

There were no objections to the rule changes detailed last time - so they will apply. I will summarise the ship & dragon rules that we are using in round 6.

Meanwhile, back in round 1, SNOW received three points instead of the correct six, for being first to achieve Moat Cailin. Three points have been added retrospectively. This time 3ER, SNOW & VMR strike southwards, VMR & GROW strike northwards. A few payments are made - but largely separate furrows are ploughed in a quite surprising analogy.

3ER	(O37) ---- S39; (O43) --- <u>Kingsgrave</u> ; (O43) - <u>Wyl</u> ; (R46) -- <u>Godsgrace</u> ; (R46) - <u>The Tor</u> -- U47 Black Ships: None
Davd Hooton	49 Points = 34 +15/Towns
SNOW	(M30) -- Stoney Sept - M33; (<u>Harrenhal</u>) - Q30 -- Q32; (I27) - Riverrun; (Moat Cailin) - --- - <u>White Harbour</u> [Buy Ship]; (K22) - J22
Blue	Ships: White Harbour 1
Brad Martin	43 Points = 34 +12/Towns - 5/Ships -1/VMR +1/VMR +2/GROW
VMR	(I41) - <u>Highgarden</u> ; (I43) --- <u>Starfall</u> ; (Riverrun) -- - --- --- M22
Red	Ships: Lannisport 1
Mike Ruffhead	43 Points = 31 +12/Towns -1/SNOW +1/SNOW
GROW	(H42) -- Highgarden; (Stoney Sept) -- O31 --- --- King's Landing; (O31) --- O28
Green	Ships: None
John Webley	26 Points = 28 +0/Towns -2/SNOW

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.