

The 18xx games are in order of starting from p2 onwards. Railway Rivals RR2539WR is on p9 & p10, Outpost M21 is on p11, St. Petersburg M8 is on p12. The Games That You Play is on p12.

New Games: None this time. 1835 & Railway Rivals need slightly more interest to get going.



WAITING	1829 SOUTH   NORTH	David H, John S   David H
	1830	Mike B
	1835	Graham L, Tony S, Brad M
	1846	~
	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

OR17 earnings are in the same order as player value and the presidents of the four companies with the highest quotes are the two players with the highest values. And that could well mean something.

Next time I am - perhaps optimistically - asking for orders that could take us to the end of the game. But we will stop after SR9 if any company changes its president during the dealing and/or the THB is floated. In any case, we will stop after any OR by request. The earlier that any such request is made the better for all involved.

### Operating Round 16

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
GT	MB	9:L9:3	[4]		590	Y	275A	70	6 5	C
CGR	TS	7:H13:4			620	Y	225B	156	D	
BBG	TS				210	Y	200B	80	5	
CV	JS	47:K14:3	[23]				125A	0	+D	A B
TGB	MB	14:M10:3	[55]		340	Y	150A	360	6	
CA	JW				420	Y	125E	84	D	
WGB	JS	14:J11:3	[57]		190	Y	90B	19	5	

### Operating Round 17

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
GT	MB	8:M2:4			620	Y	300A	70	6 5	C
CGR	TS	56:E18:2			710	Y	250B	298	D	
BBG	TS				210	Y	225B	80	5	
TGB	MB				340	Y	175A	360	6	
CA	JW				460	Y	150D	176	D	
CV	JS	123:L15:3	[64]		650	Y	150A	0	D	
WGB	JS	59:I12:2			190	Y	100B	38	5	

**Notes** A \$200 from John S for a train purchase C At Train Limit  
B \$1,100 to the Bank for a D Train

Tiles	1/1	2/1	3/3	4/3	5/2	6/2	7/5	8/4	9/4	14/0	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	47/0	55/1	56/0	57/4	58/3
	59/1	63/0	64/1	65/1	66/0	67/1	68/1	69/1	70/1	120/1	121/2	122/1
	123/0	124/0	125/0	126/0	127/0							

**Trains** D/6(\$1,100)

Cash Flow	Start	OR16	OR17	End	Value	%	Certs	Max 16
Tony Sait	358	606	785	1,749	6,399	29.7	15.0 - 15.0	
Mike Bennett	616	817	936	2,369	7,269	33.7	15.5 - 15.5	
John Webley	70	307	396	773	2,223	10.3	8.0 - 8.0	
John Shelley	1,915	106	699	2,720	5,670	26.3	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	225B	150D	150A	300A	175A		100B	250B
Credit	\$80	\$176	\$0	\$70	\$360		\$38	\$298
Tokens Left	2	1	-	1	-	1	1	2

Rights Held by ShareCos : CGR - Bridge, Tunnel.

The OR18 operating order is - GT, CGR, BBG, TGB, CA, CV, WGB - unless changed by SR9.

It's tight, very tight, for second place. Barring creativity it will take one or two ORs to finish the game ...

**Operating Round 13**

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
ByE	MB	1:117:2			180	Y	348A	220	3+3	
PrE	JW	221:C11:2			240	Y	290C	161	5 +6	A B
SxE	GL	25:E17:3	[8]		410	Y	234B	51	4 3+3	D
HeE	JS	58:K3:1			360	Y	150B	0	4 3+3	D
BaE	GL	217:G3:5	[211]		420	Y	110C	0	4+4 4	D
WtE	MB	41:F18:2	[23]	E19	260	Y	102D	140	5	C
MsE	BM	42:D18:1	[26]		280	Y	96E	19	5+5	
OIE	JS	43:I5:4	[24]		270	Y	86E	60	6	

**Notes** A 50M to Bank for a river C 180M to the Bank for a garrison  
 B 600M to the Bank for a 6 Train D At Train Limit

**Tiles**

1/0	2/1	3/1	4/0	5/3	6/3	7/5	8/7	9/0	12/1	13/2	14/2
15/0	16/2	18/1	19/2	20/2	23/2	24/3	25/2	26/2	27/1	28/2	29/2
39/1	40/1	41/1	42/1	43/0	44/2	45/2	46/2	47/1	55/1	56/1	57/1
58/2	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	211/1	212/1	213/1	214/1	215/1	216/0	217/1	218/1
219/0	220/0	221/0									

**Trains** 6+6/4(720M)

**Share Round 9**

\* share from the pool

Brad Martin	John Shelley	Graham Lee	Mike Bennett	John Webley
+MsE/10(80)	~	~	~	-ByE/10(348), +PrE/10(435) [Brad M]
+MsE/10(80)	~	~	-PrE/5(145),+ByE*/10(318)	+PrE/10(435) [Brad M]

Cash Flow	Start	OR13	SR9	End	Value	%	Certs	Max
Mike Bennett	527	381	-173	735	3,913	17.3	13	13
John Webley	1,088	257	-522	823	4,184	18.5	13	13
Brad Martin	1,113	418	710	2,241	4,545	20.1	12	13
John Shelley	1,719	549	0	2,268	4,530	20.0	13	13
Graham Lee	1,510	705	0	2,215	5,497	24.3	14	14

Portfolios	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Mike Bennett	-	60/5D	-	-	90/7D	-	-	20/1
John Webley	95/11D	10/1	10/1	-	-	-	-	-
Brad Martin *	-	30/3	-	20/2	-	-	100/7D	-
John Shelley	-	-	-	-	-	100/8D	-	70/5D
Graham Lee	-	-	90/8D	80/6D	-	-	-	-
Bank New	-	-	-	-	-	-	-	10/1
Bank Pool	5/1	-	-	-	10/1	-	-	-
Quote	290C	348A	258A	120B	102D	166A	102D	86E
Credit	161M	220M	51M	0M	140M	0M	179M	60M
Tokens Left	2	2	1	-	-	-	-	-

The OR14 operating order is - ByE, PrE, SxE, HeE, BaE, WtE, MsE, OIE.

The NYC and PRR are running away from home ...

**Operating Round 6**

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
CPR	JS	7:B18:1					82B	620	+4	E F
NYC	MR	24:F18:2	[8]		90	Y	90C	540	3	
C&O	AM	14:F4:1	[57]		100	N	67F	350	3	C
NYNH	JS	20:E21:3			100	Y	75F	200	3	A G
B&O	MH	14:J14:1	[57]		130	Y	70G	180	4	
PRR	MR	55:G17:2		E19	170	Y	69G	76	3 3	D H
Erie	TS	59:E11:5					65F	370	4	F
B&M	TS				100	Y	71F	235	4	B

**Operating Round 7**

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
NYC	MR	57:H10:3		H16	90	Y	100C	50	3 +5	I J K L O
CPR	JS	57:B16:2			80	Y	90B	837	4 [+3]	M
NYNH	JS	47:E21:3	[20]				71F	1	+3	A N
B&M	TS	7:D20:4			120	Y	75F	274	4	B
B&O	MH	65:H18:2	[59]		170	Y	75F	214	4	
PRR	MR	63:H16:1	[14]		250	N	67G	351	3 3	D O
C&O	AM				130	N	65F	50	3 +5	C J O
Erie	TS	8:E13:6			60	Y	67F	370	4	

**Notes**

A	\$10 from the CStL Private	I	\$40 to the Bank for a garrison
B	\$15 from the D&H Private	J	\$450 to the Bank for a 5 Train
C	\$20 from the M&H Private	K	5 Train purchase starts Phase 4
D	\$25 from the C&A Private	L	5 Train purchase closes the Privates
E	\$80 to Bank for a river	M	\$1 to the NYNH for a 3 Train
F	\$300 to the Bank for a 4 Train	N	\$210 to the CPR for a 3 Train
G	Extra lay [58:B20:5] on Champlain home	O	At Train Limit
H	\$100 to the Bank for a garrison		

**Tiles**

1/0	2/1	3/2	4/2	7/0	8/7	9/5	14/1	15/0	16/1	18/1	19/1
20/1	23/3	24/2	25/1	26/1	27/1	28/1	29/1	39/1	40/1	41/2	42/2
43/2	44/1	45/2	46/2	47/0	53/0	54/0	55/0	56/1	57/2	58/1	59/1
61/2	62/1	63/2	64/1	65/0	66/1	67/1	68/1	69/1	70/1		

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

**Cash Flow**

	Start	OR6	OR7	End	Value	%	Certs	Max 13
Mark Hancock	47	97	90	234	747	16.0	6 - 6	
John Shelley	59	46	74	179	921	19.8	7 - 7	
Tony Sait	14	57	84	155	924	19.8	9 - 9	
Mike Ruffhead	52	115	54	221	1,158	24.9	9 - 9	
Andy Muir	34	52	38	124	906	19.5	10 - 10	

**Portfolios**

	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Hancock	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	67G	100C	90B	75F	65F	67F	71F	75F
Credit	\$351	\$50	\$837	\$214	\$50	\$370	\$1	\$274
Tokens Left	1	2	3	-	2	2	-	1

The OR8 operating order is - NYC, CPR, B&M, B&O, NYNH, Erie, PRR, C&O - unless changed by SR6.

An orderly start to the game.

Next time will we stop after SR2 if there is a new or changed presidency during that round - or if a 3 train is bought during OR1.

### Stock Round 1 (Privates)

Tony Sait	David Hooton	John Shelley	Mike Bennett
Bid on C&A (165)	Bid on C&A (170)	Bid on B&O (225)	Bid on C&A (175)
Bid on D&H (75)	Bid on M&H (115)	+SVR (20)	Bid on D&H (80)
+CStL (40) [Tony S +D&H (85)] [David H +M&H (115)] [Mike B +C&A (205)] [John S +B&O (225)]	+RDR/P(270)	~	~
+C&O/P(152)	+RDR(90)	~	~
+C&O(76)	+RDR(90)	~	~
+C&O(76),+C&O(76),+C&O(76)	[Priority]		

Cash Flow	Start	SR1	End	Value	%	Certs	Max 17
Tony Sait	600	-581	19	585	22.3	7 - 7	
David Hooton	600	-565	35	595	22.7	4 - 4	
John Shelley	600	-245	355	795	30.3	3 - 3	
Mike Bennett	600	-205	395	645	24.6	2 - 2	

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M	RDR		
Tony Sait	CStL, D&H	-	-	-	-	6P	-	-	-	-		
David Hooton *	M&H	-	-	-	-	-	-	-	-	5P		
John Shelley	SVR, B&O	-	-	-	2P	-	-	-	-	-		
Mike Bennett	C&A	-	-	-	-	-	-	-	-	1		
Bank New	-	10P	10P	10P	8	4	10P	10P	10P	4		
Par					100	76				90		
Bank Pool	-	-	-	-	-	-	-	-	-	-		
Quote					100A	76D				90B		
Credit						\$760				\$900		
Tokens Left		3	3	3	2	2	2	1	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)	4/5(\$300)		5/3(\$450)		6/3(\$630)		D/6(\$900)		

The OR1 operating order is - RDR, C&O.

1830E46 : READING GAME : PHASE 1 : BANK - \$17,536

NEXT TIME - OR1, SR2, OR2 & SR3

A new president emerged in SR2 so we stopped after that round. Same deal next time - we will stop after SR3 if a new or changed president occurs in that round and/or if a 3 train was bought during OR2.

**Operating Round 1**

	Dir	Lay	[Rep]	Base	Run	Pay	Quote	Credit	Trains	Notes
RDR	DH	57:H16:6		H16			82B	700	+2 +2	A B B
C&O	TS	9:G5:2					71D	680	+2	B

Notes A \$40 to the Bank for a garrison B \$80 to the Bank for a 2 Train

Tiles	1/1	2/1	3/2	4/2	7/4	8/8	9/6	55/1	56/1	57/3	58/2	69/1
Trains	2/3(\$80)		then	3/5(\$180)		4/5(\$300)		5/3(\$450)		6/3(\$630)		D/6(\$900)

**Stock Round 2**

\* share from the pool

David Hooton	John Shelley	Mike Bennett	Tony Sait
~	+RDR(90)	-RDR(82),+PRR/P(164)	~
~	+RDR*(76)	+PRR(82)	~
~	+RDR(90)	+PRR(82)	~
~	+RDR(90)	+PRR(82)	~
~	~	+PRR(82)	~
~	~	-PRR(82),+C&O(76)	[Priority]

Cash Flow	Start	OR1	SR2	End	Value	%	Certs	Max 17
Tony Sait	19	25	0	44	580	22.8	7 - 7	
David Hooton	35	20	0	55	545	21.5	4 - 4	
John Shelley	355	35	-346	44	788	31.0	7 - 7	
Mike Bennett	395	25	-404	16	627	24.7	6 - 6	

Portfolios	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M	RDR
Tony Sait *	CStL, D&H	-	-	-	-	6P	-	-	-	-
David Hooton	M&H	-	-	-	-	-	-	-	-	5P
John Shelley	SVR, B&O	-	-	-	2P	-	-	-	-	4
Mike Bennett	C&A	5P	-	-	-	1	-	-	-	-
Bank New	-	4	10P	10P	8	3	10P	10P	10P	1
Par	-	82	-	-	100	76	-	-	-	90
Bank Pool	-	1	-	-	-	-	-	-	-	-
Quote	-	76D	-	-	100A	71D	-	-	-	76C
Credit	-	\$820	-	-	-	\$680	-	-	-	\$700
Tokens Left	-	3	3	3	2	2	2	1	1	-

The OR2 operating order is - PRR, RDR, C&O.

Thank you for a smooth start to the game ... results as below ...

### Private Company Distribution

John Webley	Mike Bennett	John Shelley	Mike Ruffhead
+O&I(40)	+Big4(40+60)	+Mail(80)	+MS(60+80)
+TBC(60)	+C&WI(60)	+MPC(60)	+MC(40)

### Stock Round 1

Mike Ruffhead	John Shelley	Mike Bennett	John Webley
+GT/P(200)	+IC/P(200)	+PRR/P(160)	+C&O/P(200)
~	~	+PRR	+C&O

Cash Flow	Start	PCD	SR1	End	Value	%	Certs	Max 12
Mike Ruffhead	400	-180	-200	20	320	21.9	3 - 3	
John Shelley	400	-140	-200	60	400	27.4	3 - 3	
Mike Bennett	440	-160	-240	0	340	23.3	4 - 4	
John Webley	400	-100	-300	0	400	27.4	4 - 4	

Portfolios	Privates	B&O	C&O	GT	IC	NYC	PRR
Mike Ruffhead *	MC, MS	-	-	2P	-	-	-
John Shelley	MPC, Mail	-	-	-	2P	-	-
Mike Bennett	C&WI, Big4	-	-	-	-	-	3P
John Webley	O&I, TBC	-	3P	-	-	-	-
Bank New	-	10P	7	8	8	10P	7
Bank Pool	-	-	-	-	-	-	-
Quote			100	100	100		80
Credit			\$300	\$200	\$300		\$240
Tokens Left		3	3	2	3	3	4

Privates Owned by ShareCos : None

Rights Held by ShareCos : None

Tiles MC/1 MS/2 MZ/1 5/3 6/4 7/5 8/16 9/14 57/4 291/1 292/1 293/1  
 Trains 2/6(\$80) then[4(\$180) or 3-5(\$160)]/5[5(\$500) or 4-6(\$450)]/4[6(\$800) or 7-8(\$900)]/9

The OR1 operating order is - MS, Big4, PRR, GT, IC, C&O.

There was an eventual request to stop after OR1. During which phase 2 was achieved.

**Operating Round 1**

	Dir	Lay(s)	Base	Run Pay	Quote	Credit	Trains	Notes
MS	MR	6:B16:1		60 H		70	2	A L
Big4	MB	57:G9:3 6:G7:5		40 H		20	2	A A L
PRR	MB	8:F18:3 291:E17:4	E17		70	150	+2 +2	B C A D E E
GT	MR	8:B14:2 9:C13:6			90	180	+2 +2	F A A E E
IC	JS	9:J4:2 9:H6:2			90	80	+2 +2 +3-5	F G E E H I
C&O	JW	9:H14:1			90	20	+4	J C K

Notes	A	\$20 to Bank for a tile lay	G	\$80 to John S for the Mail
	B	Issues 3 shares to Bank Pool for \$210	H	\$160 to the Bank for a 3-5 Train
	C	\$40 to Bank for a tile lay	I	3-5 Train purchase starts Phase 2
	D	\$80 to the Bank for a garrison	J	\$60 to John W for the TBC
	E	\$80 to the Bank for a 2 Train	K	\$180 to the Bank for a 4 Train
	F	Issues 2 shares to Bank Pool for \$180	L	At Train Limit

Tiles	MC/1	MS/2	MZ/1	5/3	6/2	7/5	8/14	9/10	57/3	291/0	292/1	293/1
	14/4	15/5	16/2	17/1	18/1	19/2	20/2	21/1	22/1	23/4	24/4	25/2
	26/1	27/1	28/1	29/1	30/1	31/1	298/1	294/2	295/2	296/1	619/3	

Trains [4(\$180) or 3-5(\$160)]/4 then [6(\$800) or 7-8(\$900)]/9  
 [5(\$500) or 4-6(\$450)]/4

Cash Flow	Start	OR1	End	Value	%	Certs	Max 12
Mike Ruffhead	20	45	65	345	23.2	3 - 3	
John Shelley	60	95	155	395	26.6	2 - 2	
Mike Bennett	0	30	30	340	22.9	4 - 4	
John Webley	0	95	95	405	27.3	3 - 3	

Portfolios	Privates	B&O	C&O	GT	IC	NYC	PRR
Mike Ruffhead *	MC, MS	-	-	2P	-	-	-
John Shelley	MPC	-	-	-	2P	-	-
Mike Bennett	C&WI, Big4	-	-	-	-	-	3P
John Webley	O&I	-	3P	-	-	-	-
Bank New	-	10P	7	6	6	10P	4
Bank Pool	-	-	-	2	2	-	3
Quote			90	90	90		70
Credit			\$20	\$180	\$80		\$150
Tokens Left		3	3	2	3	3	3

Privates Owned by ShareCos : C&O - TBC | IC - Mail.

Rights Held by ShareCos : C&O - TBC | IC - Mail.

The OR2 operating order is - MS, Big4, GT, IC, C&O, PRR.



PRESS: VMR - Hey! Why is everybody picking on me? Is my name Lannister or something?? Oh, yeah...

It occurs to me that I have not been charging for builds during the operating rounds. Payments to and from players for building, the cost of ships and the rewards for reaching towns have been included - but not the base cost of building. Those costs for rounds 7 & 8 are included in the score calculation this time. As everyone built to the max in both of those rounds the score differences are not affected.

This time, some dragons attack and some defend. GROW stops a derail by VMR IN 9.7 but SNOW's coin toss got the wrong run to defend and SNOW was consequently a non-runner in 9.2. All runs were closely contested, and you can assess your fortune from the results below.

Run 9.1 is held over as The Eyrie is, perhaps appositely, the last location to be accessible.

VMR stays out in front overall but loses ground to GROW & SNOW - with 3ER as the company of unrealised potential in this round.

Run	3ER David H - Black	SNOW Brad M - Blue	VMR Mike R - Red	GROW John W - Green
Dragon	Attack SNOW 9.2	Defend 9.3	Attack G 9.7	Defend 9.7
9.1> 13 - 32 Last Hearth - The Eyrie				
9.2> 16 - 54 The Dreadfort - Highgarden	42 10 -7/SNOW	Derailed  +7/3ER	42 20	
9.3> 24 - 65 White Harbor - Lemonwood	43 10 -5/SNOW +2/SNOW	[2+40] 20 -2/3ER +5/3ER		
9.4> 25 - S3 Moat Cailin - Dragonstone		[3+24] 20 +1/VMR	[19+9] 10 -1/SNOW	
9.5> 36 - 62 Stoney Sept - Kingsgrave	17 10 -1/GROW	18 0 -2/GROW		16 20 +1/3ER +2/SNOW
9.6> 44 - 52 King's Landing - Silverhill   Goldengrove	13 Goldengrove 15 -1/VMR		+1/3ER	13 Silverhill 15
9.7> 45 - S5 Bitterbridge - The Arbor	+1/VMR +2/GROW		[13+7] 10 -1/3ER	[12+7] 20 -2/3ER

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	(L14) - K14 --- K11; (K19) -- I18; (P8) -- Q8	Cost 8/Build +1/VMR +1/GROW
Black	Ships: Lannisport 1, Storm's End 1	
David Hooton	112 Points = 108 +36/Runs -10/Builds -12/Builds7 -10/Builds8	
SNOW	(T28) -- V27; (T26) ----- T25; (R16) - S16	Cost 8 -1/GROW
Blue	Ships: Oldtown 1, White Harbour 1	
Brad Martin	151 Points = 131 +49/Runs -7/Builds -12/Builds7 -10/Builds8	
VMR	(M23) - The Twins; (J9) ----- <u>Deepwood Motte</u> ; Buy a Ship at Deepwood Motte	Cost 6 -1/3ER
Red	Ships: Lannisport 1, King's Landing 1, Oldtown 1, Deepwood Motte 1	
Mike Ruffhead	190 Points = 183 +39/Runs -5/Builds -5/Ships +6/Towns -12/Builds7 -10/Builds8	
GROW	(O26) ---- S28 - T27	Cost 5 -1/SNOW +1/3ER
Green	Ships: Oldtown 1	
John Webley	173 Points = 144 +56/Runs -5/Builds -12/Builds7 -10/Builds8	

### Runs for Round 10 - Enter 9.1 and up to 4 other runs

9.1>	13 - 32	Last Hearth - The Eyrie
10.1>	12 - 42	Castle Black - Lannisport
10.2>	15 - 33	Deepwood Motte - Gulltown
10.3>	21 - 55	Winterfell - The Arbor
10.4>	23 - 64	Widow's Watch - The Tor   Godsgrace
10.5>	31 - 43	The Twins - King's Landing
10.6>	55 - 63	Blackcrown   Three Towers - Wyl   Yronwood
10.7>	56 - 53	Oldtown - Dragonstone

### 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 10 will be 6 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.

All but Dane acquired a Colony Card this time. All auctions

**Round 4 Actions**

John Auctioned a Data Library for 15. Tony bid 16, John bid 17.  
 Tony got it for 18 (w:4,6,8)  
 Mike Auctioned a Heavy Equipment for 30.  
 Mike got it for 30 (o:{3},4,5 w:9,9)  
 David S Auctioned a Nodule for 25. Dane bid 26, Mick bid 27.  
 David got it for 28 (o:1,5 w:6,7,9)  
 Dane Auctioned a Nodule for 26.  
 Mick got it for 27 (o:3,3 w:6,7,8)  
 Dane Bought one Water Factory (o:2,4,4 w:5,5)  
 Tony Passed  
 Mick Passed

Pos	Player	Factories	Operators	Colony Cards	Production	Total	VPs	Buys
1	David	2o,3w	5p (8,0)	Nod	4o,3w	(33,10)	7	(25)
2	Mick	2o,3w	5p (8,0)	Nod	2o,3w	(27,10)	7	(25)
3	Mike	2o,3w	5p (5,0)	HE	4o,4w	(40,10)	6	(30)
4	John	2o,2w	4p (5,0)	DL, DL	4o,4w	(40,10)	6	(30)
5	Tony	2o,3w	5p (5,0)	DL	4o,3w	(33,10)	6	(15)
6	Dane	2o,4w	5p (5,0)	-	1o,1w,1W	(40,10)	5	(0)

On Offer	Item	Count	Notes	Item	Count	Notes
	Data Library	1	(none left)	Heavy Equipment	1	(2 more)
	Warehouse	3	(1 more)	Nodule	1	(1 more)

And then they were gone ... Aristocrats being so flighty and all. Meanwhile Mick is back to 31 (and not 131) Rubles.

**Aristocrats Actions**

Brad Martin	John Webley	Mick Haytack	Mike Ruffhead
	Buy Warehouse Manager [9]	Take Mistress Of Ceremonies Into Hand	Take Warehouse Manager Into Hand
Take Secretary Into Hand	Take Author Into Hand	~	Trade Secretary for Minister Of Foreign Affairs From Hand [8]

**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] by 2, 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], Controller [14-4-1], Patriarch* [16-0-4], Minister Of Foreign Affairs* [20-2-4]

**Cards In Hand**

\* indicates a Trading (Upgrade) Card

Brad M	Secretary [12-4-0]
John W	Author [4-1-0], Controller [14-4-1], Weapon Master* [8-4-0]
Mick H	Mistress Of Ceremonies [18-6-3], Chambermaid* [8-0-2]
Mike R	Warehouse Manager [10-3-0]

**Summary**

Player	Hand Cap	Rubles	VPs	Income per Phase - Rubles + VPs			Round 6 Start [Cards Left]
				Workers	Buildings	Aristocrats	
Brad M	3	12	28	9r + 0v	0r + 11v	2r + 0v	Workers [4]
John W	3	13	15	18r + 2v	0r + 5/4v	12r + 1v	Buildings [3]
Mick H	4	31	24	24r + 1v	4r + 9v	12r + 2v	Aristocrats [6]
Mike R	3	15	21	27r + 0v	5r + 8/7v	15r + 9v	Trading [12]

Andy Muir	1830Z45
Brad Martin	1835S45, RR2539WRSt. 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	1830L45, 1830E46, 1856P45, 1830Z45, RR2539WR, Outpost M21

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