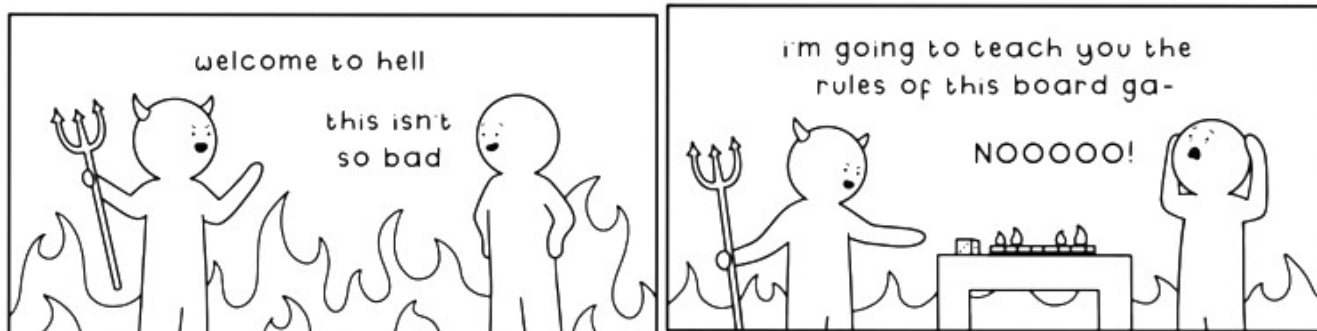


The 18xx games are in order of starting from p2 onwards. Railway Rivals RR2539WR is on p7 & p8, Outpost M21 is below, St. Petersburg M8 is on p9. The Games That You Play is on p10.

New Games: One more for 1830 Reading and/or 1846 would be good for a start (or two) next time. Also, another Railway Rivals could start soon if sufficient interest as displayed.



**OUTPOST M21**

**ROUNDS 1 & 2**

There are six players for this game - and one of you bought a Water Factory in round 2.

**Round 1 Actions**

All Bought one Water Factory (o:{3},{3} w:{7},{7})

Card values in {} are starting cards  
Everybody had 4 of {3} & 2 of {7}

**Round 2 Actions**

John W Bought one Population Unit (o:{3} w:7)  
 Tony S Bought one Population Unit (o:{3} w:7)  
 Dane M Bought one Population Unit (o:{3} w:7)  
 David S Bought one Population Unit (w:10)  
 Mick H Bought one Water Factory (o:{3} w:8,9)  
 Mike R Bought one Population Unit (w:10)

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs	Buys
1	Dane	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
2	John	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
3	David	2o,2w	4p (5,0)	-	5o,3w	(36,10)	4	(0)
4	Tony	2o,2w	4p (5,0)	-	4o,3w	(33,10)	4	(0)
5	Mike	2o,2w	4p (5,0)	-	5o,3w	(36,10)	4	(0)
6	Mick	2o,3w	3p (5,0)	-	2o,3w	(27,10)	3	(0)

<b>On Offer</b>	Data Library	2	(2 more)	Heavy Equipment	0	(4 more)
	Warehouse	1	(3 more)	Nodule	5	(1 more)

OUTPOST M20: EXPERT : PHASE 1

[PHASE 2 AT 10 VP, PHASE 3 AT 35 VP]

NEXT - ROUND 3

<b>WAITING</b>	1829 SOUTH   NORTH	David H, John S   David H
	1830	Mike B
	1830 READING	John S, Tony S, Mike B
	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
	RAILWAY RIVALS	Tony S, Brad M
	ST. PETERSBURG	Brad M

**DEADLINE: FRIDAY 28<sup>TH</sup> FEBRUARY 2025**

**HOST : ROB THOMASSON**

One OR and done. Mike seals his victory after trading routes and blockages with Andy who stays ahead of John to claim second place. Appreciation to Mark for staying with us after having been deprived of directorship status. Andy says "Well done Mike!". Any other comments received will be displayed next time.

### Operating Round 23

	Dir	Lay	[Rep]	Token	Run	Pay	Quote	Credit	Trains	Notes
LNWR	AM	40:F6:1	[25]	I9 - I11	560	Y	320	20	7 4	A
GWR	JS	43:D6:1	[23]	H3 - H2	300	Y	350	390	5	
Mid	MR			-	670	Y	335	0	7 5	A
LSWR	JS			B6 - B10	290	Y	71	10	5	
GNR	AM			L9 - K10	260	Y	180	10	5	
LBSC	JS			C5 - D4	250	Y	126	50	4	
GER	MR			L6 - N5	360	Y	180	100	4 4	A

Notes A At Train Limit

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

Trains 7/2(£720)

Final Cash Flow	Start	OR23	End	Value	%	Certs	Max 18
Mike Ruffhead	6,160	899	7,059	11,946	32.1	18 - 18	
Andy Muir	4,310	835	5,145	10,220	27.5	18 - 18	
John Shelley	5,333	636	5,969	9,837	26.4	18 - 18	
Mark Hancock	1,658	410	2,068	5,208	14.0	12 - 12	

Portfolios	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER
Andy Muir	(S&M)	8D	1	1	-	7D	-	3
John Shelley	-	-	6D	1	7D	-	6D	1
Mark Hancock	Hull, Prstn, Holyhd	1	1	2	1	3	-	2
Mike Ruffhead *	-	1	1	7D	-	3	2	6D
Bank New	Harwich	-	-	-	-	-	-	-
Bank Pool	-	-	-	-	-	-	-	-
Tokens Left		2	3	-	3	1	2	2

Mike completes his victory in this our first game of 1830 Reading. He combined the PRR & RDR to great effect. Not all attempts to increase dividends in this last set of ORs were successful - but the result would not have changed. Any comments received will be printed next time.

No tiles were laid in OR17 and all run values were as per OR16. Final quotes are shown in the Portfolios table.

### Operating Round 15

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
PRR	MB	8:F14:1			510	Y	325A	0	5 5	B
RDR	MB	8:E13:2			660	Y	325A	62	D	
C&O	DH	8:D12:3			620	Y	325A	112	D	
B&O	JS	19:G9:4	[8]		590	Y	200B	10	D	
Erie	DH	24:F12:5	[8]		260	Y	180A	250	6	
B&M	TS				210	Y	170C	48	5	
CPR	MB	29:B22:4	[8]	D14	250	Y	155C	66	6	A
NYNH	TS				250	Y	120D	304	6	
NYC	JS				380	Y	112A	221	D	

### Operating Round 16

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
PRR	MB	24:I7:3	[9]		510	Y	350A	0	5 5	B
RDR	MB	23:C19:1	[9]		660	Y	350A	62	D	
C&O	DH				340	Y	350A	112	D	
B&O	JS	7:F8:4			600	Y	220B	10	D	
Erie	DH	46:F12:5	[24]		260	Y	200A	250	6	
B&M	TS				210	Y	185C	69	5	
CPR	MB				250	Y	170C	116	6	
NYNH	TS				250	Y	130D	354	6	
NYC	JS				380	Y	126A	221	D	

Notes A \$100 to the Bank for a garrison B At Train Limit

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

Trains D/2(\$900)

Final Cash Flow Start OR15 OR16 OR17 End Value % Certs Max 17

Mike Bennett	3,472	953	954	954	6,333	11,972	28.9	17 - 17
John Shelley	3,556	938	888	888	6,270	10,930	26.4	17 - 17
David Hooton	2,325	852	685	685	4,547	9,771	23.6	17 - 17
Tony Sait	2,610	688	634	634	4,566	8,718	21.1	17 - 17

Portfolios	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M	RDR
John Shelley	3	5P	1	6P	2	1	-	-	1
Mike Bennett *	5P	2	3P	1	-	-	2	2	6P
David Hooton	2	2	-	1	6P	6P	-	1	1
Tony Sait	-	1	-	2	2	-	6P	6P	2
Bank New	-	-	4	-	-	3	-	-	-
Par	82	100	100	90	90	100	90	76	76
Bank Pool	-	-	2	-	-	-	2	1	-
Quote	350A	142A	185C	240B	350A	225A	155C	200C	350A
Credit	\$0	\$221	\$166	\$10	\$112	\$250	\$404	\$90	\$62
Tokens Left	1	1	1	1	1	1	1	1	-

The WGB enters the fray. We will pause after OR15 next time if a diesel is bought during that round.

## Stock Round 8

\* share from the pool

John Webley	John Shelley	Tony Sait	Mike Bennett
+BBG(80)	+WGB(100)	+CV(100)	+CGR*(225)
+CV(100)	+WGB(100)	+CV(100)	+CGR*(225)
+TGB(100)	+WGB(100)	+CGR(225)	+CGR*(225)
~	-CGR(225),+WGB(100)	+CGR(225)	+CGR*(225)
~	-WGB(100),+TGB(100)	+CGR(225)	+CA(90)
~	-CGR/2(450),+TGB(100)	+TGB(100)	~
~	~	+CA(90)	[Priority]

Cash Flow	Start	SR8	End	Value	%	Certs Max 16
Tony Sait	1,072	-1,065	7	3,717	28.3	15.0 - 15.0
Mike Bennett	1,062	-990	72	3,907	29.7	15.5 - 15.5
John Webley	425	-280	145	1,730	13.2	9.0 - 9.0
John Shelley	1,368	175	1,543	3,788	28.8	16.0 - 16.0

Portfolios	BBG	CA	CV	GT	TGB	THB	WGB	CGR
Tony Sait	5P	1	2	3	1	-	-	8P
Mike Bennett *	-	1	1	6P	6P	-	-	7
John Webley	1	6P	1	-	1	-	-	2
John Shelley	4	-	6P	1	2	-	5P	-
Bank New	-	-	-	-	-	10P	4	1
Par	80	90	100	100	100	-	100	225
Bank Pool	-	2	-	-	-	-	1	2
Quote	150B	125E	125A	225A	110A	-	90B	225A
Credit	\$80	\$492	\$300	\$170	\$400	-	\$600	\$692
Loans	0	0	0	0	0	-	0	0
Trains	5 4	4	5 4	6 5	6	-	-	-
Tokens Left	2	1	-	2	1	1	1	2

Rights Held by ShareCos : CGR - Bridge, Tunnel.

Tiles	1/1	2/1	3/3	4/1	5/2	6/2	7/6	8/6	9/5	14/3	15/0	16/1
	17/1	18/1	19/1	20/1	23/3	24/4	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	47/1	55/0	56/1	57/3	58/2
	59/1	63/0	64/1	65/1	66/0	67/1	68/1	69/1	70/1	120/1	121/2	122/1
	123/1	124/0	125/0	126/0	127/0							
Trains	4/1(\$350) D/9(\$1,100)											

The OR15 operating order is - CGR, GT, BBG, CA, CV, TGB, WGB.

The OIE is floated and it is not the only company with credit enough for a new train. You might want to pause after OR11 and if you do the earlier you say so the better for all involved.

## Operating Round 10

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
ByE	MB	69:N10:1			130	Y	234B	220	3+3	
PrE	JW	220:E19:1	[209]		440	Y	192D	1,311	3 3 (3+3)	
SxE	GL	24:F16:3	[9]		180	Y	152C	51	4 +3+3	A D
HeE	JS	216:J8:5			220	Y	100C	0	4 3+3	B D
BaE	GL	9:K5:1		J8	290	Y	86C	0	4+4 4	C D
WtE	MB	63:N12:1	[206]		120	Y	86C	340	5	
MsE	BM				140	Y	80E	459	3	

Notes A 285M to the PrE for a 3+3 Train C 40M to the Bank for a garrison  
B 50M to Bank for a river D At Train Limit

Tiles	1/1	2/1	3/1	4/0	5/3	6/3	7/5	8/6	9/0	12/0	13/2	14/2
	15/0	16/2	18/1	19/2	20/2	23/1	24/2	25/3	26/1	27/1	28/2	29/2
	39/1	40/1	41/2	42/2	43/1	44/2	45/2	46/2	47/2	55/1	56/1	57/1
	58/3	63/2	69/1	70/1	87/1	88/2	201/2	202/2	203/1	204/1	205/0	206/1
	207/0	208/0	209/1	210/1	211/0	212/1	213/0	214/0	215/1	216/3	217/2	218/2
	219/2	220/0	221/1									

Trains 3/1(180M) 5/1(500M) then 5+5/1(600M) 6/2(600M) 6+6/4(720M)

## Share Round 8

\* share from the pool

John Shelley	Graham Lee	Mike Bennett	John Webley	Brad Martin
+OIE/D(160)	+BaE/10(129) [John W]	+OIE/20(160)	~	-PrE/5(96), +MsE/10(80)
-PrE/15(288), +OIE/20(160)	+SxE/10(228) [John S]	+PrE*/5(96)	+PrE*/10(192)	+MsE/10(80)
+OIE/10(80)	~	~	+PrE*/5(96)	~
+OIE/10(80)	~	~	~	~
-PrE/10(192), +OIE/10(80)	~	~	-WtE/10(86), +PrE*/10(192)	[Loco]

Cash Flow	Start	OR10	SR8	End	Value	%	Certs	Max
Mike Bennett	173	173	-256	90	2,402	18.8	13	13
John Webley	523	305	-265	563	2,837	22.2	12	12
Brad Martin	210	291	-64	437	2,447	19.2	12	13
John Shelley	479	348	148	975	2,615	20.5	13	13
Graham Lee	270	347	-357	260	2,460	19.3	14	14

Portfolios	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Mike Bennett	5/1	50/4D	-	-	90/7D	-	-	20/1
John Webley	75/9D	20/2	10/1	-	-	-	-	-
Brad Martin *	20/2	30/3	-	20/2	-	-	80/5D	-
John Shelley	-	-	-	-	-	100/8D	-	70/5D
Graham Lee	-	-	90/8D	80/6D	-	-	-	-
Bank New	-	-	-	-	-	-	20/2	10/1
Bank Pool	-	-	-	-	10/1	-	-	-
Quote	212C	258A	168B	86C	84D	108B	80E	80E
Credit	1,311M	220M	51M	0M	340M	0M	619M	720M
Tokens Left	2	2	1	-	1	-	-	1

The OR11 operating order is - ByE, PrE, SxE, HeE, BaE, WtE, MsE, OIE.

The first 4 trains arrive as per general expectation ...

**Operating Round 4**

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
NYC	MR	57:E19:2					76C	540	3 [+3]	C C
B&M	TS	53:E23:2					71D	460	+4	D E
B&O	MH	59:H18:6		H18			67G	94	+4	F D
NYNH	JS	15:F22:6	[57]		100	Y	69G	220	3	
C&O	AM	57:F4:1			50	Y	67F	210	3	A G
PRR	MR	57:H16:3		H16	70	Y	67H	75	3 +3	B H I

- Notes**
- A \$20 from the M&H Private
  - B \$25 from the C&A Private
  - C \$180 to the Bank for a 3 Train
  - D \$300 to the Bank for a 4 Train
  - E 4 Train purchase starts Phase 3
  - F \$100 to the Bank for a garrison
  - G \$80 to Bank for a river
  - H \$40 to the Bank for a garrison
  - I \$80 to the NYC for a 3 Train

**Tiles**

1/0	2/1	3/2	4/2	7/3	8/8	9/5	14/3	15/1	16/1	18/1	19/1
20/1	23/3	24/3	25/1	26/1	27/1	28/1	29/1	53/1	54/0	55/1	56/1
57/0	58/2	59/1	69/1								

**Trains** 4/2(\$300) then 5/3(\$450) 6/2(\$630) D/6(\$1,100)

**Cash Flow**

	Start	OR4	End	Value	%	Certs	Max 13
Mark Hancock	24	15	39	463	14.3	6 - 6	
John Shelley	25	84	109	697	21.6	8 - 8	
Tony Sait	16	22	38	601	18.6	7 - 7	
Mike Ruffhead	6	26	32	756	23.4	7 - 7	
Andy Muir	51	57	108	715	22.1	8 - 8	

**Portfolios**

	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Hancock	SVR	-	-	-	5P	-	-	1	-
John Shelley	CStL	2	-	-	-	-	-	6P	-
Tony Sait	D&H	1	-	-	-	-	-	-	6P
Mike Ruffhead	-	3P	6P	-	-	1	-	-	-
Andy Muir *	-	1	-	-	-	6P	-	2	-
Bank New	-	3	4	10P	-	3	10P	-	4
Par	-	67	82	-	100	67	-	71	76
Bank Pool	-	-	-	-	5	-	-	1	-
Quote	-	67H	76C	-	67G	67F	-	69G	71D
Credit	-	\$75	\$540	-	\$94	\$210	-	\$220	\$460
Tokens Left	-	2	3	3	-	2	2	-	1

Privates Owned by ShareCos : PRR - C&A | C&O - M&H.

The OR5 operating order is - NYC, B&M, NYNH, C&O, B&O, PRR.

As clarified, a ship used in a run can start at either end of the sea voyage it undertakes as part of that run. Notionally it will travel to and from its home port and the run port. Whether it makes the trip that is part of the run before or after the run is not a factor (in the run). An RR run is a race between two points. I had never had to think about which end was the start point before - as it never mattered when an average die is used to resolve the run. With a regular die a player could be stuck facing a mountain if a 1 was rolled - but might not get stuck if running in the opposite direction.

Westeros map designer Richard Smith said that apart from a very few maps (example Xanth V2 which I do not know - but it looks to be more “creative” than this map) he has always considered runs in RR to be bi-directional. He tends to imagine race officials at each end of a run with stopwatches so that times for entrants going either way can be determined and compared. But that’s not important right now.

In the run results chart below, the first line of each entry is the run entry length along with the choice(s) of endpoint (where they existed). When the entry uses both land and sea the respective lengths are given in []. Joint Runs or Exchanges Of Running Powers are also noted on that first line. The next line records points earned from the race and the third line shows payments to, and receipts from, other players for that run. In all instances abbreviations may be deployed.

All dragons were used defensively. Runs 7.3 & 7.5 were the only ones with an apparently uncertain result. GROW squeaks home first in run 7.5 and that, along with a solo run in 7.4 and a second place in 7.2, results in GROW being the top earner from the runs. 3ER & VMR are not that far behind GROW, and SNOW loses out. But Winterfell is coming ...

Run	3ER David H - Black	SNOW Brad M - Blue	VMR Mike R - Red	GROW John W - Green
Dragon	Defend 7.5	Defend 7.5	Defend 7.6	Defend 7.2
7.1> 11 - 63 Shadow Tower   Eastwatch By The Sea - Wyl   Yronwood				
7.2> 15 - 43 Deepwood Motte - King’s Landing	100 [13+87] 0	134 [24+110] 0	53 [15+38] 20 -6/GROW	75 [23+50] 10 +6/VMR
7.3> 23 - 46 Widow’s Watch - Storm’s End	38 (ERP VMR) 20 -19/VMR +19		38 (ERP 3ER) 10 -19/3ER +19	
7.4> 26 - 33 Flint’s Finger - Gulltown				96 [44+52] 20
7.5> 34 - 53 Riverrun - Cider Hall   Grassy Vale	16 Grassy Vale 5 -3/SNOW	15 Cider Hall 5 +6/3ER	18 Cider Hall 0 +1/GROW	17 Cider Hall 20 -1/VMR -3/SNO
7.6> 55 - 54 Blackcrown   Three Towers - Southeastern Island [Tyrosh   Lys]			38 [2+36] Lys 20 -2/GROW	+2/VMR
7.7> 66 - 56 Sunspear - Pyke	88 [26+62] 20			

3ER	(F35) ---- D34 -D33 - Lannisport; (L18) ---- L14 -- N13; Buy ship at Lannisport
Black	Ships: Lannisport 1, Storm's End 1
David Hooton	83 Points = 53 +42/Runs +0/Towns -5/Ship -7/GROW -1/VMR -1/SNOW +1/SNOW +1/VMR
SNOW	(K37) --- H35 - Silverhill; (S3) - <u>Eastwatch by-the-sea</u> ; (S8) -- U9; (M35) -- O36; (D43) - C44;
Blue	(L10) - K10; (White Harbour) - R16; Buy Ship in Oldtown
Brad Martin	Ships: Oldtown 1, White Harbour 1 58 Points = 53 +11/Runs +3/Towns -5/Ship -3/VMR -1/3ER -1/GROW +1/3ER
VMR	(U9) --- -- <u>Karhold</u> ; (L12) - L11 - K11 - K10; (M27) - --- O28
Red	Ships: Lannisport 1, Oldtown 1
Mike Ruffhead	122 Points = 70 +43/Runs +6/Towns -1/3ER -1/GROW +1/3ER +3/SNOW +1/GROW
GROW	(L16) ----- L11 --- - Winterfell --- N8 - O8
Green	Ships: Oldtown 1
John Webley	98 Points = 36 +54/Runs +0/Towns -1/VMR +7/3ER +1/SNOW +1/VMR

### Runs for Round 8 - Enter 7.1 plus up to 4 other runs

7.1>	11 - 63	Shadow Tower   Eastwatch By The Sea - Wyl   Yronwood
8.1>	12 - 22	Castle Rock - Winterfell
8.2>	14 - 52	Karhold - Essos [Braavos   Pentos   Myr]
8.3>	21 - 51	Winterfell - Old Oak
8.4>	31 - 41	The Twins - Casterly Rock
8.5>	35 - 51	Harrenhal - Lands Of Always Winter [M2   N1   O1   P1   Q1   R1   S1   T1]
8.6>	42 - 64	Lannisport - The Tor   Godsgrace
8.7>	56 - 61	Oldtown - Starfall

### Running With Ships & Dragons

#### Dragons

Each company has a willing and available dragon. Each dragon can be used once in each of rounds 7-12 to either attack any one company in any one race or to defend any one company in any one race.

If a company in a race has more dragons attacking it than are defending it, then their train is derailed and does not take part in the race. If the route used was all sea then the ship involved is sunk. If ship is ordered for use in a later race (in the same round) from a port that no longer has any ships, then the nearest ship will be used if possible/legal. If not possible then the run entry will be cancelled.

Detailed trains are repaired without cost in time for the next round. Dragons survive each attack and defence.

#### Ships

A ship can be used between its home port and another port as part, or all, of a route and can be used between its home port and a special destination as part, or all, of a route. Ships can be used in multiple races in any given round.

In a race, one is added to the length for each embarkation and one for each disembarkation. Ships can sail south of the map through the imagined water. Companies can only use their own ships except in a Joint Run.

A ship attacked by a dragon is 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 but the ship is not lost.

Ships can be bought in the building phase of any round.

### Building Allowances & Run Length & Runs Held Over

The building allowance in round 8 will be 10 points (plus payments to rivals) and will then decrease by 2 for each subsequent round. The minimum run length is 6 hexes. Runs without any entrants are held over (except in Round 12) and may then be entered as additions to the normal "four runs per round" limit.

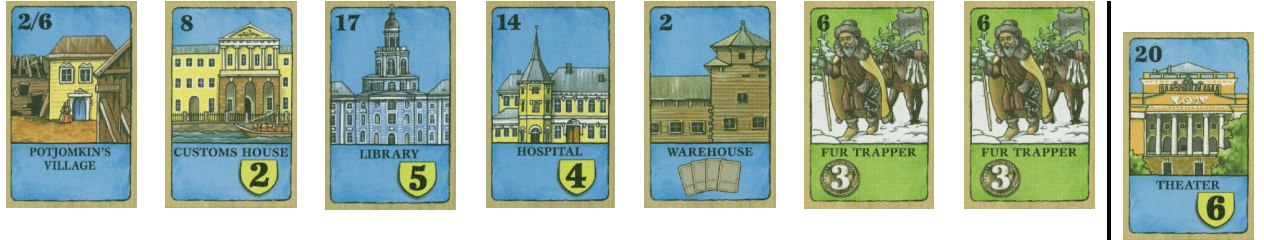


Mike gets a fifth Ship Builder which is quite the sight to see ...

Workers Actions

Brad Martin	John Webley	Mick Haytack	Mike Ruffhead
			Buy Lumberjack [3]
Buy Lumberjack [2]	Buy Lumberjack [3]	Buy Fur Trapper [6]	Buy Ship Builder [3]
~	~	Upgrade Fur Trapper to Fur Shop [4]	

The Cards for Next Time



Top Row | Bottom Row

Cards Bought

\* indicates a Trading (Upgrade) Card

Brad M	Lumberjack [3-3-0] by 2, Gold Miner [4-3-0], Customs House [8-0-2] by 2, 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, Carpenter Workshop* [4-1/B-3], ur Shop* [10-3-2], Market [5-0-1] by 4, Observatory [6-0-1/0], Pub [1-0-2 for 1], Administrator [7-2-0], Controller [14-4-1]
Mick H	Gold Miner [4-3-0] by 2, Shepherd [5-3-0] by 2, Gold Smelter* [6-3&-1/A-0], Fur Shop* [10-3-2], Wharf* [12-6-1], Firehouse [11-0-3], Peterhof* [14-4-2], Pub [1-0-2 for 1], Warehouse Manager [10-3-0], Secretary [12-4-0], Judge [16-5-2]
Mike R	Lumberjack [3-3-0], Gold Miner [4-3-0] by 2, Shepherd [5-3-0], Ship Builder [7-3-0] by 5, Observatory [6-0-1/0], Bank* [13-5-1], Author [4-1-0], Administrator [7-2-0] by 3, Secretary [12-4-0], Controller [14-4-1]

Cards In Hand

\* indicates a Trading (Upgrade) Card

Brad M	
John W	Controller [14-4-1], Weapon Master* [8-4-0]
Mick H	Chambermaid* [8-0-2]
Mike R	Patriarch* [16-0-4], Minister Of Foreign Affairs* [20-2-4]

Summary

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 5 Start [Cards Left]
				Workers	Buildings	Aristocrats	
Brad M	3	16	17	9r + 0v	0r + 9v	2r + 0v	Buildings [3]
John W	3	21	10	18r + 2v	0r + 5/4v	6r + 1v	Aristocrats [13]
Mick H	3	131	13	24r + 1v	4r + 5v	12r + 2v	Trading [17]
Mike R	3	42	5	27r + 0v	5r + 2/1v	15r + 1v	Workers [4]

Andy Muir	1829H45, 1830Z45
Brad Martin	1835S45, RR2539WRSt. Petersburg M8
Dane Maslen	Outpost M21
David Hooton	1830L45, RR2539WR
David Smith	Outpost M21
Graham Lee	1835S45
John Shelley	1846H45, 1830L45, 1856P45, 1835S45, 1830Z45
John Webley	1856P45, 1835S45, RR2539WR, Outpost M21, St. Petersburg M8
Mark Hancock	1829H45, 1830Z45
Mick Haytack	Outpost M21, St. Petersburg M8
Mike Bennett	1830L45, 1856P45, 1835S45
Mike Ruffhead	1829H45, 1830Z45, Outpost M21, St. Petersburg M8
Tim Parkes	
Tony Sait	1830L45, 1856P45, 1830Z45, RR2539WR, Outpost M21

---