M	-	-	-	4	-	-	-	10R
Tokens Left		2	3	2	3	2	2	2	3

We move through the 6 trains and into the diesels ...

**Operating Round 9**

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
PRR	MB	43:G3:1	[23]		400	Y	160B	50	5 3↓	D
RDR	MB	63:H10:1	[14]		400	Y	130D	41	5 3↓	D
C&O	DH	63:H4:1	[14]		270	Y	130D	492	4↓ 3↓	D D
B&M	TS	14:E19:2	[57]		120	N	90E	32	+5 3↓	A D
NYNH	TS	8:D20:5			180	N	90C	35	+6 4↓	B C D
Erie	DH	59:E11:1					90A	370	+6	B
B&O	JS	59:E5:5			210	N	82D	10	(4) +D +4↓	E F G H D
CPR	MB	14:B16:2	[57]		80	Y	100B	0	+6 (4↓)	D I J B
NYC	JS	23:C23:1	[8]		130	N	70B	24	+D (3↓)	D I K

Notes	A	B	C	D	E	F	G	H	I	J	K
	\$370 to the NYNH for a 5 Train	\$630 to the Bank for a 6 Train	6 Train purchase starts Phase 5	Has Delayed Obsolescence ↓ Train	\$80 to Bank for a river	\$273 to the NYC for a 4 Train	\$750+4 Train to the Bank for a Diesel	Diesel purchase starts Phase 6	Delayed Obsolescence ↓ Train removed	\$192 from Mike B for a train purchase	\$900 to the Bank for a D Train

Tiles	1/0	2/0	3/2	4/2	7/2	8/7	9/2	14/0	15/0	16/1	18/1	19/0
	20/1	23/1	24/3	25/0	26/1	27/1	28/1	29/0	39/1	40/1	41/2	42/2
	43/1	44/1	45/2	46/2	47/1	53/2	54/1	55/1	56/1	57/4	58/2	59/0
	61/0	62/0	63/0	64/1	65/1	66/1	67/0	68/1	69/1	70/1		

Trains D/4(\$900)

Cash Flow	Start	OR9	End	Value	%	Certs Max 17
John Shelley	27	168	195	1,747	20.8	14 - 14
Mike Bennett	78	288	366	2,798	33.4	16 - 16
David Hooton	5	242	247	2,059	24.6	14 - 14
Tony Sait	196	80	276	1,780	21.2	14 - 14

Portfolios	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M	RDR
John Shelley	3	5P	1	6P	-	-	-	-	1
Mike Bennett	5P	-	5P	1	-	-	2	1	6P
David Hooton *	2	-	-	1	6P	6P	1	-	-
Tony Sait	-	-	-	2	-	-	6P	6P	2
Bank New	-	4	4	-	-	4	-	2	-
Par	82	100	100	90	90	100	90	76	76
Bank Pool	-	1	-	-	4	-	1	1	1
Quote	160B	70B	100B	82D	130D	90A	90C	90E	130D
Credit	\$50	\$24	\$0	\$10	\$492	\$370	\$35	\$32	\$41
Tokens Left	1	2	3	1	1	2	1	1	-

The OR10 operating order is - PRR, RDR, C&O, CPR, B&M, NYNH, Erie, B&O, NYC.

The game continues to be interesting ...

**Operating Round 8**

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Loan	Trains	Notes
CPR	TS	9:O10:2			100	Y	150D	75	400	3	B D G
WR	JS				210	Y	125E	5	500	3 3	E H N
LPS	MB	9:E14:3			110	Y	110E	219	500	3	A C
GW	JW	9:C16:3			150	Y	110D	14	300	4	F H
CV	JS	6:L13:4		L13	80	Y	100A	110	0	4	I
GT	MB				100	Y	100A	39	100	3 +5	J K L M N
BBG	TS	57:J13:1			40	Y	80C	130	100	4	
CA	JW	29:B15:1	[7]		110	Y	70E	28	200	4	H

**Notes**

A	\$5 from the FT Private	H	Dividend down \$10 to pay loan interest
B	\$10 from the WSR Private	I	\$40 to the Bank for a garrison
C	\$10 from the TCC Private	J	Government Loan secured
D	\$15 from the GLSC Private	K	\$550 to the Bank for a 5 Train
E	\$20 from the NFSBC Private	L	5 Train purchase starts Phase 4
F	\$20 from the SCFTC Private	M	5 Train purchase closes the Privates
G	Government Loan redeemed	N	At Train Limit

**Tiles**

1/1	2/1	3/3	4/2	5/1	6/1	7/7	8/11	9/8	14/2	15/0	16/1
17/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1	29/0	39/1
40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	55/1	56/1	57/1	58/2
59/1	63/4	64/1	65/1	66/1	67/1	68/1	69/1	70/1	120/0	121/0	122/1
125/4	126/1	127/1									

**Trains** 5/2(\$550) then 6/2(\$700) D/9(\$1,100)

**Stock Round 6**

\* share from the pool

Mike Bennett	John Webley	John Shelley	Tony Sait
+LPS(80)	+GW(80)	+CV(100)	-CPR(150),+WR(70)
+GT(100)	~	+GT(100)	+WR(70)
~	~	+BBG(80)	+WR(70)
~	~	~	+WR(70)

**Cash Flow**

	Start	OR8	SR6	End	Value	%	Certs	Max 16
Tony Sait	117	80	-130	67	1,692	31.6	12 - 12	
Mike Bennett	96	105	-180	21	1,281	24.0	10 - 10	
John Webley	61	62	-80	43	623	11.7	4 - 4	
John Shelley	191	160	-280	71	1,751	32.7	12 - 12	

**Portfolios**

	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Tony Sait	5P	-	5P	-	-	-	-	-	-	4	-
Mike Bennett *	-	-	-	-	6P	-	6P	-	-	-	-
John Webley	-	2P	-	-	-	4P	-	-	-	-	-
John Shelley	1	-	-	6P	1	-	-	-	-	6P	-
Bank New	4	6	4	4	3	5	-	10P	10P	-	10P
Par	80	90	75	100	100	80	80	-	-	70	-
Bank Pool	-	2	1	-	-	1	4	-	-	-	-
Quote	80C	70E	125E	100A	100A	110D	110E	-	-	150D	-
Credit	\$130	\$28	\$75	\$110	\$39	\$94	\$299	-	-	\$5	-
Loans	100	200	400	0	100	300	500	-	-	500	-
Tokens Left	2	2	2	1	3	1	-	1	1	2	1

Rights Held by ShareCos : GW - Tunnel | WR - Bridge.

The OR9 operating order is - WR, CPR, LPS, GW, CV, GT, BBG, CA.

It is worth checking the presented results of your orders. Well, it's always worth checking, but I say that this time because maybe there is more of a chance than usual of an error on my part.

Share Round 6

\* share from the pool

John Webley	Brad Martin	John Shelley	Graham Lee	Mike Bennett
~	~	-ByE/20(300), -SxE/10(100), +HeE/D(168)	+SxE*/10(94)	+ByE*/10(136)
+ByE*/10(136)	~	+HeE/10(84)	+SxE/10(141) [John S]	~
+PrE/10(154)	~	+HeE/10(84) 5 times	~	~
~	~	+HeE/20(168)	[Loco]	

Cash Flow	Start	SR6	End	Value	%	Certs	Max
Mike Bennett	316	-136	180	1,300	22.8	7	12
John Webley	408	-290	118	848	14.9	7	12
Brad Martin	419	0	419	1,209	21.2	6	12
John Shelley	414	-299	115	1,365	23.9	11	13
Graham Lee	439	-235	204	984	17.2	7	12

Portfolios	Privates/Minors	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE			
Mike Bennett	Ost	-	60/5D	10/1	-	-	-	-	-			
John Webley	Bra, B-P, A-K	10/1	10/1	20/2	-	-	-	-	-			
Brad Martin	N-F, K-M, B-S	-	30/3	-	-	-	-	-	-			
John Shelley	Pfa, Han, Mag	-	-	-	-	-	100/8D	-	-			
Graham Lee *	B-M	-	-	70/6D	-	-	-	-	-			
Bank New	-	30/3D	-	-	100/8D	100/8D	-	100/7D	100/7D			
Bank Pool	-	-	-	-	-	-	-	-	-			
Quote			150B	100C			86C					
Credit			490M	364M			840M					
Trains			2+2 2 2	3 2+2 2+2 2								
Tokens Left		1	2	1	1	1	1	1	1			
Tiles	1/1	2/1	3/2	4/0	5/3	6/3	7/6	8/8	9/5	12/0	13/2	14/2
	15/1	16/2	18/1	19/2	20/2	23/3	24/3	25/3	26/1	27/2	28/2	29/2
	55/1	56/1	57/1	58/3	69/2	87/2	88/2	201/2	202/2	203/1	204/1	205/0
	206/0	207/0	208/1	209/0	210/1	211/0	212/1	213/1	214/1	215/1		
Trains	3/1(180M)	then	3+3/3(270M)	4/3(360M)	4+4/1(440M)	5/2(500M)	5+5/1(600M)					
			6/2(600M)	6+6/4(720M)								

The OR7 operating order is - B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE, HeE.

This time MRR is the highest earner after a bout of “tight could go any way” races. VR does enough to stay clear in the lead as we enter the final round ...

**Runs**

Company	Earn	Length	Choice(s)	R&B	VR	MRR	GITCO	GRAVS
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**11.1> 11 - 26 Abergavenny - Ross | Newnham**

VR	20	33	Newnham					
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**11.2> 16 - 35 New Radnor | Hay - Worcester**

R&B	10	22	New Radnor				-3	
MRR	20	23	Hay				-3	
GITCO				+3		+3		

**11.3> 23 - 54 Cheltenham - NE England [Wolverhampton | Walsall | Birmingham]**

R&B	10	26	Wolverhampton					+2
MRR	20	23	Walsall					
GITCO	0	27	Walsall					
GRAVS	0	24	Birmingham	-2				

**11.4> 33 - 64 Great Malvern - Stourbridge**

R&B								+3
MRR	0	16					-2	
GITCO	20	14				+2		+3
GRAVS	10	15		-3			-3	

**11.5> 42 - 54 Montgomery | Bishops Castle - Wolverhampton**

R&B	20	22	Montgomery		-1			
VR	10	27	Bishops Castle	+1				
GITCO	0	30	Bishops Castle					

**11.6> 44 - 51 Ludlow - South Wales [Newnham | Monmouth | Abergavenny | Hay]**

VR	10	19	Abergavenny				+6	
MRR								
GITCO	20	16	Hay			-6		

**11.7> 55 - 66 West Bromwich - Bromsgrove | Redditch**

R&B					+1			
VR	0	14	Redditch	-1				
MRR	20	9	Bromsgrove					+2
GRAVS	10	10	Redditch			-2		

**Earnings - Payments + Receipts - R&B 42, VR 40, MRR 63, GITCO 45, GRAVS 10**

**Builds****Paid | Received**

R&B	Purple	None
VR	Blue	None
MRR	Red	None
GITCO	Brown	None
GRAVS	Green	None

**Scores****Runs 11.1 11.2 11.3 11.4 11.5 11.6 11.7 Builds**

R&B	David Hooton	202 = 160										
VR	Brad Martin	314 = 274		+20					+11	+10	-1	-
MRR	Mike Ruffhead	282 = 219			+17	+20	-2			+6	+22	-
GITCO	Tony Sait	232 = 187			+6	+0	+25			+14		-
GRAVS	John Webley	181 = 171					-2	+4			+8	-

**Runs for Round 12 - Enter up to 4**

12.1>	13 - 65	Leominster - Kidderminster
12.2>	15 - 45	Hereford - Shrewsbury
12.3>	21 - 36	Gloucester - Droitwich
12.4>	25 - 46	Tewkesbury   Pershore - Shrewsbury
12.5>	32 - 52	Ledbury - Wellington   Coalbrookdale
12.6>	51 - S6	Much Wenlock   Ditton Priors
		- South England [Cheltenham   Gloucester   Monmouth   Abergavenny]
12.7>	62 - S2	Birmingham - Central Wales [Knighton   Montgomery   Welshpool   Hay]

A game on this map has just concluded elsewhere and the experience has prompted a couple of rule changes as described below. It may well be that having an opinion on those changes is difficult right now - but it is not too late to adopt them, and we will do just that unless at least half of you vote against said adoption. Both changes increase the potential value of ships.

Rule Change 1 - Ships can be used in any race. This means that a ship can be used between its home port and another port as part (or all) of a route (as well as being used between its home port and a special destination). Ships can (still) be used in multiple races in any given round.

Rule Change 2 - Ships attacked by dragons are only lost if the race route is all sea. This means that if a dragon successfully attacks a run entry with a route that is part sea and part land then the train is derailed as before but the ship is not lost.

This time 3ER heads south whilst others take a more central view. VMR & GROW split the arrival points for Silverhill.

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3ER	(O39) -- ----- -- --- O45 - Yrownwood - R46
Black	Ships: None
Davd Hooton	34 Points = 28 +6/Towns
SNOW	(L21) - <u>The Twins</u> - K23 --- K26 - L26 - L27 --- --- <u>Harrenhal</u> ; (M28) -- M30
Blue	Ships: None
Brad Martin	35 Points = 23 +12/Towns
VMR	(J28) --- <u>Stoney Sept</u> ; (H35) -- <u>Goldengrove</u> - I38 - I39 - Cider Hall; (G35) - <u>Silverhill</u> ; (I39) - --- -- I43
Red	Ships: Lannisport 1
Mike Ruffhead	31 Points = 21 +11/Towns -1/GROW
GROW	(J41) - --- <u>Cider Hall</u> --- J35 -- <u>Silverhill</u> ; (J35) -- J33 ---- Stoney Sept
Green	Ships: None
John Webley	28 Points = 22 +5/Towns +1/VMR

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### Building Allowances & Run Length

The building allowance for each of rounds 1-6 will be derived from three die rolls in the range 3 to 6 with no more than one roll below 4. The building allowance in round 7 will be 12 points (plus payments to rivals) and will then decrease by 2 for each subsequent round.

The minimum run length is 6 hexes.



Half of you reach the “phase 3 starts here” level of VPs ...

**Round 12 Actions**

- Mike R           Auctioned a Scientists for 40. Dane M joined at 58, Mike & Dane then bid 59 and each successive number, except 66, until Mike R got it for 70 reduced to 30 after Data Library discounts (w:6 r:12,12)
- Mike R           Auctioned a Robots for 50.  
Dane M joined at 54 and got it for 54 (w:5,8,9 m:15,17) plus a free Robot
- Mike R           Auctioned a Robots for 55 and got it for 55 (w:7 r:9,9,14,16) plus a free Robot
- Mike R           Bought two Robots (w:8 r:12)
- David S           Auctioned an Outpost for 100. John W joined at 101, Tony S at 102. Those three then bid 103, 104 & 105. David S bid 106 and John W dropped out. Tony S bid 107 and David S dropped out. Tony S got it for 107 reduced to 82 after Heavy Equipment / Ecoplants discounts (w:30 t:9,9,10,12,12) plus a free Titanium Factory
- David S           Bought two Titanium Factories (o:2,3 w:30 t:7 m:18)
- Mick H           Auctioned a Robots for 50 and got it for 50 (w:9,9 m:16,16) plus a free Robot
- Mick H           Bought two Robots (o:5 r:15)
- Mick H           Bought two Research Factories (w:30 r:14 m:16)
- John W           Bought two Titanium Factories (w:6,10 t:44)
- John W           Bought two Population Units (o:5,5)
- Dane M           Bought one Research Factory (w:30)
- Dane M           Bought one Robot (r:12)
- Tony S           Bought one Population Unit (o:2,2)
- Brad M           Auctioned a Warehouse for 25 and got it for 25 reduced to 20 after Heavy Equipment discounts (w:30)
- David H           Auctioned an Ecoplants for 30 and got it for 30 (w:8 t:10,12)
- David H           Bought two Population Units (w:10)
- Brad M           Discarded o:4

Pos	Player	Factories	Operators (Limits)	Production	Total
1	Mike R	2o,4w,3r	5 (5) 3 (5)	1o,1W,9r	(150,10)
2	Mick H	2o,5w,3r	8 (8) 3 (8)	3o,1w,1W,4r,2m	(132,15)
3	David S	2o,4w,4t	10 (10) 0 (0)	2o,1W,1t,1T,3m	(141,20)
4	Dane M	2o,7w,2r	8 (8) 2 (8)	1o,3w,1W,2r,1m	(97,10)
5	John W	2o,2w,6t	10 (13) 0 (0)	3o,3w,2t,1T	(94,15)
6	Tony S	2o,4w,4t	9 (13) 0 (0)	3o,1W,1t,1T	(93,20)
7	David H	2o,3w,3t	8 (13) 0 (0)	2o,4w,4t	(74,20)
8	Brad M	2o,5w,4t	5 (5) 5 (5)	1o,2w,1W,2T	(135,15)

Pos	Player	Colony Cards	VPs	Purchases
1	Mike R	DL, DL, DL, DL, Sci, Sci, Sci, Sci, Rob, Lab, Lab	36	(430)
2	Mick H	WH, Nod, Sci, OL, OL, Rob, Lab	32	(320)
3	David S	WH, HE, OL, OL, Eco, OP	32	(285)
4	Dane M	Nod, OL, Rob, Lab, Eco	30	(235)
5	John W	HE, Nod, Eco, OP	29	(185)
6	Tony S	WH, HE, Nod, Eco, OP	27	(210)
7	David H	WH, HE, Nod, Eco, OP	25	(210)
8	Brad M	DL, WH, HE, Rob	20	(120)

On Offer	Item	Count	Notes	Item	Count	Notes
	Robots	1	(none left)	Space Station	2	(4 more)
	Laboratory	1	(none left)	Planetary Cruiser	2	(4 more)
	Outpost	1	(none left)	Moon Base	1	(5 more)

Sold Out - Data Library, Warehouse, Heavy Equipment, Nodule, Scientists, Orbital Lab, Ecoplants.

There was no interest in the buildings or their upgrades ...

Trading Cards Actions

Brad Martin	John Webley	Mick Haytack	Mike Ruffhead
	Take Weapon Master Into Hand	Upgrade Ship Builder To Wharf [5]	Take Minister Of Foreign Affairs Into Hand

The Cards for Next Time

Top Row | Bottom Row



Cards Bought

\* indicates a Trading (Upgrade) Card

Brad M	Lumberjack [3-3-0], Gold Miner [4-3-0], Library [17-0-5], Author [4-1-0] by 2
John W	Lumberjack [3-3-0], Shepherd [5-3-0], Fur Trapper [6-3-0] by 2, Market [5-0-1] by 3, Pub [1-0-2 for 1], Controller [14-4-1]
Mick H	1]Gold Miner [4-3-0] by 3, Shepherd [5-3-0], Wharf* [12-6-1], Pub [1-0-2 for 1], Peterhof* [14-4-2], Warehouse Manager [10-3-0], Secretary [12-4-0]
Mike R	Gold Miner [4-3-0], Shepherd [5-3-0], Ship Builder [7-3-0] by 3, Observatory [6-0-1/0], Bank* [13-5-1], Secretary [12-4-0], Controller [14-4-1]

Cards In Hand

\* indicates a Trading (Upgrade) Card

Brad M	
John W	Weapon Master* [8-4-0]
Mick H	Fur Shop* [10-3-2]
Mike R	Author [4-1-0], Administrator [7-2-0], Minister Of Foreign Affairs* [20-2-4]

Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 4 Start [Cards Left]
				Workers	Buildings	Aristocrats	
Brad M	3	15	10	6r + 0v	0r + 5v	2r + 0v	Buildings [12]
John W	3	11	4	12r + 0v	0r + 3v	4r + 1v	Aristocrats [18]
Mick H	3	12	2	18r + 1v	4r + 2v	7r + 0v	Trading [22]
Mike R	3	9	3	15r + 0v	5r + 2/1v	8r + 1v	Workers [11]