

FOR WHOM THE DIE ROLLS

April 2011

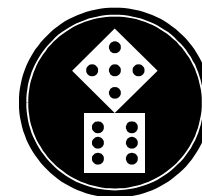
Published by Keith Thomasson

Issue 182

This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #182, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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WAIT

① means that number of players needed. ⇨③ means up to that number needed. ⇨ means there is no limit. ⚡ means a list is full.

Games starting in this issue...

1856 Mark Frueh, Adam Romoth, John Shelley, Don Smith, Rob Thomasson
 Breaking Away Dennis Frank, Jim Reader, Mike Reeves, Allan Stagg, Mark Stretch,
 Rob Thomasson
 Bus Boss (France) Bob Coull, Michael Graystone, John Marsden, Jim Reader5, Colin Sharpe

You should own these games or be familiar with their rules...

⚡ 1825 John Boocock, John Shelley, Mike Hutton, Lionel Robbins, Willem Moene
 ⇨② 1830 Adam Romoth, Don Smith, Willem Moene
 ⇨③ 1830 (Variant map 2) .. Pete Campbell, Don Smith
 ⇨② 1837 Pete Campbell, John Hopkins, Don Smith
 ⇨③ 1856 Mike Hutton, Don Smith
 ⚡ 1861 Pete Campbell, Willem Moene, Don Smith, Lyndon Gurr, Lionel Robbins
 ⇨① 1870 Lionel Robbins, Adam Romoth, John Shelley, Willem Moene
 ⇨⑥ 18C2C Pete Campbell, John Boocock
 ⇨② 18Rh Rhineland Willem Moene, Pete Campbell, Alan Harvey
 ⇨② Acquire Bob Coull, Tony Wilcock, Michael Graystone
 ⚡ Agricola Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
 ③ Homesteaders Michael Longdin
 ⇨⑧ Outpost Willem Moene, Marcus Pratt
 ⇨① Puerto Rico Jim Reader, Willem Moene, Kevin Lee
 ⇨② RoboRally Allan Stagg, Jim Reader, Mark Stretch, Greg Payne, Don Shailer,
 Roger Trethewey
 ⇨① Steam: Rails to Riches .. Pete Campbell, Mike Hutton, Marcus Pratt

I supply everything you need for these...

⇨③ 6 nimmt! John Colledge, Colin Sharpe, Jim Reader, Michael Graystone, Bob Coull
 ②/⑧ Battle! Pete Campbell, Greg Payne, Mark Stretch, Marcus Pratt
 ④ Breaking Away Steve Ham, Jim Reader
 ⚡ Bus Boss (Scotland) ... Pete Campbell, Don Shailer, Mark Stretch, Roger Trethewey, Jim Reader
 ⚡ Railway Rivals Pete Campbell, Mark Stretch, Roger Trethewey, Jim Reader, Bob Coull
 ⇨② Railway Rivals Jim Reader, Steve Ham, Michael Graystone

£1 fee for each game, unless otherwise stated, subsidising the cost of the zine

START

Welcome to issue #182. A slightly delayed issue, but not by that much. Late orders pushed the production past the weekend, and that always seems to end up turning into another week rather than another day.

The 22nd TringCon day went well, with just over 60 people turning up. The hall almost felt empty as some people didn't show, but as nobody got told they couldn't come because we were full, no harm done, except to the profit line.

My next day out for convention-style gaming will be at UK Games Expo, on June 4th/5th, where we will be selling games rather than running things. Heron Games will be sponsoring the Settlers of Catan tournament again. The sponsorship will take the form of a contribution to the winner's long-haul flight costs to get to the World Championship final, which will take place in the USA in 2012. UK Games Expo have kindly added their own contribution.

After that, we'll see some of you for the first Evesham Games Day in Evesham Town Hall. Heron Games will be doing their thing once more. This is being organised by Mark Stretch and takes place on August 13. The cost is £5 for the day, which runs from 9am to 11pm. For more information, visit www.ukf2fdip.org/AdHoc/Evesham2011.html.

Our cover picture is from a recent game that has proved popular and has probably surprised everyone with quite how popular it has become. This is the Dungeons & Dragons Board Game: Castle Ravenloft. There is a second version, Wrath of Ashardalon, with a third due out later this year, The Legend of Drizzt. The first thing to do is to forget the D&D heading. Yes, it is in a dungeon, yes, it has dragons, but it is not the role playing game.

It is actually closer to Descent and other cooperative dungeon delving games in that you explore the dungeon with your group of adventurers, with a specific aim in mind. What makes it different is that most of the other games require one player to act as the game's moderator, so they are more like one-against-all rather than true cooperatives. In these games, as the monsters appear they are managed by the players, using simple action lists printed on the monster cards to determine what they will do.

The rules are simple, and for some too simple, but if the rules don't cover something it is usually very easy to decide what to do. There is no right or wrong in these situations, it is just how you choose to play. Good fun, and only takes an hour or two to play.

1870-Y26

And there was silence...

GAME OVER

1st	Lyndon Gurr	10,760	28.2%
2nd	Adam Romoth	9,187	24.1%
3rd	Willem Moene	7,728	20.2%
4th	Mike Hutton	5,942	15.6%
5th	Don Smith	4,587	12.0%

No comments were submitted for this game, so I take it that it was OK but nothing too stunning. As long as you enjoyed yourselves...



1856-E31

Welcome to the first 18xx
to start after the 'break'.

NEW GAME

Welcome to the latest 1856 game in the zine. Your initial dealing order is as follows.

Adam Romoth	E-mail only - nospam {at} adam-romoth {dot} de
Mark Frueh	1128 Olympus Drive, Naperville, IL 65040, USA
John Shelley	59 Avenue de la Republique, 33820 St Ciers sur Gironde, France
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY

Your starting capital is 300. Our first set of orders will just deal with bids and purchases for the Private Companies, which are:

Flos Tramway	FT	Cost	20	Revenue	5
Waterloo & Saugeen Railway Co.	WSRC	Cost	40	Revenue	10
The Canada Company	CC	Cost	50	Revenue	10
Great Lakes Shipping Company	GLSC	Cost	70	Revenue	15
Niagara Falls Suspension Bridge Co.	NFSBC	Cost	100	Revenue	20
St.Clair Frontier Tunnel Company	SCFTC	Cost	100	Revenue	20

The special features of these companies can be found in your rules. Which ones you are interested in may depend on what kind of game you plan to play, or you may simply be going for some regular income. On the other hand, it may be too early to be thinking of plans.

The common approach to the bidding process is to indicate what you want to go for (or what you want to avoid) and the maximum you'll pay. Bids will be 5 above the initial price or the last bid unless you advise otherwise. Some players just say 'buy whatever I'm offered', some also give a total limit on expenditure. Do what suits you.

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. I've hit that particular problem before, and it an easy one to avoid once you know of it.

Maps and tile sheets are enclosed for those receiving this on paper. Others can find the same resources at www.fwtwr.com/18xx/. Please be sure to use these tile sheets for this game.

After the sale of the private companies we'll have the tail end of the first stock round before we hit the first operating round. Enjoy the game.

Orders required for the following round

By the early deadline

SR1, Private Companies only, starting with Adam



1825-H27

No new companies are
floated at this late stage.

SR8

The NBR only ran for 240 last time, as 1825 does not allow a train to use two stations on the same tile.

Stock Round 8

Alan	Willem	Lionel	Mike	Pete
- 1 L&YR + NS new	+ LNWR pool {gains Dir}	+ NS new	+ LNWR pool	+ LNWR pool
- 1 L&YR + LNWR pool	+ LNWR pool	+ LNWR pool	+ LNWR pool	+ LNWR pool
- 1 L&YR + LNWR pool	+ Cambrian new	+ L&YR pool	+ Cambrian new	+ Cambrian new
✗	✗	+ L&YR pool	+ L&YR pool	✗
✗	✗	+ C&W private	+ L&M private	✗
✗	✗	✗	+ S&D private	✗
✗	✗	✗	+ C&HP private	✗
✗	✗	✗	+ TWW private	✗
✗	✗	✗	✗	Priority for SR9

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Willem Moene	1,617	-1,300	317	7,198	16.0	17
Lionel Robbins	2,732	-1,084	1,648	8,957	19.8	28
Mike Hutton	2,549	-1,805	744	8,263	18.3	28-33
Pete Campbell	3,136	-1,300	1,836	9,844	21.8	30
Alan Harvey	3,520	81	3,601	10,863	24.1	31

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
1/1	2/3	3/2	4/8	5/5	6/7	7/7	8/12	9/9	55/3	56/3	58/3	69/3		
114/1	115/2	198/1	199/1	10/2	11/4	12/4	13/3	14/5	15/2	16/3	17/1	18/2		
19/3	20/1	21/1	22/-	23/7	24/9	25/-	26/3	27/3	28/4	29/3	30/1	31/1		
52/6	81/1	82/1	83/-	87/1	88/1	32/-	33/1	34/2	35/1	37/2	38/6	39/3		
40/2	41/4	42/4	43/3	44/3	44/3	45/2	46/1	47/4	63/-	64/2	65/2	66/4		
67/2	68/2	118/1	119/3	200/2	48/1	49/-	50/-	51/-	60/-	166/-	167/1	168/1		

We're looking at one or two operating rounds to end this game. It depends on how much extra dividend people can find in this coming round.

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	GNR	GCR
Willem Moene	S&M	3D	-	-	-	-	5D	-	-	-	-	-	7D
Lionel Robbins	C&W	1	-	6D	2	2	1	1	-	8D	-	4	1
Mike Hutton	TWW	2	2	-	-	6D	-	-	2D	2	-	5D	-
	C&HP												
	S&D												
	L&M												
✱ Pete Campbell	-	2	5D	2	2	2	-	2	-	-	7D	-	1
Alan Harvey	-	2	3	2	6D	-	4	7D	-	-	3	1	1
Bank (new)	-	-	-	-	-	-	-	-	4	-	-	-	-
Price (new)	100	90	82	82	76	76	76	76	71	71	71	71	71
Bank (pool)	-	-	-	-	-	-	-	-	4	-	-	-	-
Price (pool)	230	360	255	160	320	255	160	42	255	180	126	230	230
Company credit	90	51	20	0	350	50	30	20	0	39	100	0	0
Tokens	5	5	2	2	1	2	3	2	1	2	-	1	1
Trains	4T	5	5	4	4	4	5	-	4	U3	6	3T	3T
	U3	3T	3T	3T	3T	3T			3	3	4	2+2	U3

	LBSC	GWR	Cam	NS	TV	LT&S	SDR	MGN	FR	GNoS	High	M&C
Willem Moene	-	-	6D	-	6D	-	-	-	-	-	-	-
Lionel Robbins	-	-	-	8D	-	-	-	-	-	-	-	-
Mike Hutton	5D	-	2	-	-	-	10D	10D	-	-	-	-
Pete Campbell	5	-	2	-	4	2	-	-	-	-	-	-
Alan Harvey	-	-	-	2	-	8D	-	-	-	-	-	-
Bank (new)	-	10	-	-	-	-	-	-	10	10	10	10
Price (new)	67	67	420	112	100	61	55	49				
Bank (pool)	-	-	-	-	-	-	-	-				
Price (pool)	180		420	160	126	112	34	61				
Company credit	0		2560	450	40	10	240	0				
Tokens	1	3	-	-	-	-	-	-	1	1	1	1
Trains	3T		U3	3T	4T	2+2	5	4T	{5}	{5}	{U3}	{3T}
	2+2		3	4T			6.3	5.3				
Bank cash: 6,854.....Certificate limit: 31.....Trains: 2 x '7', also 1 x 'U3'.												



Track may leave the grid if it connects to these areas

1825 Units 1-2-3

Game H27

Reference:
Keith Thomasson

Company	Home	Base	Train
Canbrian	R8	CM	U3 410
Furness	M9	FR	5 550
GNoS	B12	GS	5 550
Highland	B8	HR	U3 410
LT&S	V22	LT	2+2 600
M&C	K7	MC	3T 370
M&GN	Q23	MG	4T 480
North Staffs	Q13	NS	3T 370
SDR	W9	SD	5 550
Tall Vale	V9	TV	4T 480

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Orders required for the following round

By the early deadline

OR16

1826-J28

The PL floats for the final set of operating rounds.

SR6

Stock Round 6

John	Don	Pete	Stephen	Lyndon
+ E pool	+ SNCF pool	+ E pool	+ P treasury	+ B treasury
+ E pool	+ SNCF pool	+ E pool	+ P treasury	+ P treasury
+ GC treasury	+ B treasury	+ A pool	+ P treasury	+ P treasury
+ GC treasury	✗	+ PL new	+ B treasury	✗
+ A pool	✗	+ PL new (floated)	+ A pool	✗
✗	✗	✗	- 1 SNCF (▼110B) + A pool	✗
✗	✗	✗	- 1 SNCF (▼100C) + A pool	✗
✗	✗	✗	✗	Priority for SR7

Cash Flow	b/f	SR6	c/f	Value	%	Certs
John Shelley	434	-382	52	1,437	16.6▼	12-14
Don Smith	463	-344	119	1,319	15.3▼	11
Pete Campbell	496	-422	74	1,534	17.7▲	9-11
Stephen Webb	833	-417	416	1,961	22.7▲	13
Lyndon Gurr	844	-230	614	2,394	27.7▲	13-18

Portfolio	A	B	E	GC	M	N	P	PL	SNCF
John Shelley	1	-	2	6P	6P	-	1	-	-
Don Smith	-	3	-	-	3	-	-	-	6P
Pete Campbell	6P	-	2	-	-	-	-	5P	-
Stephen Webb	3	1	-	-	-	5P	6P	-	-
Lyndon Gurr	-	6P	6P	-	-	5	3	-	-

Company type	10	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	2	-	-	-	5	4
Treasury shares	-	-	-	2	1	-	-	-	-
Price	135C	110C	50F	90D	90A	122C	70D	110A	100C
Loans	-	2	2	1	1	1	2	-	-
Company credit	804	1,222	173	320	300	10	631	1,100	507
Tokens	1	1	2	2	2	1	-	4	4
Trains	10H	E	T 10H	E	E	E 10H	T	-	10H

Bank cash: 5,658 Certificate limit: 13 Trains: TGVs
Current operating order A, N, B, PL, SNCF, GC, M, P, E

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds									
3/2	4/2	5/2	6/2	7/3	8/10	9/15	57/5	58/4	14/3	15/2	16/1	19/-		
20/1	23/5	24/-	25/3	26/1	27/1	28/1	29/-	87/-	88/2	141/-	142/1	143/-		
203/-	204/-	514/1	619/4	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/2		
63/3	70/1	515/1	611/-	513/-	516/-									

1826

Game J28

Referee:
Keith Thomasson

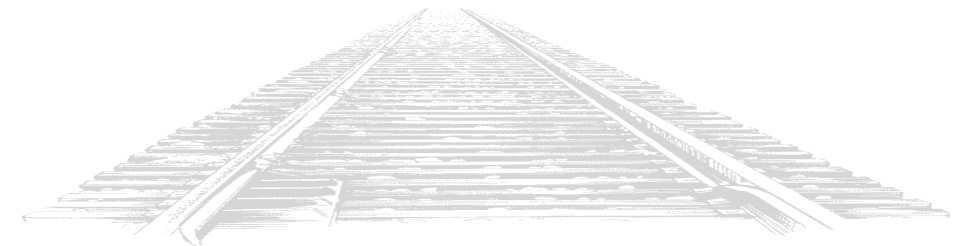
Destinations

A	Lyon	(L14)
B	None	
E	Nancy	(F16)
GC	Bordeaux	(M3)
M	Marseille	(N16)
N	Lille	(C11)
O	Rennes	(H2)
P	Le Havre	(E5)
PL	Lyon	(L14)
PD	Poitiers	(K5)

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The bank cannot survive three operating rounds, so we'll run to the end of the game.

Orders required for the following rounds	By the early deadline
OR11, OR12, OR13	





1829-A30

The Midland floats.

OR3 - SR4

OR3	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	7:Q9:3	►R10	50	Yes	-	112▲	780	2
GWR	RT	6:X14:5	►X14	70	Yes	①	82▲	500	2.2

Notes: ① 40 to the bank for a token in X14

Stock Round 4

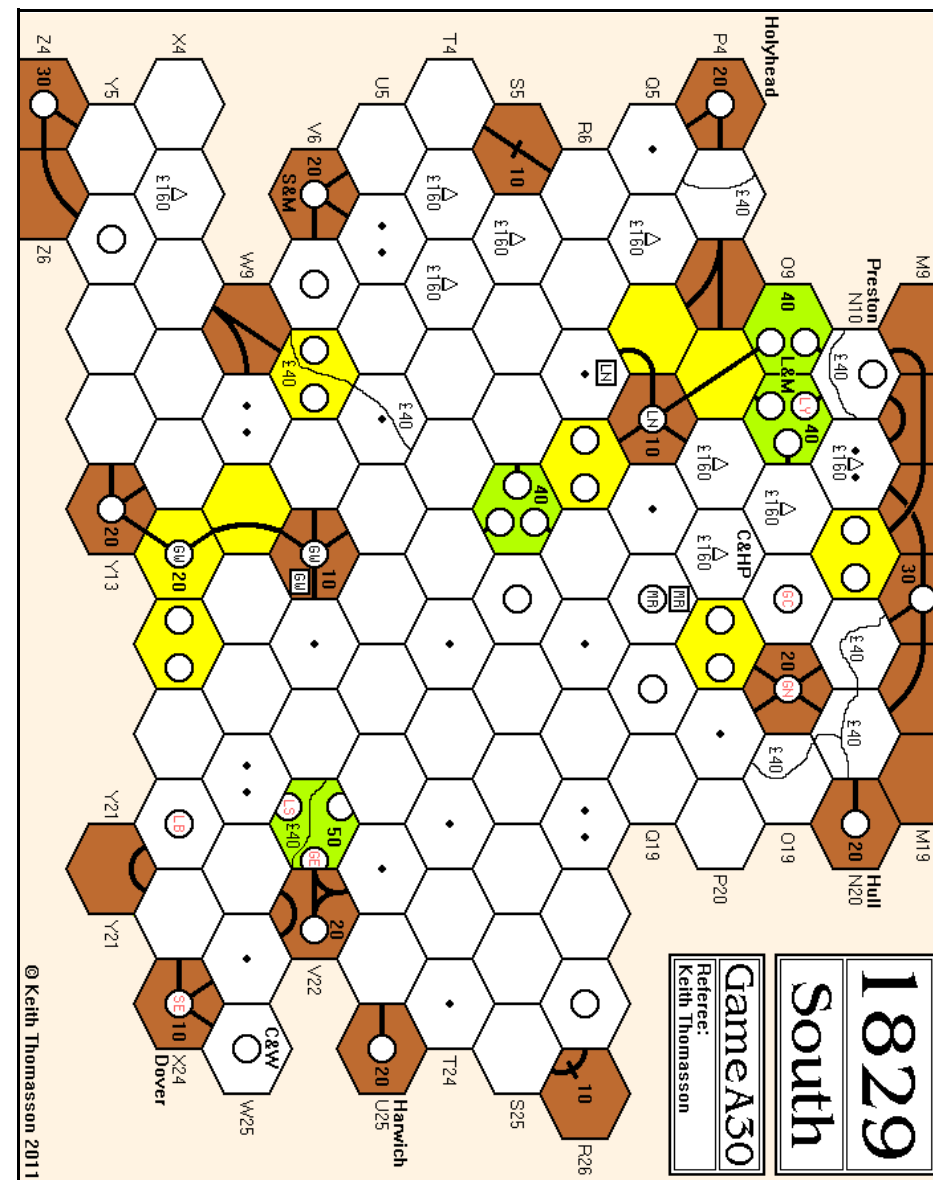
Lionel	John Boocock	Pete	Rob	John Shelley
✗	+ Midland new	✗	✗	- 2 LNWR + Midland new
- C&W private + LNWR pool	✗	- 1 GWR + LNWR pool	- 1 LNWR + GWR pool	+ Midland new
✗	✗	✗	✗	+ Midland new (floated)
✗	✗	✗	✗	✗
Priority for SR5				

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Pete Campbell	39	29	-30	38	568	19.9▲	4
Rob Thomasson	19	38	30	87	527	18.5▲	5
John Shelley	10	25	-22	13	610	21.4▼	6
Lionel Robbins	39	41	-12	68	538	18.9▼	5
John Boocock	54	37	-82	9	607	21.3▲	5

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	4D	1	-	-	-	-	-	-	-	-
Rob Thomasson	S&M	-	5D	-	-	-	-	-	-	-	-
John Shelley	C&HP	1	-	5D	-	-	-	-	-	-	-
✗ Lionel Robbins	-	2	3	-	-	-	-	-	-	-	-
John Boocock	L&M	2	1	1	-	-	-	-	-	-	-

Bank (new)	Hull...	-	-	4	10	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	1	-	-	-	-	-	-	-	-	-
Price (pool)		112	82	82							
Company credit		780	500	820							
Tokens		5	4	5	5	5	4	4	4	3	3
Trains		2	2.2	-							
Bank cash: 19,785		Certificate limit: 18				Trains: 4 x '2', 6 x '3'...					

Tiles	Tile number/Availability								One Operating Round between Stock Rounds	
	1/2	2/2	3/2	4/6	5/4	6/3	7/3	8/7	9/9	



Orders required for the following rounds

By the early deadline

OR4, SR5



1830-T29

Not so friendly - but that's business.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MF	15:H16:1	60	Yes	①	112A	540	3 2 2
PRR	RT	23:H14:6	30	Yes	①	82D	500	3 2
NYNH	JS	54:G19:1	160	Yes	-	76E	46	3.2.2.2

Notes: ① 40 to the bank for a token in H16

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MF	69:G17:3	160	Yes	①	126A	360	3 3 2 2
PRR	RT	53:I15:1	90	Yes	②	90D	360	3 2
NYNH	JS	7:F18:3	230	Yes	-	82E	69	3.2.2.2

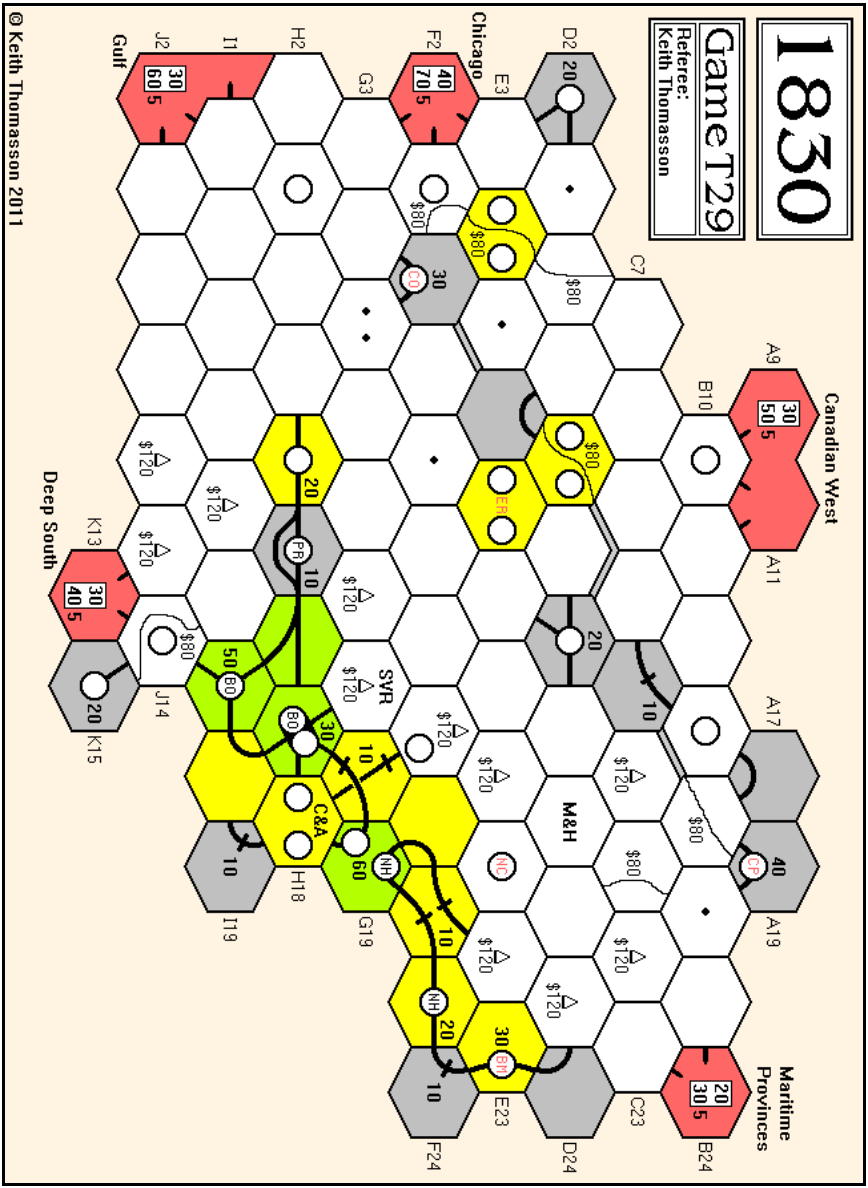
Notes: ① 180 to the bank for a '3' train
② 140 to Rob for the D&H private

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Don Smith	15	49	89	153	787	19.3	6
Mark Frueh	23	30	80	133	763	18.7	4
Willem Moene	71	79	112	262	848	20.8	6
Rob Thomasson	70	30	200	300	750	18.4	4
John Shelley	62	102	154	318	936	22.9	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR, M&H	-	4	-	-	-	-	-	-
Mark Frueh	-	-	5P	-	-	-	-	-	-
Willem Moene	C&A	-	-	-	-	-	-	3	2
Rob Thomasson	-	-	-	-	-	-	-	-	5P
John Shelley	-	-	1	-	-	-	-	6P	-

Bank (new)	10	-	10	10	10	10	-	3
Price (par)		100					71	76
Bank (pool)	-	-	-	-	-	-	1	-
Price (pool)		126A					82E	90D
Company credit		360					69	360
Trains		3.5.2.2					3.2.2.2	3.2
Bank cash: 10,045		Certificate limit: 13					Trains: 1 x '3' 4 x '4'	
Current operating order:		B&O, PRR, NYNH						

Tiles		Tile number/Availability										Two Operating Rounds between Stock Rounds	
1/-	2/1	3/2	4/2	7/2	8/8	9/7	55/1	56/1	57/2	58/2	69/-	14/3	
15/1	16/1	18/1	19/1	20/1	23/2	24/3	25/1	26/1	27/1	28/1	29/1	53/1	
54/-	59/2												



Orders required for the following round

By the early deadline

SR4



1830-V2-U28

The B&M and CPR float,
while the C&O is claimed.

SR6

I clearly had some weird moments with the runs last time, letting the B&O use it's '2' trains after they had disappeared. The PRR's train purchase was correct - the credit figure for the PRR in issue 180 was wrong, it should have been 40. Finally, the type 15 tile on H18 is fine. On the variant maps the 'B' hexes where tile 53 can go do not necessarily stay with the B&O. On this map they are both in the west and being used by the PRR.

Stock Round 6

Mark	Don	Pete	Alan
- 4 NYC (▼120D)	- 1 Erie (▼100C)	- 1 B&O (142B)	+ Erie new
+ B&M/Pres (100)	+ CPR/Pres (71)	+ C&O/Pres (100)	+ NYC pool
+ B&M new	+ CPR new	+ NYC pool (gains Pres)	
+ B&M new	+ CPR new	+ PRR pool	✗
+ B&M new	+ CPR new	✗	✗
+ B&M new (floated)	+ CPR new (floated)	✗	✗
+ PRR pool	✗	✗	✗
+ Erie new	✗	✗	✗
✗	Priority for SR7		

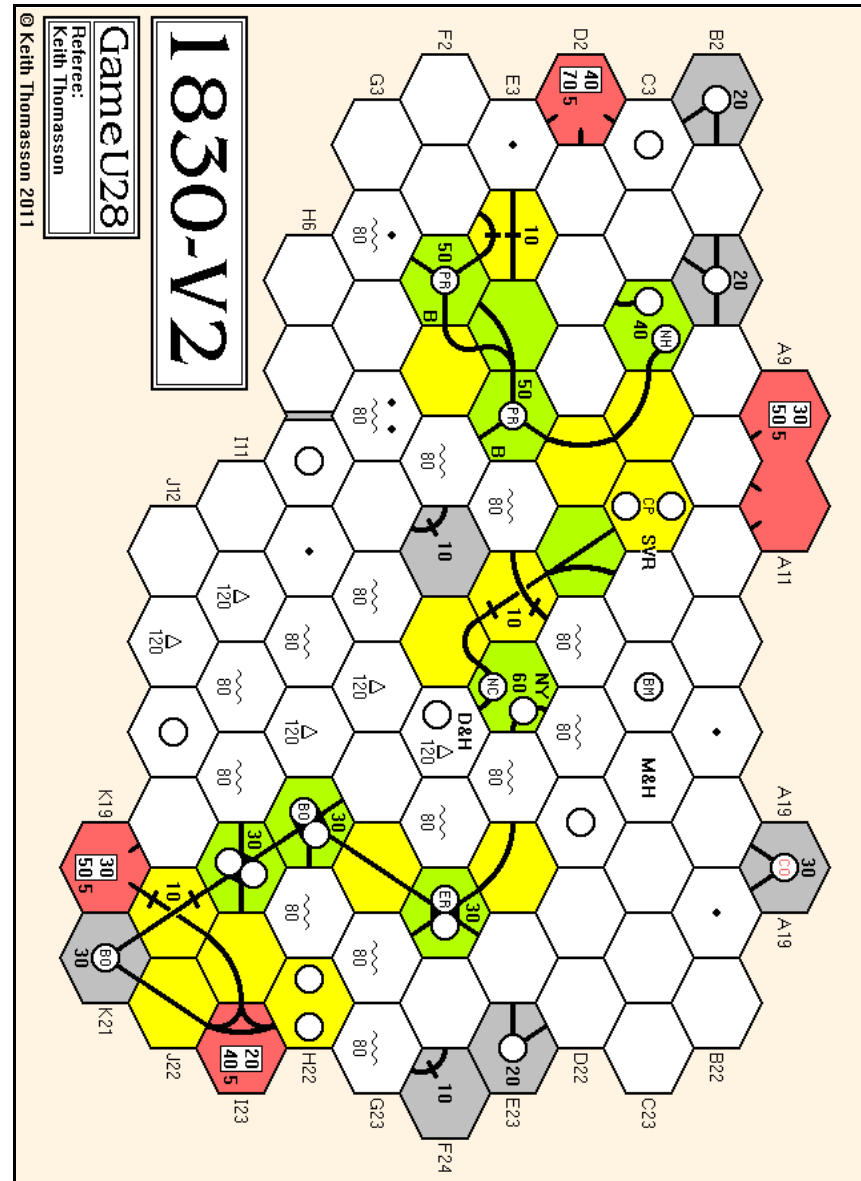
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Don Smith	319	-314	5	1,693	29.2▼	15
Pete Campbell	257	-250	7	1,399	24.1▼	10
Alan Harvey	298	-210	88	1,530	26.3▲	13
Mark Stretch	155	-140	15	1,187	20.4▲	10

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR D&H M&H	-	6P	-	6P	-	1	-	1
Pete Campbell	-	-	1	2P	-	6P	3P	-	1
Alan Harvey	-	-	1	-	-	1	1	6P	6P
Mark Stretch	-	6P	1	-	-	-	2	-	1

Bank (new)	4	-	8	4	1	-	4	-
Price (par)	100	100	100	71	90	100	90	71
Bank (pool)	-	1	-	-	1	3	-	1
Price (pool)	100A	142B	100A	71E	100C	120D	90B	90E
Company credit	1,000	240		710	640	554	527	96
Tokens	3	1	3	4	2	3	1	2
Trains	-	4	3	-	3	3	3	4

Bank cash: 8,118 Certificate limit: 16 Trains: 2 x '4', 3 x '5'

Tiles	Tile number/Availability					Two Operating Round between Stock Rounds							
1/1	2/-	3/2	4/2	7/2	8/4	9/5	55/1	56/1	57/4	58/2	69/-	14/1	
15/2	16/1	18/1	19/1	20/1	23/2	24/3	25/1	26/1	27/1	28/1	29/-	53/-	
54/-	59/1												



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested



1856-Y27

Time to run, pay and
fill your portfolios.

OR14 - SR8

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	58:K16:6	700	Yes	①	175A	137	D
LPS	DS	-	230	Yes	-	125E	491	5
CV	LG	63:M10:1	280	No	②	100A	68	D 5
TGB	WM	40:M8:2	420	Yes	-	100B	16	D
BBG	DS	24:G14:5	250	Yes	-	110B	66	6
WGB	WM	15:J11:4	260	Yes	③	110A	1	6
THB	JS	15:O18:5	220	Yes	-	100B	44	5
CA	JS	24:I16:6	260	Yes	-	90D	110	D

Notes: ① 100 to the bank for a token in J15 (should really have gone down last time...)
 ② 1,100 to the bank for a Diesel
 ③ 40 to the bank for a token in N11

Stock Round 8

Lyndon	Don	John	Willem	Rob
+ CV new	+ CA new	+ CA pool	+ CA new	+ TGB new
+ CA new	+ LPS pool	+ THB new	+ CA pool	+ TGB new
+ LPS pool	+ THB new	+ BBG new	✗	+ LPS pool
+ LPS pool	✗	+ BBG new	✗	✗
+ LPS pool	✗	✗	✗	✗
✗	Priority for SR9			

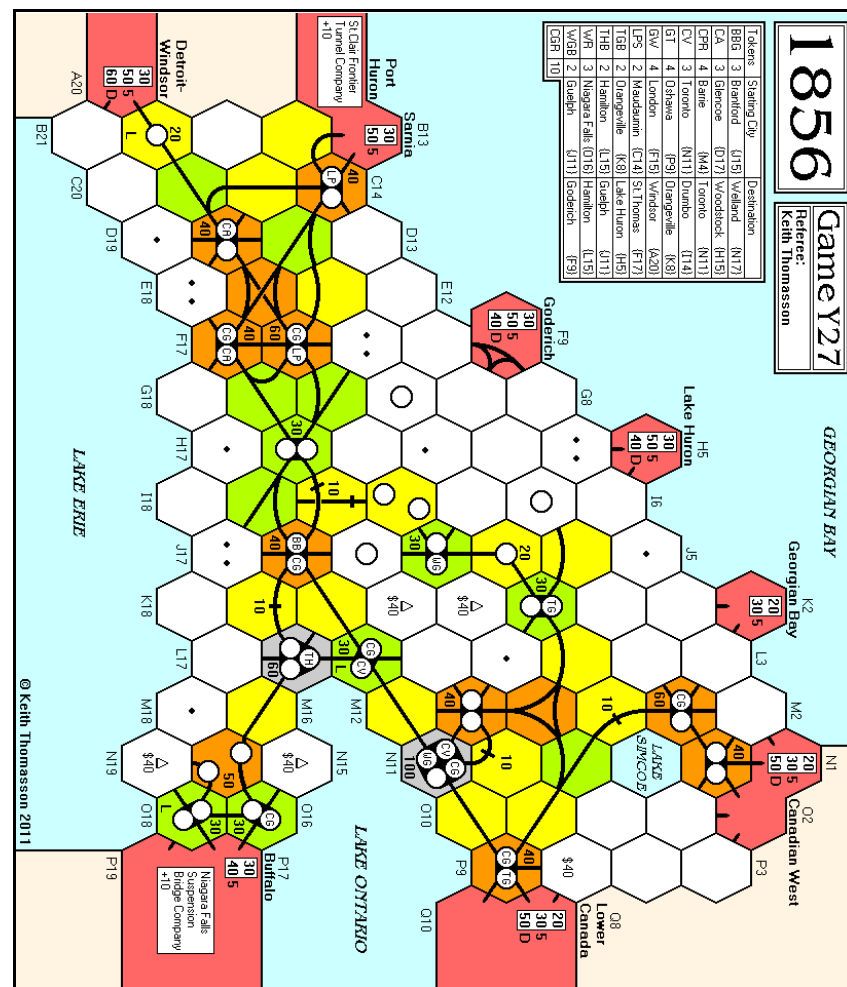
Cash Flow	b/f	OR14	SR8	c/f	Value	%	Certs
Willem Moene	684	478	-180	982	2,942	22.6	13
Rob Thomasson	634	392	-325	701	3,376	26.0	13
Lyndon Gurr	488	245	-565	168	2,543	19.6	12½
Don Smith	509	300	-315	494	2,429	18.7	12½
John Shelley	284	278	-390	172	1,717	13.2	13

Portfolio	BBG	CA	CV	LPS	TGB	THB	WGB	CGR
Willem Moene	-	2	-	-	6P	-	6P	2
Rob Thomasson	-	-	4	1	3	-	-	10P
Lyndon Gurr	-	1	6P	3	-	-	-	7
✗ Don Smith	6P	1	-	6P	-	1	-	1
John Shelley	2	6P	-	-	1	6P	-	-

Bank (new)	1	-	-	-	-	2	4	-
Price (par)	100	90	100	70	100	100	100	110
Bank (pool)	1	-	-	-	-	1	-	-
Price (pool)	110B	100C	100A	150D	125A	100B	110A	175A
Company credit	266	380	168	491	216	44	1	137
Tokens	2	1	1	-	-	1	-	2
Trains	6	D	D 5	5	D	5	6	D

Bank cash: 7,764 Certificate limit: 13 Trains: Diesels
 Current operating order: CGR, LPS, TGB, BBG, WGB, CA, THB, CV

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/3	5/2	6/1	7/6	8/10	9/7	55/1	56/1	57/3	58/1
69/-	14/1	15/1	16/1	17/1	18/1	19/1	20/1	25/4	24/-	25/1	26/-	27/-
28/1	29/1	59/2	120/1	121/2	59/1	40/-	41/3	42/3	43/2	44/1	45/2	46/2
47/1	63/1	64/-	65/1	66/1	67/1	68/1	70/1	122/1	125/-	126/-	127/-	123/-
124/-												



Orders required for the following rounds By the early deadline
 OR15, OR16 Adjudication can pause between rounds if requested



1861-R29

The Russian State Railway starts operating.

OR6 - MR3

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MK	JB	8:F17:1	-	90	Half	120D▲	169	-	3
MB	JS	9:A6:1	-	120	Half	120D▲	45	-	3
MNN	LG	8:H9:4	7:H11:6	250	Half	100F▲	55	-	3
E	LG	622:J7:3	-	170	Half	100E▲	89	-	3
SPW	LG	88:D11:2	-	80	Half	-	-	-	-
KK	DS	24:C12:2	-	80	Half	-	-	-	-
D	JB	15:G18:6	-	130	Half	90E▲	0	-	3
V	JB	-	-	-	③ ⑩	-	-	-	-
KR	JB	-	-	90	Half	70G▲	50	-	3
MV	LG	204:D13:3	-	80	Half	②	-	-	-
SW	JS	-	-	180	Yes	150C▲	23	-	4
NW	DS	7:G6:3	24:H7:3	170	Yes	120D▲	149	-	3
RSR	-	-	-	-	⑥ ③	-	32	3	4

- Notes:
- ① 1 to the V for a '3' train
 - ② 1 loan redeemed
 - ③ 1 loan acquired
 - ④ 20 to the bank for a second tile lay
 - ⑤ 60 to Lyndon for the MYR private
 - ⑥ 20 to the bank for terrain costs
 - ⑦ 2 loans redeemed
 - ⑧ 1 to the MNN for a '2' train
 - ⑨ 10 to the KR for a '2' train
 - ⑩ Nationalised
 - ⑪ 225 to the bank for a '3' train
 - ⑫ 80 to the E for a '2' train
 - ⑬ 350 to the bank for a '4' train
 - ⑭ The SPW, KK and MV are nationalised
 - ⑮ 60 to the bank for a token in J7
 - ⑯ 3 loans acquired

Merger Round 3

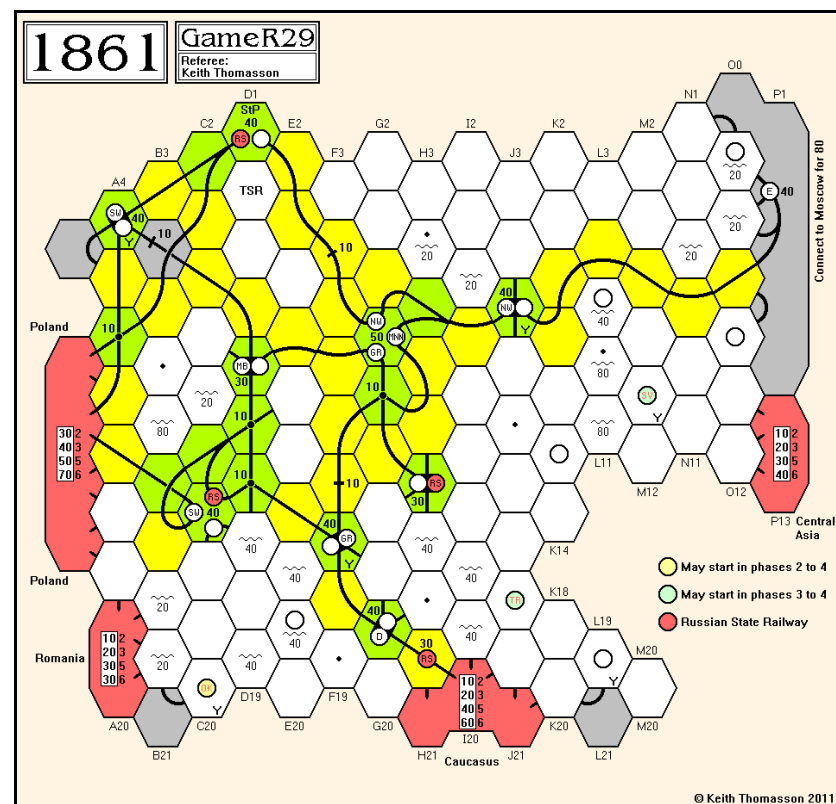
MK and KR merge to form the GRR - John B buys 2 shares

Cash Flow	b/f	OR6	MR3	c/f	Value	%	Certs
Don Smith	365	259	0	624	939	23.0▼	2
John Shelley	5	132	0	137	977	23.9▲	4
John Boocock	140	265	-360	45	945	23.1▼	4
Lyndon Gurr	40	667	0	707	1,227	30.0▲	3

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
3/2	4/3	5/2	6/2	7/③	8/③	9/③	57/1	58/4	201/3	202/4	621/2	14/2
15/-	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/5	24/2	25/4	26/2	27/2
28/2	29/2	30/2	31/2	87/2	88/-	204/-	207/4	208/1	619/1	622/1	624/1	625/1
626/1	635/-	637/-										

③ Yellow track tiles are unlimited

Portfolio	Privates	MNN	D	E	MB	GRR	NW	SW	RSR
Don Smith	MRR	-	-	-	-	-	2P	-	
John Shelley	-	-	-	-	2P	-	-	4P	
John Boocock	-	-	2P	-	-	4P	-	-	
Lyndon Gurr	-	2P	-	2P	-	-	1	-	
Bank (new)	-	-	-	-	-	6	7	6	
Bank (pool)	-	-	-	-	-	-	-	-	
Price	100F	90E	100E	120D	180B	120D	150C		3
Loans	-	-	-	-	-	-	-	-	32
Company credit	55	0	89	45	579	149	23		4
Tokens	-	-	-	-	1	1	1		4
Trains	3	3	3	3	3.3	3	4		4
Bank cash:	12,515								
Current operating order:					MB, MNN, E, D, GRR, SW, NW, RSR				



Orders required for the following round

By the early deadline

SR4



1870-N29

The GMO joins the party.

SR5

Stock Round 5

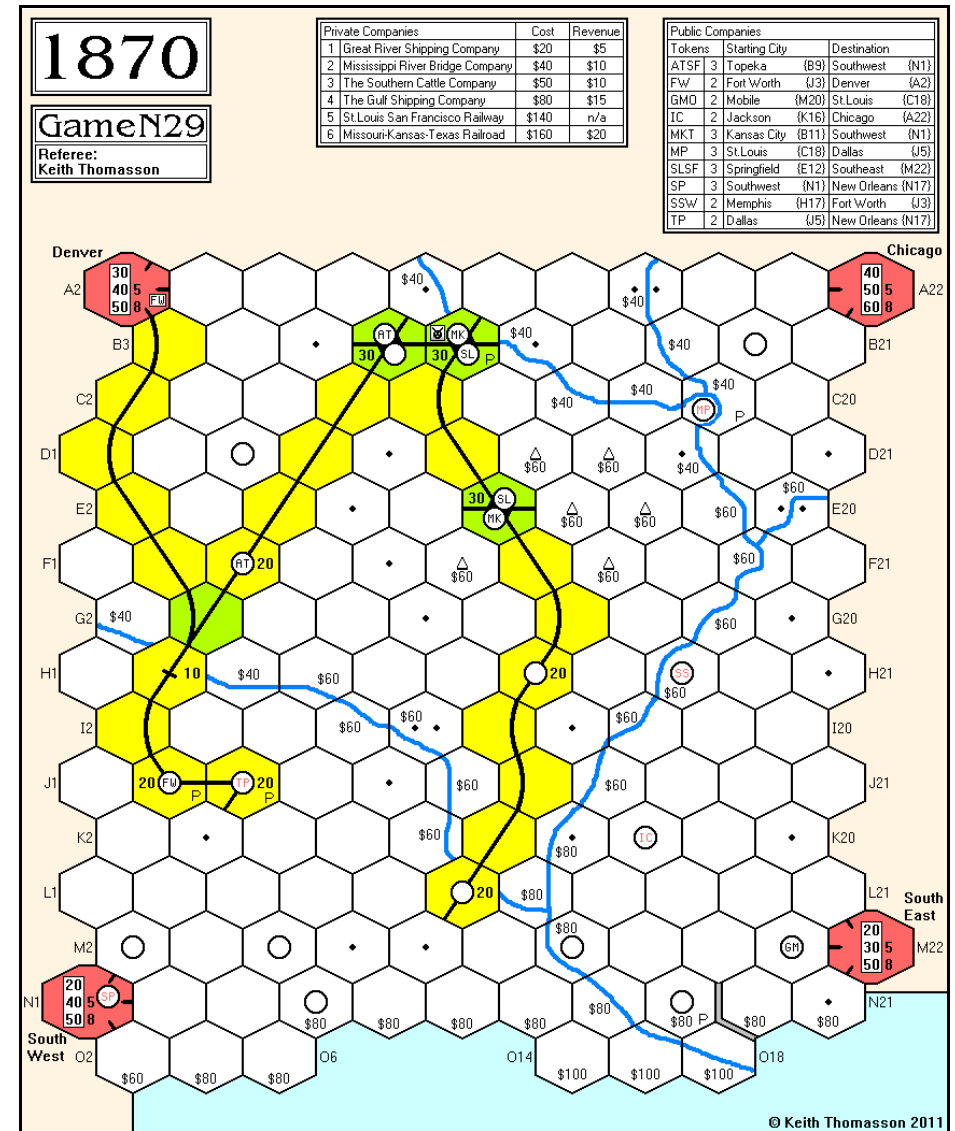
Willem	Don	Mark	Pete	Lyndon
- 2 FW [PP] ⇒		⇒	⇒	Price protects 2 FW
- 1 MKT [PP]				
- 1 SLSF (+90E)				
+ GMO/P [100]				
⇒	⇒	⇒	Price protects 1 MKT	✗
+ GMO new	+ SLSF pool	+ MKT pool	+ SLSF new	✗
+ GMO new	+ ATSF new	+ SLSF new	✗	✗
+ GMO new	✗	✗	✗	✗
+ GMO new (floated)	✗	✗	✗	✗
✗	Priority for SR6			

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Pete Campbell	336	-182	154	894	20.3▲	7
Lyndon Gurr	228	-220	8	1,038	23.6▲	8
Willem Moene	260	-198	62	852	19.3▼	8
Don Smith	197	-158	39	651	14.8▼	6
Mark Frueh	340	-182	158	970	22.0▼	9

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	-	-	-	6P	-	2	-	-	-
Lyndon Gurr	-	-	7P	-	-	1	-	1	-	-	-
Willem Moene	GRSC, GSC	-	-	6P	-	1	-	-	-	-	-
⊕ Don Smith	MRBC	1	-	-	-	-	-	5P	-	-	-
Mark Frueh	-	6P	-	-	-	2	-	2	-	-	-

Bank (new)	3	-	4	10	-	10	-	10	10	10
Price (par)	68	68	100		72		100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	72F	120C	100A		90E		100D			
Company credit	100	203	1,000		54		528			
Redeemed shares	-	3	-		-		-			
Tokens	1+D	1	2+D	2+D	1+D	3+D	1+D	3+D	2+D	2+D
Trains	332	322	-		3322		322			
Bank cash: 9,694	Certificate limit: 13			Trains: 5 x '4', 4 x '5'						
Current operating order:	FW, SLSF, GMO, MKT, ATSF									

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/5	5/1	6/1	7/9	8/15	9/14	55/1	56/1	57/2	58/4	
69/1	14/1	15/4	16/2	17/2	18/2	19/2	20/2	23/4	24/3	25/3	26/2	27/2	
28/2	29/2	141/2	142/2	143/1	144/1								



Orders required for the following rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested



1889-O29

The '5' trains sell out.

OR5 - OR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SR	AH	57:I2:2	-	-	①	90A	571	4
KU	PC	-	-	-	②	80B	363	5
UR	AH	15:C10:5	90	Yes	②	75F	130	4 3
TR	LG	15:G12:1	120	Yes	-	70F	30	3 3
IR	PC	9:D3:2	90	Yes	④	65G	0	4 3
KO	MH	440:K4:4	170	No	-	50H	190	4 3

- Notes: ① 600 to the bank for two '4' trains
 ② 750 to the bank for a '4' train and a '5' train
 ② 171 to the SR for a '4' train
 ④ 213 to the KU for a '4' train

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SR	AH	7:H3:2	100	Yes	①	100A	121	5 4
KU	PC	14:C4:3	150	No	①	75B	63	5 5
UR	AH	611:F3:4	250	Yes	-	80F	230	4 3
TR	LG	8:E8:1	120	Yes	-	75F	30	3 3
IR	PC	448:E2:2	270	Yes	-	70G	54	4 3
KO	MH	439:I4:1	220	Yes	②	55H	132	4 3

- Notes: ① 450 to the bank for a '5' train
 ② 80 to the bank for terrain costs

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Alan Harvey	41	18	100	159	819	24.0	5
Lyndon Gurr	11	100	146	257	1,072	31.3	9
Mike Head	40	19	159	218	618	18.1	6
Pete Campbell	5	45	135	185	910	26.6	8

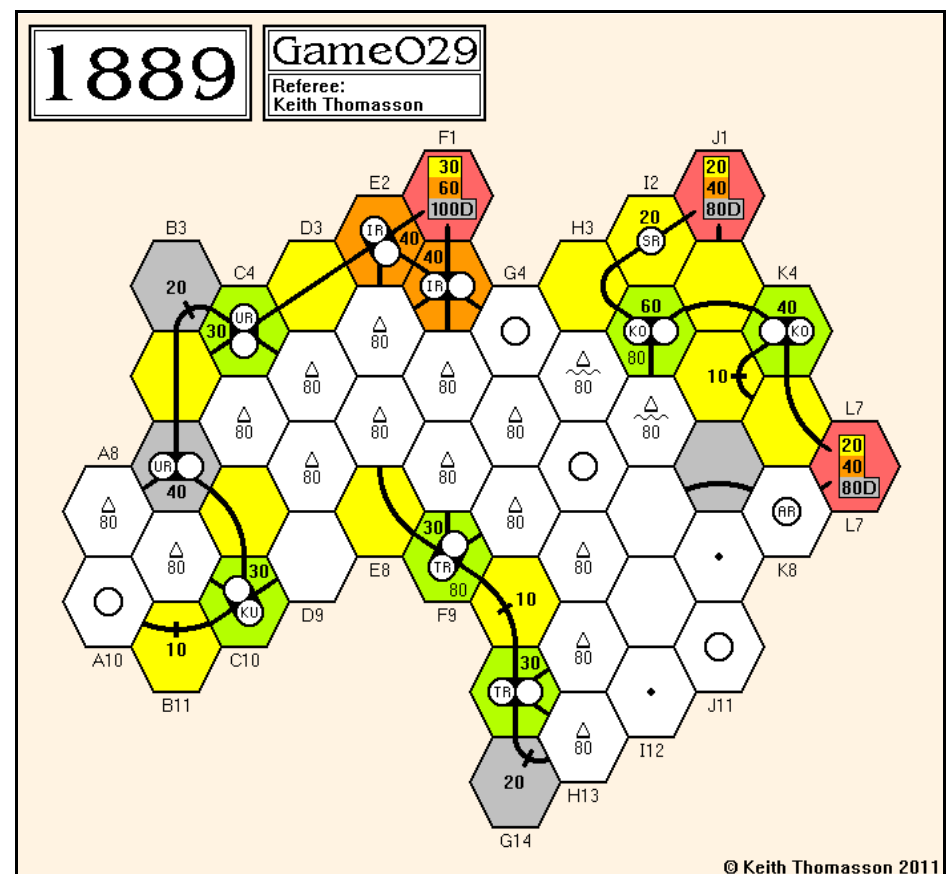
Portfolio	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	-	-	-	-	5P	-	2P
Lyndon Gurr	2P	1	1	-	-	6P	1
Mike Head	-	1	6P	-	-	-	-
Pete Campbell	-	5P	-	5P	-	-	-

Bank (new)	8	1	2	5	5	4	3
Price (par)	80	65	70	90	100	65	70
Bank (pool)	-	2	1	-	-	-	4
Price (pool)	80C	70G	55H	75B	100A	75F	80F
Company credit		54	132	63	121	30	230
Tokens	2	-	-	-	1	1	1
Trains		4 3	4 3	5 5	5 4	3 3	4 3

Bank cash: 5,551 Certificate limit: 14 Trains: 2 x '6', Diesels
 Current operating order: SR, UR, TR, KU, IR, KO

Some errors have been corrected and the report checked in detail against what should appear. For example, the KU was shown as having a token available, but the company only has one token for its home base.

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
3/1	5/2	6/2	7/1	8/1	9/3	57/1	58/1	437/1	438/1	12/1	13/1	14/-	
15/1	16/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1	28/1	29/1	205/1	206/1	
439/-	440/-	39/1	40/1	41/1	42/1	45/1	46/1	47/1	448/3	465/1	466/1	492/1	
611/1													



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Orders required for the following round

By the early deadline

SR5



18GA-Z27

Mark breaks the bank
in the stock round.

OR15 - SR8

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ACL	MS	-	250	Yes	-	190C	100	5
W&A	MH	-	340	Yes	-	190B	126	6
GA	MS	-	410	Yes	-	170A	0	8
CoG	DS	8:F4:3	310	Yes	-	150C	104	5
SAL	MH	-	330	Yes	-	135A	1	6
G&F	DS	9:H6:3	420	Yes	-	110C	19	8

Stock Round 8

Mark	Mike	Don
- 3 W&A (v170C) (The bank is broken) + G&F new + G&F new X	- 1 ACL + G&F new X Priority for SR9	(+*) X

Cash Flow	b/f	OR15	SR8	c/f	Value	%	Certs
Mark Stretch	1,820	560	430	2,810	5,510	35.8	14
Mike Head	2,114	572	120	2,806	5,346	34.8	15
Don Smith	1,559	614	0	2,173	4,523	29.4	15

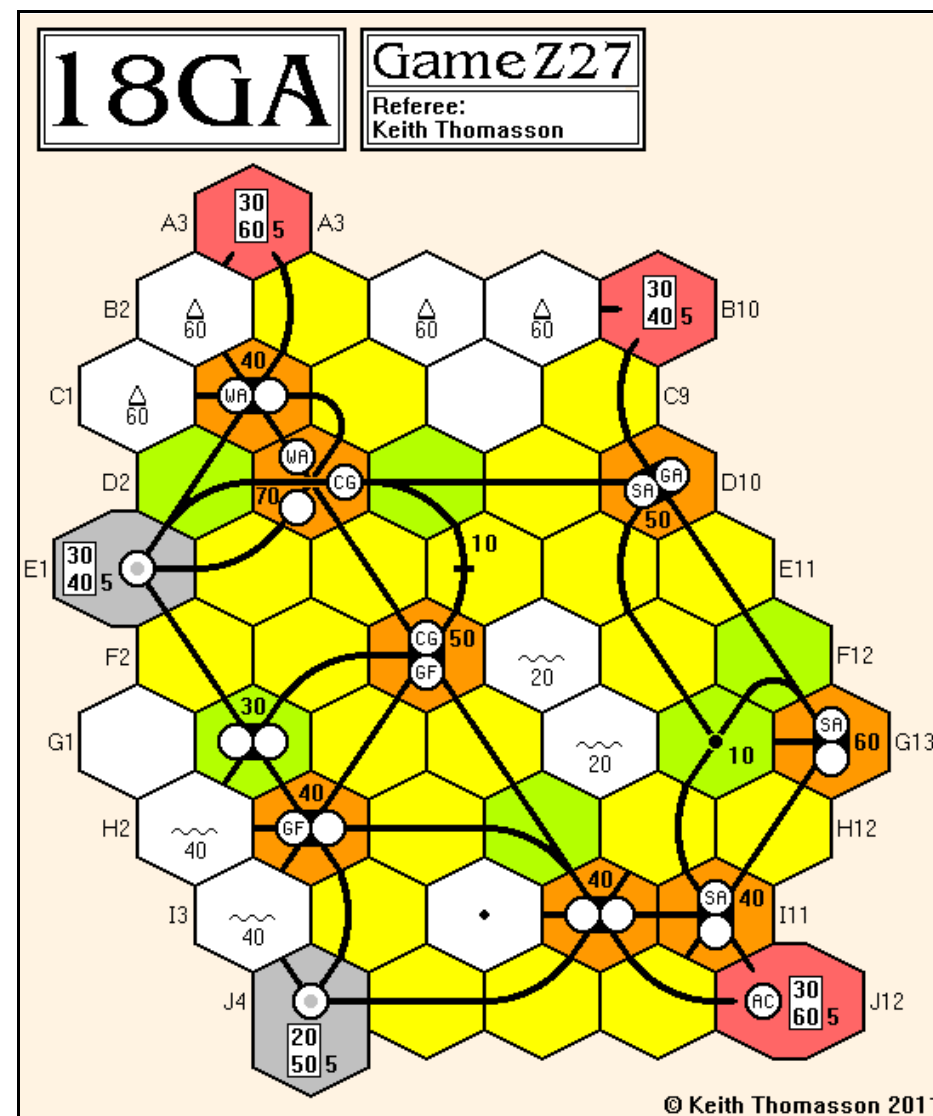
Portfolio	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	6P	2	2	6P	-	-
Mike Head	-	2	2	1	6P	6P
Don Smith	-	5P	6P	1	4	1

Bank (new)	2	-	-	2	-	-
Par price	70	90	70	110	110	70
Bank (pool)	2	1	-	-	-	3
Pool price	190C	150C	120B	170A	135A	170C
Company credit	100	104	19	0	1	126
Tokens	3	2	-	3	-	-
Trains	5	5	8	8	6	6

Bank cash: -139 Certificate limit: 15 Trains: '8's
Current operating order: ACL, W&A, GA, CoG, SAL, G&F

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds																			
3/3	4/3	5/2	6/2	7/4	8/2	9/-	57/4	58/2	451/1	14/3	15/4	16/1	17/1	19/1	20/1	23/2	24/3	25/1	26/1	27/-	28/2	29/2	141/2	142/1	143/2
452/1	453/1	454/1	39/2	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/1	70/1	455/-	456/-	457/-	458/-	459/-							

With the bank out of cash the next operating round will be the last, which is what I expected anyway. Mark has taken the lead and looks likely to keep it.



Orders required for the following round

By the early deadline

OR16

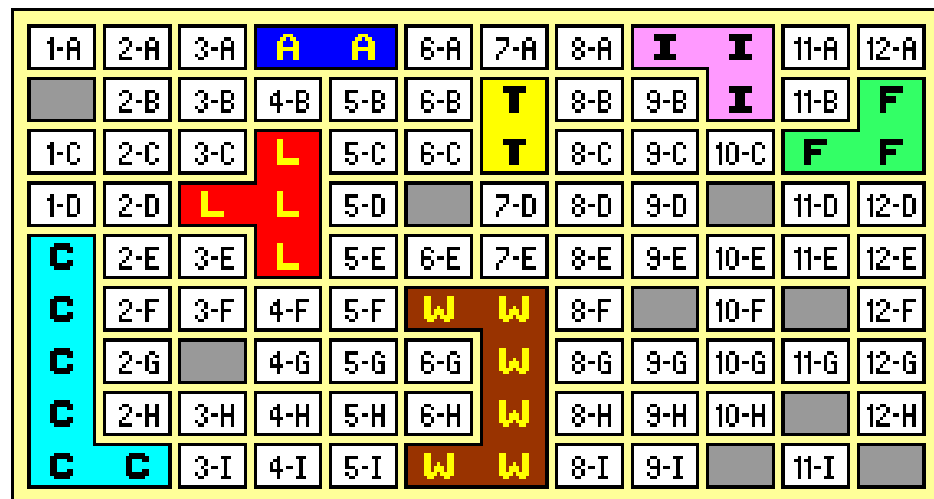


ACQUIRE 56

No mergers yet.

ROUND 5

Tony 11-H Buys 1 Luxor @ 300, 2 Festival @ 300.
 Colin 1-I Buys 1 Tower @ 200, 2 Imperial @ 500.
 Willem 7-I Buys 3 Festival @ 300.
 John 12-B Buys 3 Imperial @ 500.
 Michael 4-C Buys 3 American @ 300.
 Tony 6-D Buys 3 Festival @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	11	2	-	-	2	4	200	20,400
Willem Moene	3	6	-	6	3	1	-	1,500	21,200
John Colledge	4	-	3	7	-	-	4	1,200	14,300
Michael Graystone	10	-	6	2	-	-	-	1,200	14,800
Tony Wilcock	7	-	4	8	1	-	-	600	19,500
Bank Stock	1	8	10	2	21	22	17		
Chain Size	4	2	2	3	6	6	3		
Chain Value	400	200	300	400	700	800	500		

Playing sequence

Colin, Willem, John, Michael, Tony, Colin again

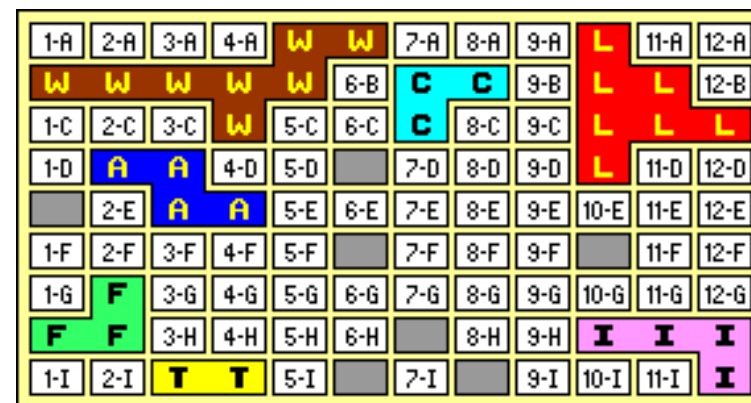


ACQUIRE 57

Tower gets taken over,
but resurfaces right away.

ROUND 4

Colin (Uses 'Place 4 Tiles' Power)
 5-B Worldwide takes over Tower, bonuses for Kevin {2,000} and Michael {1,000}, Colin retains 5, Kevin swaps 6 for 3, retains 1, Michael retains 6.
 3-I
 4-I Forms Tower, one free share.
 7-H Buys 3 Tower @ 200.
 Richard 3-E Buys 1 American @ 400, 2 Continental @ 500.
 John 2-G Buys 3 American @ 400.
 Kevin 4-E Buys 3 Tower @ 200.
 Michael 2-B Buys 3 Tower @ 200.
 Colin 8-I Buys 3 Tower @ 200.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	10	-	3	-	1	2,100	23,800
Kevin Lee	-	4	-	-	6	1	-	5,000	16,500
Michael Graystone	-	9	6	-	-	-	-	3,400	11,700
Colin Sharpe	6	12	-	2	-	-	-	2,500	23,300
Richard Lunn	3	-	1	-	7	2	-	1,900	25,100
Bank Stock	16	-	8	23	9	22	24		
Chain Size	7	2	4	3	8	3	4		
Chain Value	600	200	500	400	700	500	600		

Powers used: John: T5/P4 Kevin: T5/P4 Michael: T5 Colin: B5/T5/P4 Richard: T5

Playing sequence

Richard, John, Kevin, Michael, Colin, Richard again





AGRICOLA 4

This harvest passes
without any problems.

ROUND 7

John gained a pig when he built his fences last time (Farmer). Marcus did get his reeds, because I missed one of the rounds the Reed Collector was supposed to give him some. I didn't realise this from his orders, as he just asked for more.

Actions

Jim Travelling Players (gains 4 food)
 Marcus +2 wood (gains 5 wood, +2 wood from Wood Cart)
 John +1 wood (gains 4 wood)
 Kevin +1 stone (gains 2 stone)
 Jim Major Improvement - Well (costs 3 stone, 1 wood)
Jim will receive 1 food at the start of rounds 8 to 12
 Marcus Building and/or Stables - builds 2 rooms (costs 4 reeds, 10 wood)
 John Plough 1 Field
 Kevin Occupation - Tinsmith (costs 1 food)
Kevin can now convert clay into food, at a rate of 1 food for 1 clay. However, because Jim has built the Well, he will get 3 food for 2 clay.
 Kevin Private clay pit (gains 7 clay, pays Jim 3 food, converts 2 clay to 3 food {Tinsmith})

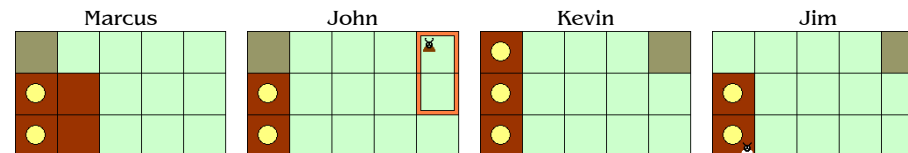
Harvest

Jim Feeds the family {4 food}
 Marcus Feeds the family {2 food, 1 sheep}
 John Feeds the family {4 food}
 Kevin Feeds the family {6 food}

+1 wood {1 wood}	+2 wood {2 wood}	+3 wood {6 wood}	+1 clay {4 clay}	+2 clay {6 clay}	Private clay pit {1 clay} {3 food⇒Jim}
+1 reed {2 reeds}	+1 food Catch fish {3 food}	+1 food Travelling players {1 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reed, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or bake bread
Fences	1 Major or Minor Imp	+1 sheep {2 sheep}	Family Growth then Minor Imp	+1 stone {1 stone}	Renovate then 1 Imp
Take 1 vegetable					

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}
- ◇ Cabinet Maker {2 wood, 2 stone}
- ◇ Cooking Hearth {4 clay or Fireplace}
- ◇ Cooking Hearth {5 clay or Fireplace}
- ◇ Fireplace {3 clay}
- ◇ Pottery {2 clay, 2 stone}
- ◇ Stone Oven {1 clay, 3 stone}



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	-	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	-	-	3	Wood/4	2	-8	
Occupations	Academic, Reed Collector							
Improvements	Fireplace {1}, Wood Cart							

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	1	1	1	-/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	2	2	7	Wood/2	2	-6	
Occupations	Farmer, Village Elder							
Improvements	Greenhouse {1}							

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	1	1	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	6	3	2	-	Wood/3	3	-7	
Occupations	Animal Handler, Mushroom Collector, Tinsmith							
Improvements	Baking Tray, Clay Oven {1}							

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	3	1	-	1/-	-/-	1	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	1	-	4	Wood/2	2	-7	
Occupations	Clay Digger, Pig Catcher							
Improvements	Lasso, Raft {1}, Stone Cart, Well {4}							

Orders required

Actions for the family starting with Jim

Next Harvest - after round 9





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 11

Research: None. Dynamo and Elp asked for research, but neither had any power points left after their builds. Research has to be paid for, it is not free. The cost is the level of research being undertaken, for example, 6 points for Defence, 7 points for Elite, and so on.

New units: 1-C {B}, 8-F {C}.

Moves: 1B and 3B use Elite(g) to keep moving despite being adjacent to Chaos units. 1E moves north east and locks up against 7F. 4D and 2E both want to move into the same hex. As they have the same Move strength, it is random, and 4D makes it.

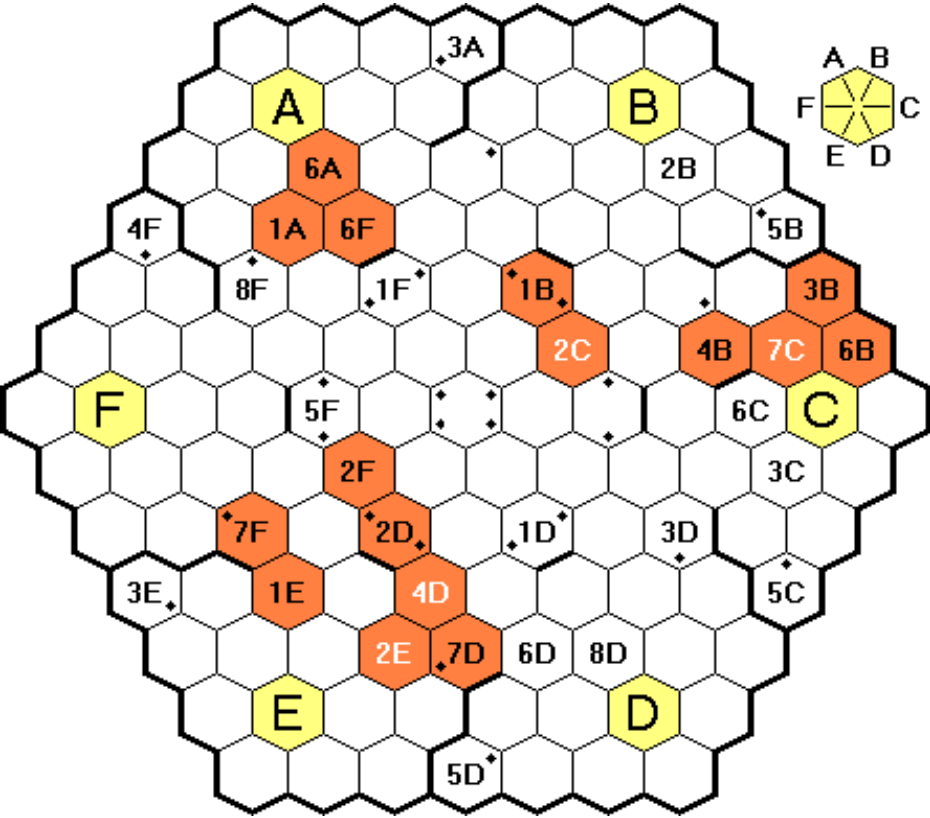
Combat: 6A attacks 6F, using Elite(b) (2 hits). 3F and 6F attack 6A (0 hits out of 6). 1B attacks 2C (6 hits - destroyed). 3B attacks 7C (10 hits - destroyed). 2D attacks 2F (4 hits). 2F attacks 2D (4 hits). 4D and 7D attack 2E (6 hits - destroyed). 2E attacks 4D (8 hits - destroyed). 1E attacks 7F (3 hits out of 6). 7F attacks 1E (4 hits).

Builds: 6C wants to build a wall but does not have access to any stored power.

Conversion: 6A converts 3F into 1A. 3B converts 1C into 6B.

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	No research Level 8	12	1A	1	1								
			♦♦3A	2	0	0	2						
			6A	1	1	3	0	2/1	6	1	1		
Blob Steve Ham	No research Level 8	16	♦♦♦1B	3	3	1	2	1/0	1	1	1		
			2B	2	3	0	2	1/2	1	2	3		
			3B	3	5	1	1	1/0	6	3	2		
			4B										
			♦♦5B	2	0	0	2						
Chaos Marcus Pratt	No research Level 10	12	3C	1	1	0	0	0/0	1	1	1		
			♦♦5C	2	0	0	2						
			6C	1	3	1	0	1/0	2	3	2	1	
Dynamo Mark Stretch	No research Level 5	17	♦♦1D	1									
			♦♦2D										
			♦3D	1	1								
			♦5D	2	1	1							
			6D	1	4								
			♦7D	2	2	1							
Elp Michael Graystone	No research Level 6	11	1E	1	1								
			♦3E	2									

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Free Friends John Marsden	No research Level 7	18	♦♦1F	2	1								
			2F	2	1	0	0	1/0					
			♦4F	1									
			♦♦♦5F	1	2	0	2	0/0	1				
			6F	2	2	1	0	1/0					
			♦7F	2	2	0	1	0/0	0	1			
			♦8F	2	0	0	2	2/3					



The game has polarised into three teams with plenty of units and three teams with only two or three units. The strongest units are probably 6A and 3B. With 6 Defence each, they cannot be hit unless the attacking unit spends Elite(b) points to modify the defence die rolls.

Blob looks like the favourite team, but things can change, for better or for worse.

Orders required	Attribute order: MACPSDERBHX
Production, Moves, Combat and Conversion for round twelve	



BREAKING AWAY 20

Two sprint lines are completed.
Just the finish to go.

ROUND 9

Pos	Riders	New
88	Sigmund Greg Payne	3
87	-	
86	-	
85	-	
84	Top Tom {4} Jessica {6} Swallowtail {3}	3
83	Richard Lunn {2}	6
82	Fast Tom {5} Kalvan {1}	7
81	-	
80	-	
79	Red Admiral Hestophes	3
78	-	
77	-	
76	Ptosphes Shin Takashima Painted Lady	3
75	Terence	6
74	Motomachi Chukagai Rylla Brimstone Big Tom Jim Reader	7
73	Nihon Odori Tyred Tom	12
72	Bashamichi llyb	14
71	Dennis Frank	15

Dennis Frank (1)	Otherwhen:
A Kalvan (1)	3 3 3 7
B Rylla	3 3 7
C Ptosphes	3 4 15
D Hestophes	3 3 4
Steve Ham (16)	Same Again Boys:
A Dennis Frank (6)	3 3 13 15
B Richard Lunn (2)	4 6 9
C Greg Payne (8)	3 4 4
D Jim Reader	3 7 15
Kevin Lee (7)	Butterfly Beauties:
A Red Admiral (4)	3 3 4 6
B Swallowtail (3)	3 3 4
C Brimstone	3 4 7
D Painted Lady	3 3 4
Richard Lunn (12)	Team Tom:
A Fast Tom (8)	3 3 7
B Top Tom (4)	3 4 4
C Big Tom	3 3 7
D Tyred Tom	12 15 15
Greg Payne (19)	Early Dungeon Threats:
A Sigmund (10)	3 3 3 6
B Jessica (6)	3 3 4
C llyb (2)	4 6 14
D Terence (1)	4 5 6
Jim Reader (20)	Minatomirai Sen:
A Motomachi Chukagai (8)	4 7 8
B Nihon Odori (7)	3 7 12
C Bashamichi (5)	4 14 15
D Shin Takashima	3 3 7



With the second sprint over and done, *Minatomirai Sen* leads the team race just ahead of *Early Dungeon Threats*, with *Same Again Boys* in third.

Sigmund leads the individual rankings, but he will need to regain some stamina to score more points at the finish.

Orders required

Cards for round ten



BREAKING AWAY 21

Get in practice for pedal power.

NEW GAME

The team captains for the latest game are:

Dennis Frank	djfrank {at} penn {dot} com
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Mike Reeves	mike {dot} reeves {at} ntlworld {dot} com
Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN

To get started you need to select the card values for your team of four riders. These are the options you get.

Rider	Number of cards	Card Values Allowed	To total
A	3 or 4	1 to 15	30
B	3	1 to 15	25
C	3	1 to 15	20
D	3	1 to 15	16

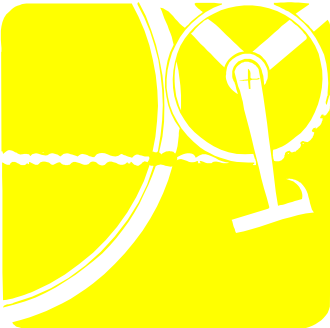
We'll be playing under version 2.3 of the rules. If you need a copy you can find them on the web site (www.fwtwr.com).

If any of the totals are wrong, I shall take the rider's highest card (or one of them if there are two or more the same) and increase or decrease its value until the right total is reached.

Names are required for teams and riders.

Set up

Team and riders names, and card values for each rider





INDUSTRIAL WASTE 2

No more loans required.

ROUND 5

Actions for round 4

Mike	Growth	Growth up to 16
Pete	Order	Produces 5 goods for 18 million with 5 waste
Marcus	Raw Materials {5}	Pete bids 5, Marcus bids 6 and gets them
Alan	Innovation	Materials Required down to 3
Mike	Order	Produces 5 goods for 16 million with 3 waste
Pete	Raw Materials {5}	Marcus bids 7 and gets them
Marcus	Growth	Growth up to 17
Alan	Order	Produces 3 goods for 17 million with 4 waste
Mike	Waste disposal	Waste down to 4
Pete	Waste disposal	Waste down to 3
Marcus	✗	
Alan	Waste disposal	Waste down to 5

Card Combinations for round 6

Pete chose group 3	Advisor - Bribery - Innovation - Waste Disposal
Marcus chose group 5	Growth - Innovation - Order - Waste Disposal
Alan chose group 4	Bribery - Order - Waste Disposal - Waste Removal
Mike chose group 1	Raw Materials - Waste Disposal - Waste Removal

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	16	4	4	5	3
Pete Campbell	18	5	5	5	5
Marcus Pratt	17	5	5	5	2
Alan Harvey	17	5	5	3	4

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	15	0	5	4	33
Pete Campbell	48	0	0	3	45
Marcus Pratt	1	10	10	5	19
Alan Harvey	15	10	7	4	24

The following card combinations were drawn for round 7.

Group 1	Group 2	Group 3	Group 4	Group 5
Innovation	Growth	Advisor	Advisor	Innovation
Raw Materials	Hiring/Firing	Hiring/Firing	Innovation	Order
Waste Removal	Raw Materials	Waste Disposal	Order	Raw Materials

Orders required

Round six - actions starting with Pete, then card selection starting with Marcus



BUS BOSS 324-ENG

If ugly works, ugly
is what you want.

GAME OVER

1st	Jim Reader	BLIGHTY	343
2nd	Pete Campbell	BARE	327
3rd	John Marsden	MARS	308
4th	Bob Coull	TOOL	282
5th	Michael Graystone	GRUBBY	228

Jim Reader (BLIGHTY, 1st): I'm very happy to have won this despite a fairly ugly V-shaped network. However, I think two things worked in my favour - a line that covered areas less covered by the others (especially my early monopoly in the south west) that few others entered even later into the game, and secondly a cooperation strategy that led to multiple joint runs. I scored a lot of points with joint runs and I think this made a big difference. Thanks especially to John for his cooperation, Keith for the game and everyone else for the tough competition.

Pete Campbell (BARE, 2nd): I wasn't convinced about this map at the start. The building costs seemed very high resulting in low overall coverage. On the other hand it seemed to play well enough. In retrospect I think that it was the sort of map where you needed to go against the grain. So whilst most of us went north from London, Blighty headed north and east from the west country, which I think in the end was the better choice. So well done Jim and thanks to Keith for running it.

John Marsden (MARS, 3rd): This is a difficult map because of the number of long routes, which makes it hard to create a coherent network. Congratulations to Jim and thanks to him for the joint runs. Many thanks for running the game.

It was certainly close, and mostly hinged on the result of run 51. Jim and Pete were running the same distance, and Jim won it. If they had tied, Jim would have won by only 6 points, but if Pete had won it he would have taken the game by 4 points.





BUS BOSS 327-CD

CRAB extends his lead.

ROUND 8

Cornwall and Devon

Round 8 Runs

			CRAB	SNAIL	PEAR	BLY	BPA	
2	10♠ Lands End J♦ Bude	① BLIGHTY 20 ② SNAIL 10 ✕ BPA		-2 +5		+2 +2	-2 -5	16 7 7
5	3♦ Ilfracombe A♥ Dartmouth	① CRAB 20 ② PEAR 10	+1/-3		+3/-1			22 8
9	K♠ Padstow 3♥ Princetown	① SNAIL 13 ① BLIGHTY 12 ③ BPA 5		-2 +3		+2 +3/-3	-3 +3/-3	12 10 8
11	3♣ Tiverton Q♦ Tintagel	① BLIGHTY 20 ② BPA 10				+3/-1	+1/-3	18 12
12	K♣ Ashburton 5♦ Barnstaple	① BPA 13 ① PEAR 12 ③ CRAB 5	+2		-2			13 14 3
13	Q♣ Totnes Q♠ St.Ives	① SNAIL 13 ① BLIGHTY 12 ③ PEAR 5 ✕ CRAB ✕ BPA	-5 -5	+2 +5 +1	+3	-2 -3 +5	-1	5 12 2 10 1
14	2♥ Kingsbridge 4♣ Exeter	① CRAB 30						30
15	8♥ Saltash 6♠ Redruth	① BLIGHTY 11 ① CRAB 10 ③ SNAIL 5 ④ PEAR 4 ✕ BPA	+7/-6	+3	-1	+6/-7 -3		15 9 1 2 3
17	6♥ Plymouth 2♠ Wadebridge	① SNAIL 10 ① CRAB 10 ① BPA 10	+2 -3	-2 +1/-2			+2/-1 +3	13 11 6
18	4♦ South Molton A♠ St.Austell	① PEAR 20 ② BPA 10 ✕ SNAIL		-2	+4/-2		+2/-4 +2	18 10 2

Round 8 routes

Bus Passes Accepted (BPA) (Roger Trethewey, Black)
 Wadebridge - Truro - Redruth (12)

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
 Redruth - Falmouth, Exeter - Newton Abbot (11)

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
 Torquay - Paignton, Lostwithiel - Fowey, Okehampton - Holsworthy (12)

Penzance Expressways Are Rampant (PEAR) (Kevin Lee, Purple)
 None.

Camborne, Redruth And Beyond (CRAB) (Pete Campbell, Blue)
 None.

Scores

	Runs:	2	5	9	11	12	13	14	15	17	18	Routes	Score
CRAB	83	-	22	-	-	3	10	30	9	11	-	-	168
BLIGHTY	54	16	-	10	18	-	12	-	15	-	-	-11	114
PEAR	68	-	8	-	-	14	2	-	2	-	18	-	112
SNAIL	57	7	-	12	-	-	5	-	1	13	2	-12	85
BPA	15	7	-	8	12	13	1	-	3	6	10	-12	63

Round 9 Runs

10.	5♠ - 5♥	Falmouth to Plymouth
16.	10♠ - K♥	Paignton to Fowey
19.	2♣ - J♠	England to Penzance
20.	6♣ - 9♥	Dawlish to Liskeard
21.	7♦ - 8♠	Torrington to Helston
22.	10♦ - 9♠	Holsworthy to The Lizard
23.	8♦ - J♥	Clovelly to Bodmin
24.	8♣ - K♦	Newton Abbot to Launceston
25.	A♦ - 4♥	Lynton to Tavistock
26.	9♦ - 10♥	Okehampton to Looe

Runs	Routes
Enter up to 5	Buy in the order Roger, Mike, Kevin, Jim, Pete



BUS BOSS 329-FRA

Fire up those diesel engines for another business battle.

NEW GAME

Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

I don't believe this map has any quirks that need explaining, but if anyone has any queries, just let me know. All the players will find copies of the map included with their zines, or if they're a PDF subscriber, sent separately.

Routes
Buy in the order Michael, Bob, Jim, John, Colin
Don't forget company names and colour preferences



CANAL MANIA 2

If the canal age is over,
it must be time for railways.

ROUND 13

Actions

Kevin Lee	1 Exchanged engineers to gain the Lock-Stretch ability
	2 Built from Northampton to 1 south east of Leighton Buzzard
	3 Shipped goods from Stoke to Goole (4 VPs)
Geoff Hardingham	1 Exchanged engineers to gain the Lock-Stretch ability
	2 Built from Skipton to Leeds (contract complete - 15 VPs) and from Ripon to York (5 VPs)
	3 Shipped goods from Liverpool to Leeds (4 VPs)
Jim Reader	1 Took his junction contract
	2 Built from Coventry to Leicester (contract complete - 3 VPs)
	3 Shipped goods from Guildford to Bath (4 VPs, 2 VPs for Geoff)
John Marsden	1 Exchanged engineers to gain the Surveyor ability
	2 Drew a card from the top of the deck (could not build as requested - your four Aqueduct tiles are all in play)
	3 Shipped goods from Leeds to Burton (4 VPs, 2 VPs for Kevin)

Incomplete Canals

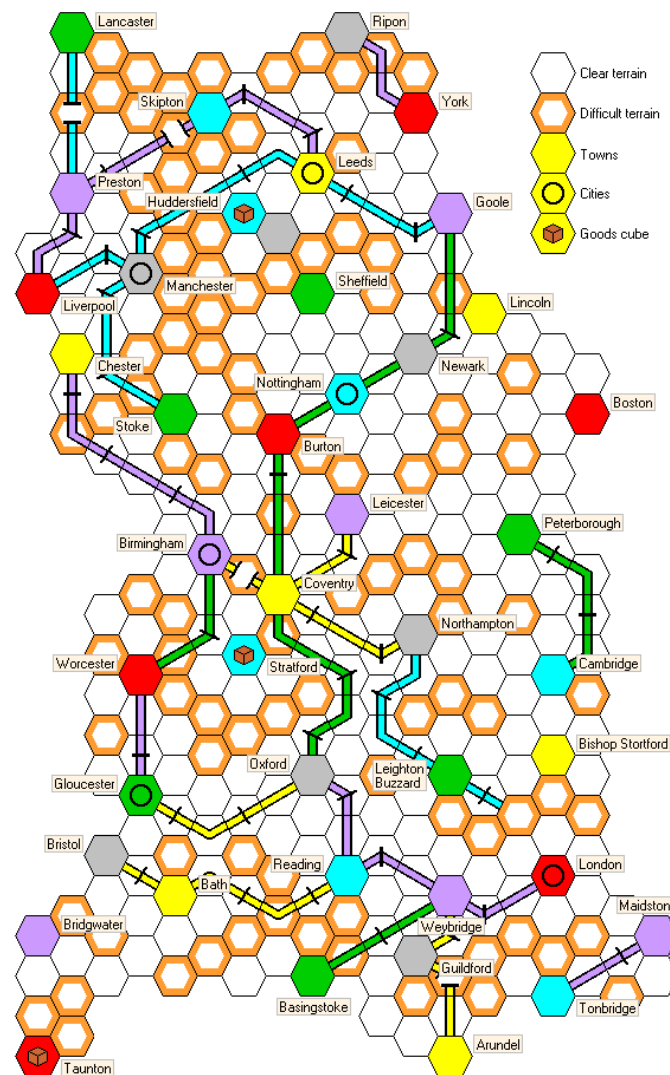
Kevin Lee	Northampton to south east of Leighton Buzzard (3 VPs)
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Goods Decline

Geoff Hardingham	Shipped goods from Worcester to Weybridge (5 VPs, 2 VPs for Jim)
John Marsden	Shipped goods from Nottingham to Oxford (4 VPs)
Jim Readers	Shipped goods from Bath to Guildford (4 VPs, 2 VPs for Geoff)
Kevin Lee	Shipped goods from Lancaster to Leeds (5 VPs, 2 VPs for Geoff)
Geoff Hardingham	Shipped goods from Bristol to London (3 VPs, 3 VPs for Jim)
John Marden	Shipped goods from Leicester to Oxford (2 VPs, 2 VPs for Jim)
Geoff Hardingham	Shipped goods from Ripon to York (2 VPs)
John Marsden	Shipped goods from Peterborough to Cambridge (2 VPs)
Geoff Hardingham	Shipped goods from Tonbridge to Maidstone (2 VPs)
John Marsden	Shipped goods from Cambridge to Peterborough (2 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 17 goods cubes
Geoff Hardingham (L-S)		5	-	2	2	104	None	
<i>Mauve</i>								
Kevin Lee	(B)	7	2	2	2	67	Northampton and London via L Buzzard (7)	
<i>Blue</i>								
John Marsden	(S)	5	4	-	3	87	Bridgwater and Taunton (3)	
<i>Green</i>								
Jim Reader	(A)	11	4	3	1	83	None	
<i>Yellow</i>								

Jim wanted to do more in the last round, but you can't build without a contract, and the junction contract is limited to a two-hex canal between two towns. John was caught out by needing an aqueduct tile to build out from Taunton, but he had already used the four aqueduct tiles that each player starts the game with.



1st	Geoff Hardingham	104
2nd	John Marsden	87
3rd	Jim Reader	83
4th	Kevin Lee	67

Congratulations to Geoff, who was the only one to finish high value contracts in the final round. He also did well from the goods decline. We'll round up next time if you're of a mind to comment.



OUTPOST 28

The Robots and Outpost generate some contention.

ROUND 12

Commander Actions

Mark Auctioned a Robots for 52. David joined at 53, Jim at 54. Mark dropped out at 54, David at 76. Jim got it for 76 (w:6,7,8,8 t:8,9,10,10,10) plus a free Robot

Willem Auctioned an Ecoplants for 44 and got it (t:44)

- ▶ Bought three Population Units (w:7,9)

Marcus Auctioned an Ecoplants for 30 and got it (w:30)

- ▶ Bought three Population Units (m:15)
- ▶ Bought two Titanium Factories (o:2,4 w:8,10 t:7,12 m:17)

Lyndon Bought one New Chemicals Factory (w:7 r:17 n:16,20)

- ▶ Bought one Population Unit (w:4,6)

Pete Auctioned an Outpost for 101. David joined at 102. Pete dropped out at 125. David got it for 125 reduced to 115 after Ecoplants discounts (w:5,7,9,30,30 m:16,18) plus a free Titanium Factory

- ▶ Auctioned a Warehouse for 26 and got it reduced to 21 after Heavy Equipment discounts (t:10,11)

David Bought three Population Units (w:7,8)

Jim Passed

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,6w,4t	12 (13)	0 (0)	2o,2w,1W,1T,2m (128,15)
2	Willem	2o,3w,5t	11 (13)	0 (0)	2o,5w,2t,1T (105,15)
3	Mark	2o,3w,3r	5 (5)	0 (0)	4w,6r (106,10)
4	David	2o,8w,1t	11 (13)	0 (0)	3o,1w,2W,1t,2m (120,20)
5	Lyndon	3o,5w,1r,3n	8 (8)	0 (0)	2w,1W,1r,3n (117,15)
6	Pete	2o,4w,5t	5 (5)	5 (5)	2o,2W,2t,2T (174,20)
7	Jim	2o,4w,4t	8 (8)	1 (8)	1o,5w,4t (78,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Marcus	HE, Nod, OL, OL, Eco, OP		35 (285)
2	Willem	HE, Nod, Eco, Eco, OP		33 (215)
3	Mark	DL, DL, DL, DL, DL, Lab, Lab, Lab		28 (315)
4	David	WH, Nod, OL, Eco, OP		28 (230)
5	Lyndon	WH, Nod, Lab		23 (130)
6	Pete	WH, WH, HE, Rob		21 (130)
7	Jim	HE, Nod, Rob		19 (105)

Data Library	0	Sold out	Orbital Lab	0	(2 more)
Warehouse	1	(none left)	Robots	0	(3 more)
Heavy Equipment	1	(none left)	Laboratory	1	(none left)
Nodule	0	Sold out	Ecoplants	0	(1 more)
Scientists	3	(2 more)	Outpost	1	(1 more)

Orders required

Round thirteen auctions, bids and purchases



OUTPOST 29

The three Nodules disappear quickly.

ROUND 4

Commander Actions

Willem Passed

Mark Bought one Water Factory (o:1,3,5 w:5,6)

John Auctioned a Nodule for 25. Marcus joined at 26, Pete at 27. Marcus dropped out at 28, Pete at 30. John got it for 30 (o:2,4 w:7,9,9)

Marcus Auctioned a Nodule for 26. Pete joined at 27. Marcus dropped out at 27. Pete got it for 27 (o:2,5 w:5,7,8)

- ▶ Auctioned a Nodule for 26 and got it (o:1,4 w:5,8,8)

Lyndon Auctioned a Heavy Equipment for 30 and got it (o:2,3 w:7,8,10)

Jim Bought one Water Factory (o:1 w:6,6,7)

Pete Passed

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Marcus	2o,3w	5p (8,0)	Nod	4o,3w (33,10)	7 (25)
2	John	2o,3w	5p (8,0)	Nod	2o,3w (27,10)	7 (25)
3	Willem	2o,1w	3p (5,0)	DL, DL, DL	4o,2w (26,10)	6 (45)
4	Lyndon	2o,3w	5p (5,0)	HE	4o,3w (33,10)	6 (30)
5	Pete	2o,3w	4p (8,0)	Nod	1o,4w (31,10)	6 (25)
6	Jim	2o,4w	5p (5,0)	-	3o,4w (37,10)	5 (0)
7	Mark	2o,4w	5p (5,0)	-	1o,1w,1W (40,10)	5 (0)

Data Library 1 (1 more) Heavy Equipment . . 2 (2 more)

Warehouse 2 (3 more) Nodule 2 (none left)

I'm getting some odd orders for this game, basically people asking for the impossible. For example, 'Bid up to 29 (all cards) for Heavy Equipment'. As the starting price for Heavy Equipment is 30, this is never going to work. Then there was the person who wanted to buy a Nodule, with the following orders: 'When I have one, buy a Water Factory if I can afford it'. As the minimum spend on a Nodule would be 25, and they started with 31, they were only going to have 6 at best once they got a Nodule, so that was also never going to happen.

It helps if your orders do not include the need to filter out the impossible.

Orders required

Round five auctions, bids and purchases





PUERTO RICO 12

Jim has still got all of the corn.

ROUND 14

Stephen is the Captain.

All ships are emptied.

Willem is the Builder (+1).

Jim builds a Coffee Roaster, Kevin builds the Residence.

Jim is the Settler (+1) and digs a Quarry (manned).

Stephen plants Corn, Willem plants Sugar.

Kevin is the Prospector (+2).

Roles	Builder	Captain	+1 Craftsman	+1 Mayor
	Settler	+1 Trader	Prospector	

Quarries	Plantations (Fields)	Trading House	Ship	Supply
1	Ind Sug Tob Cof Cof	- - - -	10	7

Cargo Ships

5: Empty	6: Empty	7: Empty
- - - - -	- - - - -	- - - - -

Kevin	• Small indigo plant	• Sugar mill	• Tobacco storage	• Coffee roaster
Lee	• Hacienda	• Factory	• Guild hall	• Residence
DbIns: 5	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: Tob✓		
Chips: 9	• Small indigo plant	• Small sugar mill	• Indigo plant	• Hacienda
Stephen	• Small warehouse	• Wharf		
Webb	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Cof✓	Goods: Sug✓		
DbIns: 0	• Sugar mill	• Coffee roaster	• Small market	• Office
Chips: 20	• Harbour			
Willem	• Small indigo plant	• Small sugar mill	• Tobacco storage	• Coffee roaster
Moene	• Small market	• Construction hut	• Small warehouse	• Hospice
DbIns: 6	• Factory			
Chips: 23	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓	Goods: Crn✓✓✓✓✓✓✓✓ Tob✓		
Jim				
Reader				
DbIns: 3				
Chips: 14				

Willem asked for the Builder but couldn't afford to build anything on his preference list. Stephen, I didn't use your Hacienda because you only had one space left on your island, and I presumed you would prefer to fill that with your choice rather than a random pick.

Orders required

Round fifteen orders in the sequence Willem, Jim, Kevin, Stephen



RAILWAY RIVALS 2148-LE

BUM keeps the lead.

ROUND 10

London and South East

Round 10 Runs

			LOSER	ODE	BUM	GITCO	FWTDR	
22	61 London (S) 13 Dover	① ODE 9 ① LOSER 9 ③ GITCO 5 ④ FWTDR 4 ⑤ BUM 3			+2 -2	+4/-4	+1/-2	11 6 5 5 3
23	43 Brighton 65 London (NW)	① GITCO 13 ① BUM 12 ③ FWTDR 5 X LOSER	-1 -1		-1 -1	+1 +1		11 12 5 2
24	34 Chatham 54 Horsham	① LOSER 20 ② ODE 10 X FWTDR X BUM	-2	+2 +5 +4	-4		-5	18 3 5 4
25	24 Ramsgate 33 The West	① LOSER 16 ② ODE 9 ③ FWTDR 5 X BUM	-3 +3 +4	+3 +4	-4		-3 -4	12 2 12 4
26	22 Canterbury 14 Eastbourne	① FWTDR 13 ② BUM 8 ③ ODE 5 ④ GITCO 4		-6 +8/-7	+6 +3	-6 +7/-8	+6	7 -1 10 14
27	36 Sheerness 42 Lewes	① LOSER 30 X GITCO	+1			-1		29 1
28	55 Tunbridge Wells 31 The Seaside	① GITCO 20 ② BUM 10			-3 +3			17 13

Round 10 builds

London & South East Railways (LOSER) (Bob Coull, Black)

F12 - Eastbourne.

-3 (builds) +1 (FWTDR) = -2

Opening Due East (ODE) (John Marsden, Green)

None.

+1 (FWTDR) = +1

Bloody Useless Management (BUM) (Jim Reader, Yellow)

None.

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)

None.

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)

A50 - N9 - N7.

-7 (builds) -1 (LOSER) -1 (ODE) = -9

John Marsden pointed out that Roger was right to call his entry a solo run, as that was how David Watts referred to a run you did not 'share' with another player. I don't dispute that, but with the adoption of the Bus Boss scoring system, the phrase 'solo run' gained a different meaning that wasn't in David's thoughts when he wrote the original rules.

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
BUM	196	3	12	4	4	-1	-	13	-	231
LOSER	141	6	2	18	12	-	29	-	-2	206
GITCO	158	5	11	-	-	14	1	17	-	206
ODE	145	11	-	3	2	10	-	-	+1	172
FWTDR	117	5	5	5	12	7	-	-	-9	142

Round 11 Runs

29.	11 - 53	Folkestone to Tonbridge
30.	12 - 44	Dover to Brighton
31.	23 - 56	Margate to Reigate
32.	32 - 66	Sevenoaks to Cross Channel
33.	45 - 21	Newhaven to Whitstable
34.	64 - 33	London (north east) to Rochester
35.	62 - 62	London (south) to the Seaside

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



RAILWAY RIVALS 2160-KT

Three new towns for BARGAIN BUCKET.

ROUND 4

Kansas {16 points for these builds}

Connections Uniting Eastern States (CUES) (Bob Coull, Green)

L20 - K20, K31 - M30 - N30 - O30 - Q31 - Somerset.

48 +6 (towns) +1/-1 (GREAT) = 54

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)

Chattanooga - D30 - Knoxville - K36 - L36, L7 - Dyersburg, Jackson - G8.

45 +6 (towns) +1/-1 (CUES) -2 (REBUS) = 49

Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)

U14 - T13 - Paducah - Cairo, Y16 - Evansville.

12 +18 (towns) +1 (COLIN) = 31

Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)

V18 - V11 - Paducah - S10.

68 -1 (BARGAIN BUCKET) = 67

REB's 'r' US (REBUS) (Rob Thomasson, Red)

Q33 - N32 - Knoxville - J33, P36 - P38 - Q39 - Q40, P16 - Hopkinsville - S15.

39 +2 (GREAT) = 41

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2157-KA

Our final building round.

ROUND 6

Kansas

{13 points for these builds}

Mid-Western Express (MWE) (Tony Bromley, Purple)

F30 - E31 - Arkansas City, Plainville - V17 - Stockton, Colby - Goodland - V1, Troy - B88.

52 +3 (towns) +3 (CAR) = 58

Kansas Rails Across Prairies (KRAP) (Pete Campbell, Blue)

Ness City - Scott City - Atribune - O2 - P1.

56 +3 (towns) +1 (HICK) = 60

Winfield Expressways Are Rampant (WEAR) (Kevin Lee, Red)

D8 - D1, D9 - Sublette, D4 - Johnson.

50 +1 (CAR) = 51

Horrible Indigo Coke Kings (HICK) (Jim Reader, Yellow)

K13 - Oakley, H21 - L19.

46 -1 (KRAP) +1 (CAR) = 46

Central American Railways (CAR) (Don Shailer, Orange)

El Dorado - N33 - Emporia, I30 - G29 - Winfield - D30 - Arkansas City - B29.

73 -3 (MWE) -1 (WEAR) -1 (HICK) = 68

Jim, your ordered build required 16 points, but stopped at the allowance of 13.

Round 7 Runs

1.	31 - 65	Wichita to Concordia/Manhattan
2.	63 - 51	Abilene/Salina to Tribune
3.	12 - 41	Kansas City to Great Bend/Pratt
4.	25 - 61	Fort Scott/Pittsburg to Nebraska
5.	35 - 55	Harper/McPherson to Norton
6.	13 - 23	Atchison/Leavenworth to Chanute/El Dorado
7.	46 - 66	Johnson/Syracuse to Oklahoma

Due to the unusual nature of special runs 5 and 6, which run from Colorado to Missouri without involving any other specific town, there will be an extra run in rounds 9 and 12 so that each town is used twice during the runs.

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals





SAINT PETERSBURG 3

Rob is busy this time.

PHASE 4-B

Round 4 - Building Phase

Bob	Tony	Rob	Kevin
Pub ⇒ hand	✗	+ Market	+ Firehouse from hand
✗	✗	Observes Aristocrats Warehouse Manager ⇒ hand	✗
✗	✗	+ Judge from hand	✗
✗	✗	Market ⇒ hand	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	16	18	12r + 0vp	1r + 6vp	5r + 0vp	Trading	19
Rob	3	3	21r + 2vp	0r + 2vp	11r + 2vp	Worker	10
Kevin	9	20	12r + 0vp	5r + 9vp	6r + 1vp	Aristocrat	12
Bob	18	14	18r + 2vp	0r + 0vp	7r + 6vp	Building	8

Players	Cards in hand	Cards in play
Tony	Library, Administrator	Gold Miner x 2, Shepherd, Ship Builder, Catherine the Great's Palace, Market, Builder
Rob	Market, Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack, Shepherd, Ship Builder x 3, Market, Observatory, Author x 3, Warehouse Manager, Judge
Kevin	Senator	Fur Trapper x 2, Lumberjack, Shepherd, Customs House x 2, Firehouse, Harbour, Administrator, Controller
Bob	Pub, Pope	Fur Shop, Fur Trapper, Gold Miner, Lumberjack, Weaving Mill, Pub, Warehouse, Judge, Minister of Foreign Affairs

Orders required

Round four Aristocrat phase led by Kevin

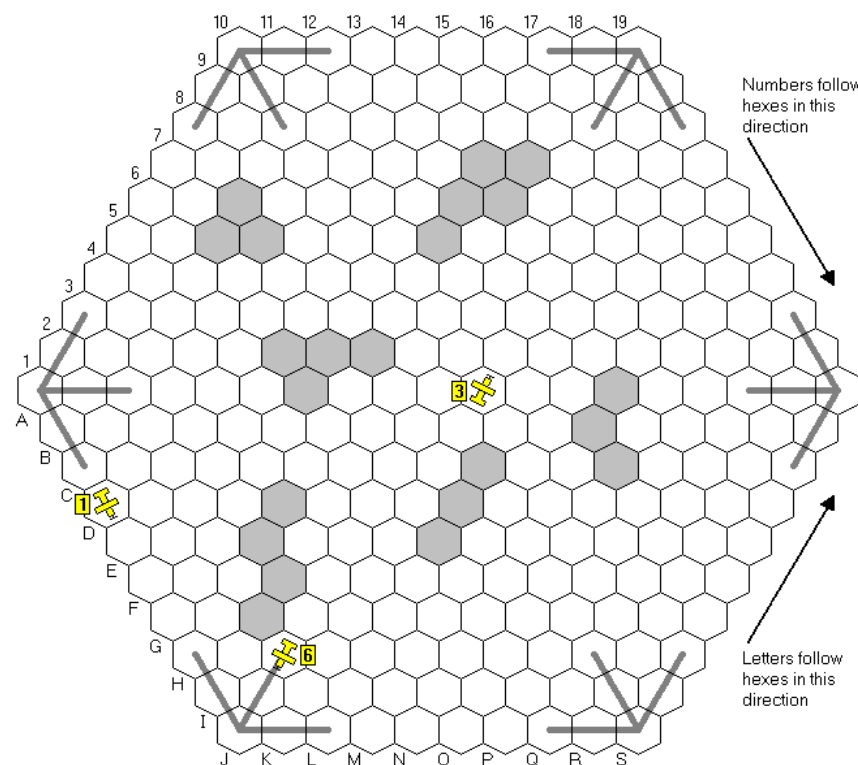


SOPWITH T353FW

No shots were fired this time.

ROUND 9

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> Michael Graystone	A1-E	RT, A, A (1 kill) {Airfield: A1}	D1-SE	16:12:17
3 <i>Wizard Prang</i> Jim Reader	K9-NE	A, A, A {Airfield: J19}	K11-NE	13:08:00
6 <i>Glider</i> Hugo Griffin	I5-SE	A, RT, A (1 1/2 kills) {Airfield: J1}	J3-SW	00:09:26



The clouds moved north east. *Wizard Prang* heads away from the forthcoming argument between *The Brown Baron* and *Glider*. As *Glider* is out of ammunition, the argument could be somewhat one-sided...

PREVIEW

For the Railways Rivals game starting next month, I propose the map of Malta originally designed by Ryk Downes and later revised by David Watts.



The issue after that, we will have another 1825 and a new game of Agricola. Having had a monster 1825 recently, I think we should settle down and play something more reasonable, so I suggest the basic Unit 1 game with no extras. The players are more than welcome to make their own suggestions.

Here's the plan for new games due to start in the next two issues.

#183: 1861, Railway Rivals (Malta)
#184: 1825, Agricola



ZINES RECEIVED

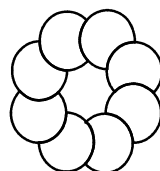
A summary of zines that I've received recently.

Date	Zine/Issue
Apr 5th	Ode 321, Save Your XXs For Me 83
Apr 6th	Minstrel 346
Apr 17th	...mais n'est-ce pas la gare? 117

RATINGS

This is the list of subscribers with a rating of 2.0 or more. People are included if they have completed five or more games.

-	David Smith	3.591	The rating system is: 5 points for a win 3 points for second 1 point for third
-	Tony Bromley	3.400	
-	Pete Campbell	3.400	
-	Lyndon Gurr	3.380	
-	Mark Frueh	2.923	
-	Lionel Robbins	2.857	
▲	Geoff Hardingham	2.786	
-	Marcus Pratt	2.750	
-	Steve Thomas	2.611	
-	Tony Robbins	2.318	
-	Stephen Webb	2.255	
-	Michael Graystone	2.233	
-	Rob Thomasson	2.197	
-	Alan Harvey	2.188	
-	Richard Lunn	2.071	
-	Colin Sharpe	2.013	



GAME ORDERS

Please observe these guidelines when sending your orders.

- ✱ The game name *and* game number must be given for each set of orders.
- ✱ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.
- ✱ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.
- ✱ Do not use both sides of the same sheet of paper for different games.
- ✱ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- ✱ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.
- ✱ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.
- ✱ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

Handling NMRs (No Move Received)

- ✱ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.
- ✱ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.
- ✱ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.
- ✱ Games will not normally be held over due to a shortage of orders.
- ✱ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.
- ✱ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

A bid for a specific figure means just that - you will bid that figure and nothing else. If you want to bid above a previous bid and are willing to go to a maximum bid, then order your bid *up to* that maximum. You will then bid the minimum possible, and keep bidding until you win the auction or reach your maximum. If you are entitled to any discounts, do not deduct the discount before bidding. Any applicable discounts will be deducted after the auction is over.

Bus Boss and Railway Rivals

For Railway Rivals, the games I run use a single building allowance during the building rounds, rather than three separate die rolls.

During the operating rounds, Bus Boss scoring is used for both games. This shares 30 points between all entrants. If only one player enters a run, they get the full 30 points (less any payments they need to make to rivals). Players who complete a run in the same turn share placings. If shared placings mean that points cannot be shared evenly, the poorer player at the time of the run gains the odd point. If the players are tied before the run, the odd point is discarded.

When ordering for operating rounds, you should always list the runs in their proper sequence. You should not list runs you are not entering, as this often makes orders more confusing. If one or more runs is conditional on joint runs or other arrangements being accepted, the conditional order should appear against the run so that I can check the conditions before proceeding.

The maximum you may pay any single player in a run is ten points. If the length of the route you need to enter a run is more than twice the shortest route of any other entrant, your entry will be rejected, but that run will count towards the number that you are allowed to enter.

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.

If 2 or 3 are carried over, then you can enter 5 runs.

If 4 or 5 are carried over, then you can enter 6 runs.

If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).

In all these cases, you can choose your runs from all those available.



WHO PLAYS WHAT

John Boocock	1829-A30, 1861-R29, Agr4, OP29	Greg Payne	BA20
Tony Bromley	RR-2157-KA	Marcus Pratt	Agr4, Bat4, IW2, OP28, OP29
Pete Campbell	1825-H27, 1826-J28, 1829-A30, 1830-V2-U28, 1870-N29, 1889-O29, BB-327-CD, IW2, OP28, OP29, RR-2157-KA	Jim Reader	Agr4, BA20, BA21, BB-327-CD, BB-329-FRA, CM2, OP28, OP29, PR12, RR-2148-LE, RR-2157-KA, Sop353
John Colledge	Acq56, Acq57	Mike Reeves	BA21
Bob Coull	BB-329-FRA, RR-2148-LE, RR-2160-KT, StP3	Lionel Robbins	1825-H27, 1829-A30
Dennis Frank	BA20, BA21	Adam Romoth	1856-E31
Mark Frueh	1830-T29, 1856-E31, 1870-N29	Don Shailer	RR-2157-KA
Michael Graystone	Acq56, Acq57, Bat4, BB-329-FRA, RR-2160-KT, Sop353	Colin Sharpe	Acq56, Acq57, BB-329-FRA, RR-2160-KT
Hugo Griffin	Sop353	John Shelley	1826-J28, 1829-A30, 1830-T29, 1856-Y27, 1856-E31, 1861-R29
Lyndon Gurr	1826-J28, 1856-Y27, 1861-C27, 1870-N29, 1889-O29, OP28, OP29	David Smith	OP28
Steve Ham	Bat4, BA20, RR-2160-KT	Don Smith	1826-J28, 1830-T29, 1830-V2-U28, 1856-Y27, 1856-E31, 1861-R29, 1870-N29, 18GA-Z27
Geoff Hardingham	CM2	Allan Stagg	Bat4, BA21
Alan Harvey	1825-H27, 1830-V2-U28, 1889-O29, IW2	Mark Stretch	1830-V2-U28, 18GA-Z27, Bat4, BA21, OP28, OP29
Mike Head	1889-O29, 18GA-Z27, IW2	Rob Thomasson	1829-A30, 1830-T29, 1856-Y27, 1856-E31, BA21, RR-2160-KT, StP3
Mike Hutton	1825-H27, BB-327-CD	Roger Trethewey	BB-327-CD, RR-2148-LE
Kevin Lee	Acq57, Agr4, BA20, BB-327-CD, CM2, PR12, RR-2157-KA, StP3	Stephen Webb	1826-J28, PR12
Richard Lunn	Acq57, BA20	Tony Wilcock	Acq56, StP3
John Marsden	Bat4, BB-329-FRA, CM2, RR-2148-LE		
Willem Moene	1825-H27, 1830-T29, 1856-Y27, 1870-N29, Acq56, OP28, OP29, PR12		



OUTSIDE EDGE

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DEADLINES

Wednesday May 11th 2011
18xx games - Friday May 6th

Future deadlines: 18xx games: June 10th Other games: June 15th

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.
Unreadable submissions may be treated as No Move Received.