

The 18xx games are in order of starting from p3 onwards. Railway Rivals RR2539WR is on p6 & p7, Outpost M21 is on below, St. Petersburg M8 is on p8. The Games That You Play is on p9. Comments on 1829H45 and on 1830L45 are on p2.

New Games: 1830E46 & 1846F46 start this time. It's a modern miracle. The start statements are on p9 - but the key information is in separate emails sent alongside this issue.

TringCon is back in the care of my brother and the Spring event will be on Saturday 12 April this year. Details are available at [TringCon - a one day board games convention](#). I fully, that is - not partially, expect to be there. The autumn date this year is Saturday 4 October.

I am oh so typically getting this issue done as I fuff around doing all those things I meant to do before I go off tomorrow for a few days of gaming. I will take my recent purchases of Black Forest and Endeavor Deep Sea as well as some stalwarts including Brass Birmingham.

OUTPOST M21

ROUND 3

All went for Water Factories and/or Population apart from John who picked up the two available Data Libraries.

Round 3 Actions

- Dane Bought one Water Factory (o:{3},3,3 w:6,6)
- Dane Bought one Population Unit (w:10)
- John Auctioned a Data Library for 15 and got it for 15 (o:{3},3 w:9)
- John Auctioned a Data Library for 15 and got it for 15 (o:2,5 w:4,5)
- David Bought one Population Unit (o:{3} w:7)
- David Bought one Water Factory (o:{3},3 w:6,8)
- Tony Bought one Water Factory (o:{3},1,4 w:5,7)
- Tony Bought one Population Unit (o:2 w:8)
- Mike Bought one Water Factory (o:5 w:8,8)
- Mike Bought one Population Unit (o:{3} w:8)
- Mick Bought two Population Units (o:{3},4 w:4,5,6)

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs	Buys
1	John	2o,2w	4p (5,0)	DL, DL	2o,2w	(20,10)	6	(30)
2	Mike	2o,3w	5p (5,0)	-	5o,3w	(36,10)	5	(0)
3	David	2o,3w	5p (5,0)	-	4o,3w	(33,10)	5	(0)
4	Dane	2o,3w	5p (5,0)	-	3o,3w	(30,10)	5	(0)
5	Tony	2o,3w	5p (5,0)	-	2o,3w	(27,10)	5	(0)
6	Mick	2o,3w	5p (5,0)	-	2o,3w	(27,10)	5	(0)

On Offer	Data Library	1	(1 more)	Heavy Equipment	1	(3 more)
	Warehouse	1	(3 more)	Nodule	3	(1 more)

OUTPOST M20: EXPERT : PHASE 1

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

NEXT - ROUND 4

WAITING	1829 SOUTH NORTH	David H, John S David H
	1830	Mike B
	1830 READING	Start this issue for ~ John S, Tony S, Mike B, David H
	1835	Graham L, Tony S
	1846	Start this issue for ~ John W, Mike B, John S, Mike R
	1856	Mark H
	1861	John S
	1870	Mike B, John S
	18EU	John S, David H
	RAILWAY RIVALS	Tony S, Brad M, Mike R
	ST. PETERSBURG	Brad M

DEADLINE: FRIDAY 28TH MARCH 2025

HOST : ROB THOMASSON

Mike R - 1st

Happy days. It was quite a struggle to get the MR its route to London - and indeed the GER a route in the opposite direction - mainly due to my own carelessness. However, having four permanent trains ensured the earnings were always ahead of everyone else and in the end it is all about the cash. I don't really remember where Mark went wrong, but thanks to him for sticking with an impossible position, and commiserations to Andy and John.

Andy M - 2nd

A good close run thing, especially between me and John S. I started off quite well but I think I probably reinvested in the LNWR one SDR too soon. I also took my eye off Mike at that time, a real error as he snuck up fast and won the 'garrison war' with me. The dumping of the GCR late on was a complete surprise - I bet you chuckled quite a bit at that Mike! It reminds me that everyone is out to stop you and even the most unlikely moves will often happen. Thanks to all who played this game, see you in another one.

John S - 3rd

Congratulations to Mike on yet another win. In spite of some early slips when I missed important parts of my draft orders when compiling the final message to Rob, I did have hopes of a second place until Andy disrupted my routes that I partially defended, but not well enough. Thanks to all for taking part and to Rob for running the game.

GM

A great game of back and forth, particularly between Mike and Andy. John was mostly left to make the most of the south with no route north but did have the unusual experience of seeing a GNR base in Salisbury. Mark kept on just missing out on a directorship and, as Mike said, all kudos to Mark for staying in the game.

1829H45 : SOUTH GAME, MSK1, PC RULE

WON BY MIKE

Mike B - 1st

Thanks to all for an interesting game and thanks to Rob for hosting it. I had never played the Reading variation of 1830 before and found quite a bit different. The C&A private seems to be even more powerful in this variation than in the normal 1830. The priority worked out so that I could start the Reading RR, later start the Pennsylvania RR, and ultimately start a third company. The obsolescence rules certainly makes this a kinder, gentler 1830. I look forward to doing this again.

John S - 2nd

Congratulations to Mike on his win. I quite like the Reading variant as it gives more interest to the areas around the B&O and B&M home bases. I await the next game. Thanks to all for taking part and to Rob for running the game.

David H - 3rd

Thanks for running this game Rob, and congratulations to Mike for his victory. His PRR/RDR combo was much better than my C&O/Erie combo.

Tony S - 4th

An interesting alternative to vanilla 1830; the additional company does give some different strategy possibilities. Unfortunately, I got caught up in the North East and somehow missed out on those southern possibilities. Must try harder!!

GM

It was good to have that variation on the familiar 1830 - and now I am looking forward to the rematch.

1830L45 : READING GAME

WON BY MIKE B

We have OR15 only as a diesel was (inevitably) bought during that round.

Operating Round 15

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
CGR	TS	23:K14:2	[9]		440	N	200B	32	+D	A B
GT	MB	8:N9:6	[58]	K8	520	Y	250A	70	6 5	C H
BBG	TS	14:H15:3	[57]		210	Y	175B	80	5	
CA	JW						110E	0	+D	D E A
CV	JS	64:L15:5	[59]		280	Y	150A	900	(5)	
TGB	MB	9:M6:1	[4]	N11	340	Y	125A	360	6	F
WGB	JS	57:J11:1					80B	0	+5	G

Notes	A	B	C	D	E	F	G	H
	\$1,100 to the Bank for a D Train	Diesel purchase starts Phase 6	\$100 to the Bank for a garrison	John W sold CGR/2(450)	\$608 from John W for a train purchase	\$40 to the Bank for a garrison	\$600 to the CV for a 5 Train	At Train Limit

Tiles	1/1	2/1	3/3	4/2	5/2	6/2	7/6	8/5	9/5	14/2	15/0	16/1
	17/1	18/1	19/1	20/1	23/2	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	58/3
	59/2	63/0	64/0	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 D/7(\$1,100)

Cash Flow	Start	OR15	End	Value	%	Certs	Max 16
Tony Sait	7	351	358	4,118	28.9	15.0 - 15.0	
Mike Bennett	72	544	616	4,526	31.8	15.5 - 15.5	
John Webley	145	-75	70	1,180	8.3	8.0 - 8.0	
John Shelley	1,543	372	1,915	4,415	31.0	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	-	-	-
John Shelley	4	-	6P	1	2	-	5P	-
Bank New	-	-	-	-	-	10P	4	1
Par	80	90	100	100	100	-	100	225
Bank Pool	-	2	-	-	-	-	1	4
Quote	175B	110E	150A	250A	125A	-	80B	200B
Credit	\$80	\$0	\$900	\$70	\$360	-	\$0	\$32
Tokens Left	2	1	-	1	-	1	1	2

Rights Held by ShareCos : CGR - Bridge, Tunnel.

The OR16 operating order is - GT, CGR, BBG, CV, TGB, CA, WGB.

A 6 train is operational ...

Operating Round 11

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
ByE	MB	218:L14:1			150	Y	286A	220	3+3	
PrE	JW	216:H20:2	[207]		290	Y	236C	811	(3 3) +5	A
SxE	GL	63:H16:1	[12]		370	Y	188B	51	4 3+3	E
HeE	JS	216:H2:4	[207]		230	Y	120B	0	4 3+3	E
BaE	GL	216:I3:3	[208]		320	Y	92C	0	4+4 4	E
WtE	MB				120	Y	88D	352	5	
MsE	BM				150	Y	86E	19	(3) +5+5	B
OIE	JS	63:G5:1	[205]	C11			72E	60	+6	C D

Operating Round 12

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
ByE	MB				150	Y	316A	220	3+3	
PrE	JW	24:I5:4	[9]		230	Y	262C	811	5	
SxE	GL	219:L6:2	[214]		370	Y	210B	51	4 3+3	E
HeE	JS	219:J6:6	[213]		360	Y	134B	0	4 3+3	E
BaE	GL				410	Y	100C	0	4+4 4	E
WtE	MB	9:K15:2			120	Y	94D	294	5	F
MsE	BM				270	Y	90E	19	5+5	
OIE	JS	47:F16:3	[24]		220	Y	80E	60	6	

Notes

A	500M to the Bank for a 5 Train	D	600M to the Bank for a 6 Train
B	600M to the Bank for a 5+5 Train	E	At Train Limit
C	60M to the Bank for a garrison	F	70M to Bank for a mountain

Tiles

1/1	2/1	3/1	4/0	5/3	6/3	7/5	8/6	9/0	12/1	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	47/1	55/1	56/1	57/1
58/3	63/0	69/1	70/1	87/1	88/2	201/2	202/2	203/1	204/1	205/1	206/1
207/2	208/1	209/1	210/1	211/0	212/1	213/1	214/1	215/1	216/0	217/2	218/1
219/0	220/0	221/1									

Trains 6/1(600M) then 6+6/4(720M)

Cash Flow

	Start	OR11	OR12	End	Value	%	Certs	Max
Mike Bennett	90	198	239	527	3,244	17.6	13	13
John Webley	563	285	240	1,088	3,895	21.1	12	12
Brad Martin	437	287	389	1,113	3,505	19.0	12	13
John Shelley	975	230	514	1,719	3,619	19.6	13	13
Graham Lee	260	589	661	1,510	4,200	22.7	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	262C	316A	210B	100C	94D	134B	90E	80E
Credit	811M	220M	51M	0M	294M	0M	19M	60M
Tokens Left	2	2	1	-	1	-	-	-

The OR13 operating order is - ByE, PrE, SxE, HeE, BaE, WtE, MsE, OIE.

Two players each sold a private company and started a new share company ...

Operating Round 5

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
NYC	MR	8:F18:2			80	Y	82C	540	3	
B&M	TS	9:E21:3			100	Y	76D	200	4	C D
NYNH	JS	15:E19:5	[57]		100	Y	70G	150	3	E
C&O	AM	7:E3:4			90	Y	71F	230	3	A
B&O	MH	53:I15:1			120	Y	69G	154	4	
PRR	MR	14:H16:2	[57]		110	Y	68H	100	3 3	B

Notes
 A \$20 from the M&H Private
 B \$25 from the C&A Private
 C \$120 to Bank for a mountain
 D \$140 to Tony S for the D&H
 E \$80 to John S for the CStL

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

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

Stock Round 5

* share from the pool

Andy Muir	Mark Hancock	John Shelley	Tony Sait	Mike Ruffhead
+B&M(76)	+PRR(67)	-PRR/2(136),-NYNH/4(280), +CPR/P(200)	+Erie/P(134)	+NYNH*(70)
+NYC(82)	~	+CPR(100)	+Erie(67)	~
-PRR(68),+B&O*(69)	~	+CPR(100)	-B&M/2(152),+Erie(67)	~
~	~	+CPR(100)	+Erie(67)	~
~	~	+CPR(100)	+Erie(67)	~
~	~	-CPR(100),+B&O*(69)	~	~
~	~	+B&O*(69)	[Priority]	~

Cash Flow	Start	OR5	SR5	End	Value	%	Certs	Max 13
Mark Hancock	39	75	-67	47	550	14.5	7 - 7	
John Shelley	109	172	-222	59	787	20.7	7 - 7	
Tony Sait	38	226	-250	14	752	19.8	9 - 9	
Mike Ruffhead	32	90	-70	52	889	23.4	8 - 8	
Andy Muir	108	85	-159	34	818	21.5	10 - 10	

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Hancock	SVR	1	-	-	5P	-	-	1	-
John Shelley	-	-	-	5P	2	-	-	2P	-
Tony Sait *	-	1	-	-	-	-	6P	-	4P
Mike Ruffhead	-	3P	6P	-	-	1	-	1	-
Andy Muir	-	-	1	-	1	6P	-	2	1
Bank New	-	2	3	4	-	3	4	-	3
Par	-	67	82	100	100	67	67	71	76
Bank Pool	-	3	-	1	2	-	-	4	2
Quote	-	68H	82C	90B	69G	71F	67F	70G	67F
Credit	-	\$100	\$540	\$1,000	\$154	\$230	\$670	\$150	\$200
Tokens Left	-	2	3	3	-	2	2	-	1

Privates Owned by ShareCos : PRR - C&A | C&O - M&H | NYNH - CStL | B&M - D&H.

The OR6 operating order is - CPR, NYC, C&O, NYNH, B&O, PRR, Erie, B&M.

And so to the joys of leadership. All dragons were deployed for or against VMR. VMR successfully prevented a derailment in run 8.7 but was overwhelmed in run 8.3. Meanwhile, we see some long and winding sea voyages and our first sea only entry. VMR earns the most - still gaining nicely from 8.3 - with SNOW just behind (despite losing out in the head-to-head-to-head that was 8.3). GROW also earns well leaving 3ER as this time's wooden spooner. Overall VMR stays in front ahead of GROW with SNOW moving into third place.

Run	3ER David H - Black	SNOW Brad M - Blue	VMR Mike R - Red	GROW John W - Green
Dragon	Attack VMR 8.3	Attack VMR 8.3	Defend 8.7	Attack VMR 8.7
7.1> 11 - 63 Shadow Tower Eastwatch By The Sea - Wyl Yronwood	+1/SNOW	57 East - Yron 20 -5/GROW -1/3ER		+5/SNOW
8.1> 12 - 22 Castle Rock - Winterfell		12 20		
8.2> 14 - 52 Karhold - Essos [Braavos Pentos Myr]		39 [20+19] Bvos 20 -3/VMR	92 [36+56] Myr 10 +3/SNOW	
8.3> 21 - 51 Winterfell - Old Oak	39 10 -2/SNOW -3/VMR +1/SNOW	37 0 -4/VMR -1/3ER +2/3ER	Derailed 0 +3/3ER +4/SNOW +5/GROW	38 20 -5/VMR
8.4> 31 - 41 The Twins - Casterly Rock			17 20 -1+4/GROW	25 10 -4+1/VMR
8.5> 35 - 51 Harrenhal - Lands Of Always Winter [M2 to T1]		37 R1 20		
8.6> 42 - 64 Lannisport - The Tor Godsgrace	27 The Tor 10 +4/GROW		+2/GROW	24 The Tor 20 -2/VMR -4/3ER
8.7> 56 - 61 Oldtown - Starfall	80 [21+59] 0		8 20	14 [0+14] 10

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

3ER	(N13) --- O13 -- O11 - P10 - -- P8; (K38) - J38
Black	Ships: Lannisport 1, Storm's End 1
David Hooton	108 Points = 89 +21/Runs -2/SNOW
SNOW	(S32) - T31 -- --- - --- T26
Blue	Ships: Oldtown 1, White Harbour 1
Brad Martin	131 Points = 58 +68/Runs +2/3ER +3/VMR
VMR	(K10) -- J9; (O28) - S30 ----- King's Landing; (P28) - Harrenhal; Buy a Ship at King's Landing
Red	Ships: Lannisport 1, King's Landing 1, Oldtown 1
Mike Ruffhead	183 Points = 121 +70/Runs -5/Ships -3/SNOW
GROW	(O8) --- --- Last Hearth - R5--- Castle Black
Green	Ships: Oldtown 1
John Webley	144 Points = 93 +51/Runs

Runs for Round 9 - Enter up to 4 runs

- 9.1> 13 - 32 Last Hearth - The Eyrie
- 9.2> 16 - 54 The Dreadfort - Highgarden
- 9.3> 24 - 65 White Harbor - Lemonwood
- 9.4> 25 - 53 Moat Cailin - Dragonstone
- 9.5> 36 - 62 Stoney Sept - Kingsgrave
- 9.6> 44 - 52 King's Landing - Silverhill | Goldengrove
- 9.7> 45 - 55 Bitterbridge - The Arbor

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 9 will be 8 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.

It turns out that Mick did not finish with 131 Rubles last time as reported. The correct value was 31 Rubles.

Buildings Actions

Brad Martin	John Webley	Mick Haytack	Mike Ruffhead
Buy Customs House [6]	Buy Potjomkin's Village [1]	Buy Warehouse [2]	Buy Theater [19]
~	Observe Aristocrats - Buy Warehouse Manager [10]	Buy Hospital [14]	Upgrade Administrator to Patriarch [9]
~	~	~	Observe Aristocrats - Buy Secretary [12]

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 3, 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], Fur Shop* [10-3-2], Market [5-0-1] by 4, Observatory [6-0-1/0], Potjomkin's Village [2/6-0-0], Pub [1-0-2 for 1], Administrator [7-2-0], Warehouse Manager [10-3-0], 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], Hospital [14-0-4], Peterhof* [14-4-2], Warehouse [2-0-0], 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], Theater [20,0-6], Bank* [13-5-1], Author [4-1-0], Administrator [7-2-0] by 2, Secretary [12-4-0] by 2, Controller [14-4-1], Patriarch* [16-0-4]

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	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	10	28	9r + 0v	0r + 11v	2r + 0v	Buildings [3]
John W	3	10	14	18r + 2v	0r + 5/4v	9r + 1v	Aristocrats [6]
Mick H	4	13	22	24r + 1v	4r + 9v	12r + 2v	Trading [17]
Mike R	3	8	12	27r + 0v	5r + 8/7v	17r + 5v	Workers [4]

THE GAMES THAT YOU PLAY

OR MIGHT COMMENT UPON

Andy Muir	1830Z45
Brad Martin	1835S45, RR2539WR, St. Petersburg M8
Dane Maslen	Outpost M21
David Hooton	1830E46, RR2539WR
David Smith	Outpost M21
Graham Lee	1835S45
John Shelley	1856P45, 1835S45, 1830Z45, 1830E46, 1846F46
John Webley	1856P45, 1835S45, 1846F46, RR2539WR, Outpost M21, St. Petersburg M8
Mark Hancock	1830Z45
Mick Haytack	Outpost M21, St. Petersburg M8
Mike Bennett	1856P45, 1835S45, 1830E46, 1846F46
Mike Ruffhead	1830Z45, 1846F46, Outpost M21, St. Petersburg M8
Tim Parkes	
Tony Sait	1856P45, 1830Z45, 1830E46, RR2539WR, Outpost M21

1830E46**START**

You are ... in dealing order ... Tony Sait, David Hooton, John Shelley, Mike Bennett.

Everything will be fresh in your mind from 1830E46. As you will expect, we will complete SR1 by email - hopefully in time for the next Minstrel to include OR1 & SR2. Look for the email kicking it all off.

1830E46 : READING

NEXT - SR1 (BY EMAIL)

1846F46**START**

You are ... in dealing order ... Mike Ruffhead, John Shelley, Mike Bennett, John Webley.

We will handle the Private Company Distribution and SR1 by email. Look for a relevant message.

1846F46

NEXT - PCD & SR1 BY EMAIL
