

FOR WHOM THE DIE ROLLS

May 2011

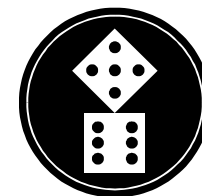
Published by Keith Thomasson

Issue 183

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 #183, 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...

1861 Pete Campbell, Lyndon Gurr, Willem Moene, Lionel Robbins, Don Smith
Railway Rivals (Malta) .. Pete Campbell, Bob Coull, Jim Reader, Mark Stretch, Roger Trethewey

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

- ♣ 1825 John Boocock, John Shelley, Mike Hutton, Lionel Robbins, Willem Moene
- ⇨④ 1825 Howard Bishop
- ⇨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
- ⇨① 1870 Lionel Robbins, Adam Romoth, John Shelley, Willem Moene
- ⇨⑥ 18C2C Pete Campbell, John Boocock
- ⇨⑦ 7 Wonders Waiting
- ⇨② 18Rhl Rhineland Willem Moene, Pete Campbell, Alan Harvey
- ⇨① Acquire Bob Coull, Tony Wilcock, Michael Graystone, John Marsden
- ♣ Agricola Allan Stagg, Jim Reader, Kevin Lee, Pete Campbell
- ① Homesteaders Michael Longdin, Rob Thomasson, Howard Bishop
- ⇨⑧ Outpost Willem Moene, Marcus Pratt
- ⇨① Puerto Rico Jim Reader, Willem Moene, Kevin Lee
- ⇨⑤ Revolution! Allan Stagg (normally a 4-player, but can take 6 with The Palace expansion)
- ⇨① RoboRally Allan Stagg, Jim Reader, Mark Stretch, Greg Payne, Don Shailer, Roger Trethewey, Howard Bishop
- ⇨① Steam: Rails to Riches .. Pete Campbell, Mike Hutton, Marcus Pratt
- ③ Year of the Dragon Pete Campbell

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
- ⇨① Railway Rivals Jim Reader, Steve Ham, Michael Graystone, John Marsden

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

START

Welcome to issue #183. This issue's cover is graced by two new show business personalities - Bob and Angus. These guys... er, sheep... have recently appeared on YouTube with weekly news bites about Mayfair Games. Each show is around 4 minutes in length and mixes news, light relief and a touch of insanity. There are three shows out now, with a new one due each Thursday.

UK Games Expo is just one week away. The on-line booking system has closed, but that will be partly due to the need to post out the tickets to those who have booked. Tickets can still be bought on the door on June 4th/5th. For more information, look at their web site - www.ukgamesexpo.co.uk.

If you're thinking of attending and fancy giving some of your time to the event, you might find that you would be welcome as a volunteer. As of a week ago they were still looking to fill their quota of volunteers, so if you can offer them your body for a few hours, send an email to Mick - mick@ukgamesexpo.co.uk - to find out if he still has some empty slots to fill.

I'm sponsoring the Catan tournament once again. The tournament currently has 25 entrants, which makes it the biggest tournament. The winner qualifies for the 2012 World Finals, due to take place in the USA around September next year. The winner will get a large chunk of their long-haul flight costs paid for.

We're expecting Larry Roznai, President of Mayfair Games, to be present on the Sunday for the tournament, Icelandic ash clouds permitting.

I'm sure you will have noticed my occasionally prodding for timely orders, not to mention orders that make a modicum of sense. I mentioned to someone recently that David Watts used to fine people for late or problematic orders in his zine. Lo and behold, along comes the latest issue of Devolution, and David lays out his stand against poor orders.

He runs Railway Rivals games, and will be fining players who do not list all the game details in their orders. This includes the game number, their name, company name and colour, and in races, the race number, start and finish points, and details of payments. The fines will take the form of points deductions.

I like the idea, but I'm not sure it will have any effect on the people who regularly fail to supply these details. He says that players who object to his rules should not enter games that he runs. Unwritten is the fact that he is unlikely to accept regular offenders in new games.

At a recent Saturday games day, two games hit the table that were suggested as candidates for postal play. Allan Stagg has already offered them in TINAS, his sub-zine in WIMM? The first is 7 Wonders. An obvious candidate, really, as it has no secret information and a fixed number of turns. The second is Revolution! from Steve Jackson Games. Here, everything is secret as you have to allocate your gold, blackmail and force tokens to actions without knowing what anyone else is doing. When the allocations are revealed, whoever controls an action gets to carry it out, while any ties or losses are lost opportunities. I'll open lists myself and aim to provide more details in due time.

I don't expect to produce the next issue until July, but note that the next deadlines are still in June, so I could still surprise you with something next month.



1861-F31

The sale of privates
was completed by e-mail.

NEW GAME

The five players for this game will deal in the following order.

Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ

Stock Round 1 - Privates

Willem	Don	Pete	Lyndon	Lionel
20 on TSR	25 on TSR	50 on TSR	✗	✗
✗	✗	TSR for 30	40 on BSSC	45 on BSSC
✗	✗	✗	✗	BSSC for 45
40 on MYR	50 on MYR	55 on MYR	60 on MYR	✗
65 on MYR	70 on MYR	✗	✗	✗
✗	MYR for 70	70 on MRR	80 on MRR	✗
85 on MRR	✗	✗	✗	✗
MRR for 85	✗	85 on WVR	90 on WVR	✗
✗	✗	✗	WVR for 90	Priority for Minors

Portfolio	Privates	N	KB	KK	KR	MK	MNN	MV	OK	RO	SPW
Willem Moene	MRR	-	-	-	-	-	-	-	-	-	-
Don Smith	MYR	-	-	-	-	-	-	-	-	-	-
Pete Campbell	TSR	-	-	-	-	-	-	-	-	-	-
Lyndon Gurr	WVR	-	-	-	-	-	-	-	-	-	-
✗ Lionel Robbins	BSSC	-	-	-	-	-	-	-	-	-	-

Bank (new)	2	2	2	2	2	2	2	2	2	2	2
Bank (pool)											
Price											
Loans											
Company credit											
Tokens											
Trains											
Bank cash: 14,060	Certificate limit: 15					Trains: 10 x '2', 7 x '3'					

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Willem Moene	252	-85	167	242	19.5▼	1
Don Smith	252	-70	182	242	19.5▼	1
Pete Campbell	252	-30	222	252	20.3▲	1
Lyndon Gurr	252	-90	162	252	20.3▲	1
Lionel Robbins	252	-45	207	252	20.3▲	1

The first stock round will continue with the minor companies, also via e-mail.



1825-H27

One retained dividend is
enough to keep us in play.

OR16

Mike's cash has been reduced by 255 as I hadn't charged him for his L&YR purchase.

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	-	-	360	Yes	255▲	90	4T U3
GWR	PC	12:Y7:1	-	680	Yes	380▲	51	5 3T 3T
Mid	LR	38:P18:5	-	600	Yes	300▲	20	5 3T U3
NER	AH	28:N16:6	-	250	Yes	180▲	0	4 3T
LSWR	MH	11:X10:3	-	750	Yes	360▲	350	4 3T 2+2
GER	WM	-	-	420	Yes	280▲	50	4 3T
NBR	AH	-	-	240	Yes	180▲	30	5
Cal	MH	-	-	-	-	34▼	20	-
L&YR	LR	-	-	420	Yes	280▲	0	4
SECR	PC	-	-	380	Yes	230▲	39	U3
GNR	MH	15:T24:5	-	730	Yes	205▲	100	6 4 U3
GCR	WM	-	-	530	Yes	280▲	0	6 5 2+2
LBSC	MH	11:W17:3	-	430	Yes	230▲	0	3T 2+2
Cam	WM	8:T4:6	-	110	Yes	420▲	1,120	7 7 U3
NS	LR	9:P12:1	-	170	Yes	180▲	350	3T
TV	WM	7:U9:4	-	280	Yes	160▲	40	4T 4T
LT&S	AH	-	-	240	Yes	126▲	10	2+2
SDR	MH	14:W11:1	-	590	No	24▼	420	6 U3 5
MGW	MH	9:S25:2	-	350	Yes	82▲	0	5 4T

- Notes: ① 1,440 to the bank for two '7' trains
 ② 100 to the bank for terrain costs
 ③ 410 to the bank for a 'U3' train

Cash Flow	b/f	OR16	c/f	Value	%	Certs
Willem Moene	317	928	1,245	8,880	15.5▼	17
Lionel Robbins	1,648	1,499	3,147	11,642	20.4▲	28
Mike Hutton	744	1,771	2,260	10,898	19.1▲	28-33
Pete Campbell	1,836	1,496	3,332	12,554	21.9▲	30
Alan Harvey	3,601	1,348	4,949	13,202	23.1▼	31

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

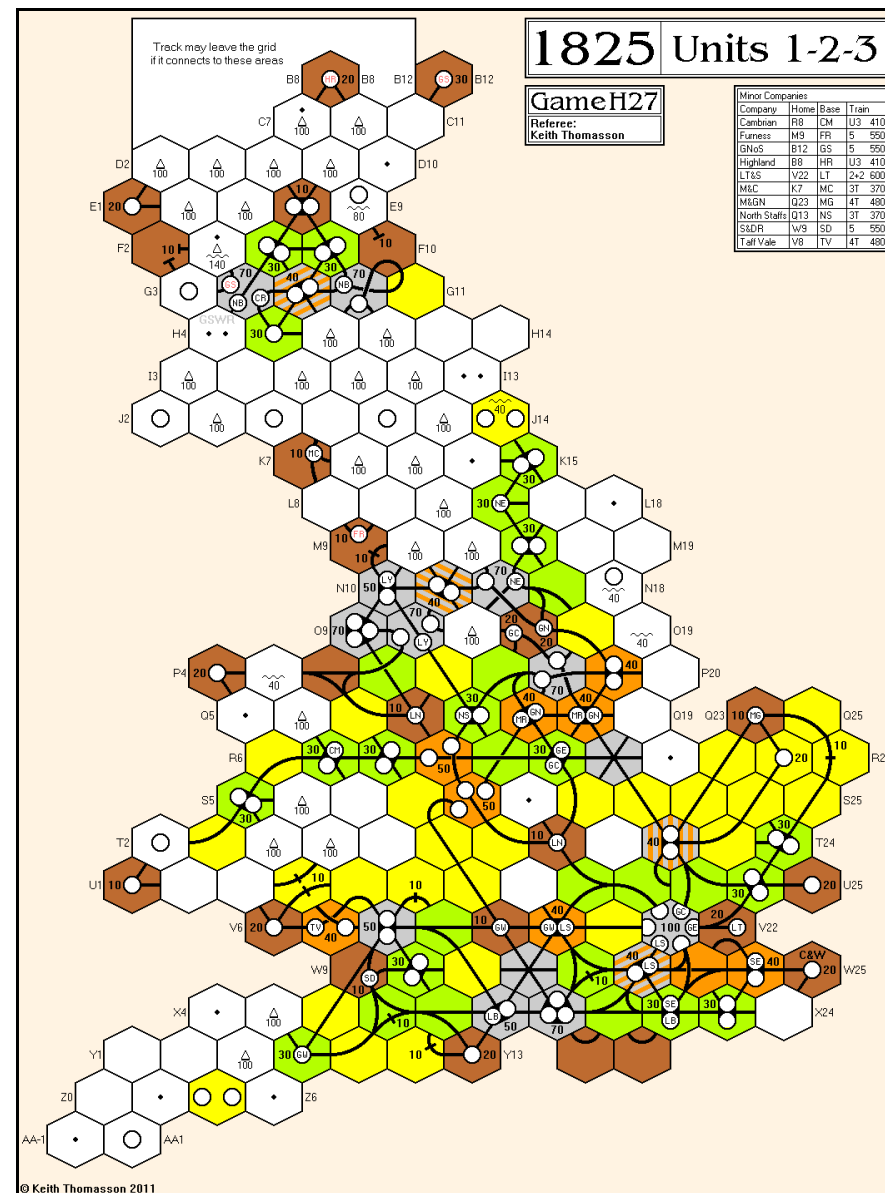
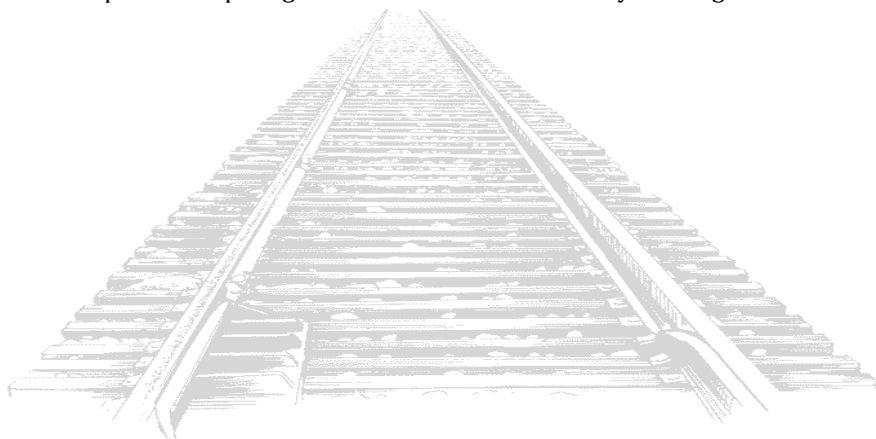
When combining the K3 kit with Unit 2 the recommendation is to remove the grey tiles that come with Unit 2. This is why there are only two type '50' tiles in this game. These are the two from the K3 kit.

Pete, the SECR didn't do it's station upgrade because its trains cannot reach that station.

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)	255	380	300	180	360	280	180	34	280	230	205	280	280
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	6	6
	U3	3T	3T	3T	3T	3T					4	5	5
		3T	U3		2+2						U3	2+2	2+2

	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)	230		420	180	160	126	24	82				
Company credit	0		1440	350	40	10	420	0				
Tokens	1	3	-	-	-	-	-	-	1	1	1	1
Trains	3T		U3	3T	4T	2+2	5	4T	{5}	{5}	{U3}	{3T}
	2+2		7 7		4T		6 U3	5				
Bank cash: 67	Certificate limit: 31										Trains: None	

Mike conspires to keep the game alive for one more round by retaining with the SDR minor.



Orders required for the following round

By the early deadline

OR17



1826-J28

It turned out to be closer than I expected.

OR11 - OR13

OR11	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	PC	-	370	No	① ②	122C	134	-	TGV 10H
N	SW	43:B14:4	670	No	③ ④	122C	131	-	E
B	LG	8:F6:1	400	Half	⑤ ②	122C	282	2	TGV E
PL	PC	9:H10:1	-	-	⑥ ②	100A	0	-	TGV
SNCF	DS	23:I9:3	260	Yes	⑦	110C	367	-	10H
GC	JS	23:J12:4	370	Half	-	100D	488	1	E
M	JS	47:M11:1	380	Half	-	100A	459	1	E
P	SW	-	600	Half	④ ⑧	82D	330	1	TGV 10H
E	LG	-	980	Half	④	65F	63	1	TGV 10H

- Notes: ① 40 to the bank for a token in K17
② 1,000 to the bank for a 'TGV' train
③ Run reduced to 620 to pay loan interest
④ 1 loan redeemed
⑤ 40 to he bank for terrain costs
⑥ 100 to the bank for a token in L14
⑦ 140 to the bank for a token in M13
⑧ 1 to the N for a '10H' train

OR12	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	PC	-	970	Yes	-	135C	134	-	TGV 10H
N	SW	3:D14:1	380	Yes	①	135C	71	-	E
B	LG	6:F12:5	1,000	Half	② ③	150C	142	1	TGV E
SNCF	DS	-	260	Yes	-	122C	367	-	10H
GC	JS	5:I13:5	370	Half	③	122D	156	-	E
PL	PC	-	600	Yes	-	110A	0	-	TGV
M	JS	14:I13:3	380	Half	③	122A	118	-	E
P	SW	15:F12:5	1,040	Half	③	100D	300	-	TGV 10H
E	LG	63:F12:1	1,040	Half	③	75F	33	-	TGV 10H

- Notes: ① 60 to the bank for terrain costs
② 40 to he bank for terrain costs
③ 1 loan redeemed

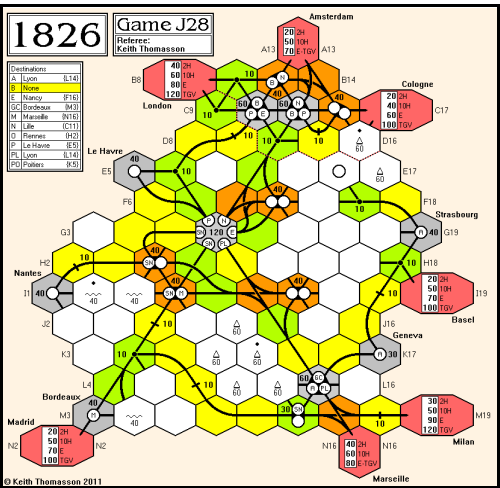
OR13	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
B	LG	-	1,000	Half	①	180C	92	-	TGV E
A	PC	-	970	Yes	-	150C	142	-	TGV 10H
N	SW	-	380	Yes	-	150C	71	-	E
GC	JS	63:I13:1	380	Yes	-	135C	232	-	E
SNCF	DS	-	260	Yes	-	135C	367	-	10H
M	JS	-	380	Yes	-	135A	156	-	E
PL	PC	-	600	Yes	-	122A	0	-	TGV
P	SW	-	1,040	Yes	-	110D	300	-	TGV 10H
E	LG	-	1,040	Yes	②	82E	33	-	TGV 10H

- Notes: ① 1 loan redeemed
② The bank has run out of cash

Cash Flow	b/f	OR11	OR12	OR13	c/f	Value	%	Certs
John Shelley	52	356	481	865	1,754	3,798	17.7	14
Don Smith	119	273	363	420	1,175	2,930	13.6	11
Pete Campbell	74	98	986	1,090	2,248	3,922	18.3	11
Stephen Webb	416	200	843	1,155	2,614	4,654	21.7	13
Lyndon Gurr	614	504	958	1,426	3,502	6,154	28.7	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	150C	180C	82E	135C	135A	150C	110D	122A	135C
Loans	-	-	-	-	-	-	-	-	-
Company credit	134	92	33	232	156	71	300	0	367
Tokens	-	1	2	2	2	1	-	2	3
Trains	T 10H	T E	T 10H	E	E	E	T 10H	T	10H
Bank cash:	-678	Certificate limit: 13						Trains: TGVs	



1st	Lyndon Gurr	6,154	28.7%
2nd	Stephen Webb	4,654	21.7%
3rd	Pete Campbell	3,922	18.3%
4th	John Shelley	3,798	17.7%
5th	Don Smith	2,930	13.6%

Congratulations to Lyndon. We're done, and can dust it next time with comments.



1829-A30

No sign of the LSWR hitting the rails any time soon.

OR4 - SR5

OR4	Pres	Lay	Survey	Run	Pay	Notes	Price	Credit	Trains
LNWR	PC	4:R10:1	►S11	50	Yes	①	126▲	420	2 2 2
GWR	RT	-	►V16	70	Yes	-	90▲	500	2 2
Mid	JS	6:Q15:3	►R14	-	-	②	76▼	640	2

Notes: ① 360 to be bank for two '2' trains
② 180 to the bank for a '2' train

Stock Round 5

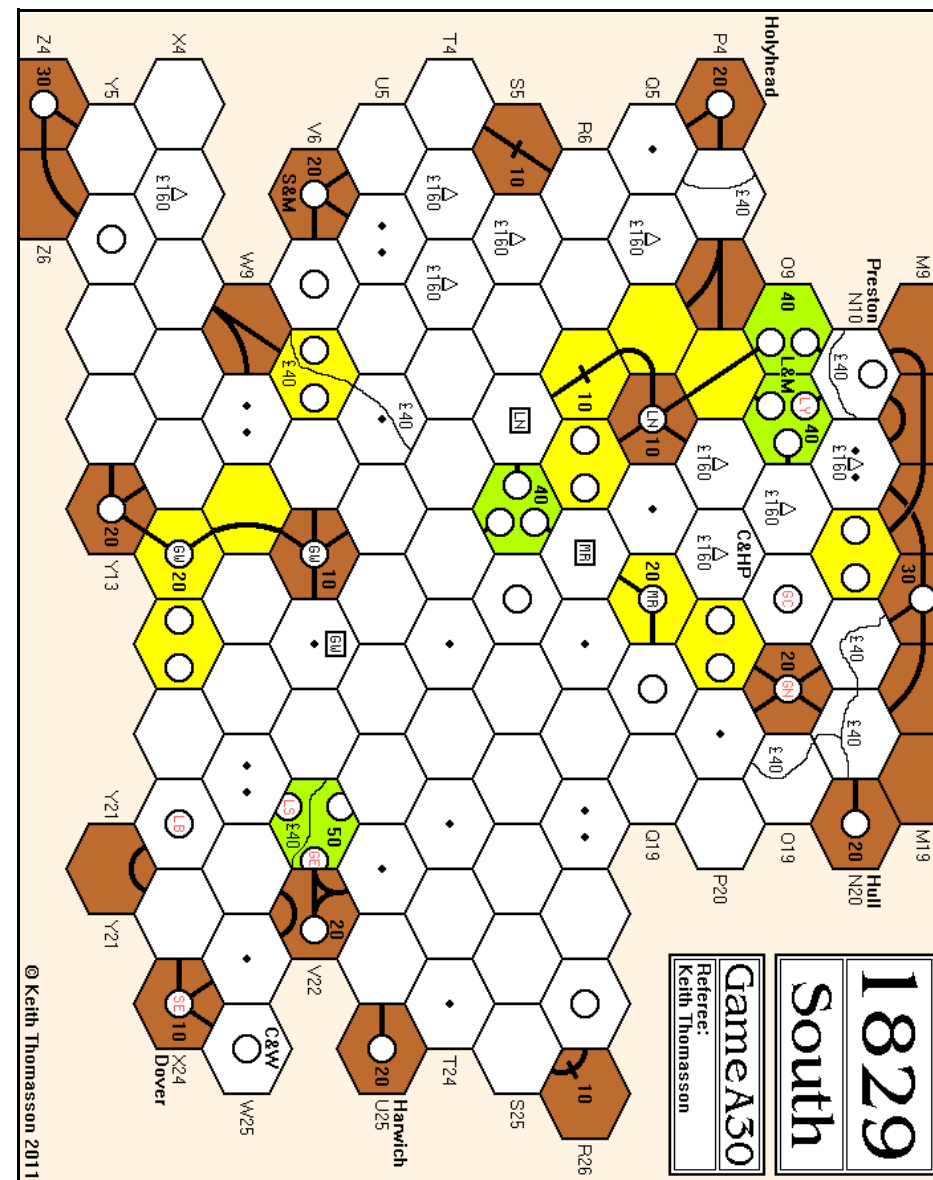
Lionel	John Boocock	Pete	Rob	John Shelley
+ Midland new	✗	- 1 GWR + LNWR pool	+ GWR pool	✗
✗	✗	✗	✗	Priority for SR6

Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Pete Campbell	38	27	-36	29	659	20.8▲	4
Rob Thomasson	87	40	-90	37	607	19.2▲	6
John Shelley	13	15	0	28	609	19.3▼	6
Lionel Robbins	68	31	-82	17	615	19.4▲	6
John Boocock	9	37	0	46	674	21.3▲	5

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR	L&YR	SECR
Pete Campbell	-	5D	-	-	-	-	-	-	-	-	-
Rob Thomasson	S&M	-	6D	-	-	-	-	-	-	-	-
John Shelley	C&HP	1	-	5D	-	-	-	-	-	-	-
Lionel Robbins	-	2	3	1	-	-	-	-	-	-	-
John Boocock	L&M	2	1	1	-	-	-	-	-	-	-

Bank (new)	Hull...	-	-	3	10	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	-	-	-	-	-	-	-	-	-	-
Price (pool)		126	90	76							
Company credit		420	500	640							
Tokens		5	4	4	5	5	4	4	4	3	3
Trains		2 2 2	2 2	2							
Bank cash: 19,843		Certificate limit: 18				Trains: 1 x '2', 6 x '3'...					

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



Orders required for the following rounds

By the early deadline

OR5, SR6



1830-T29

Three new companies to play with.

SR4

Stock Round 4

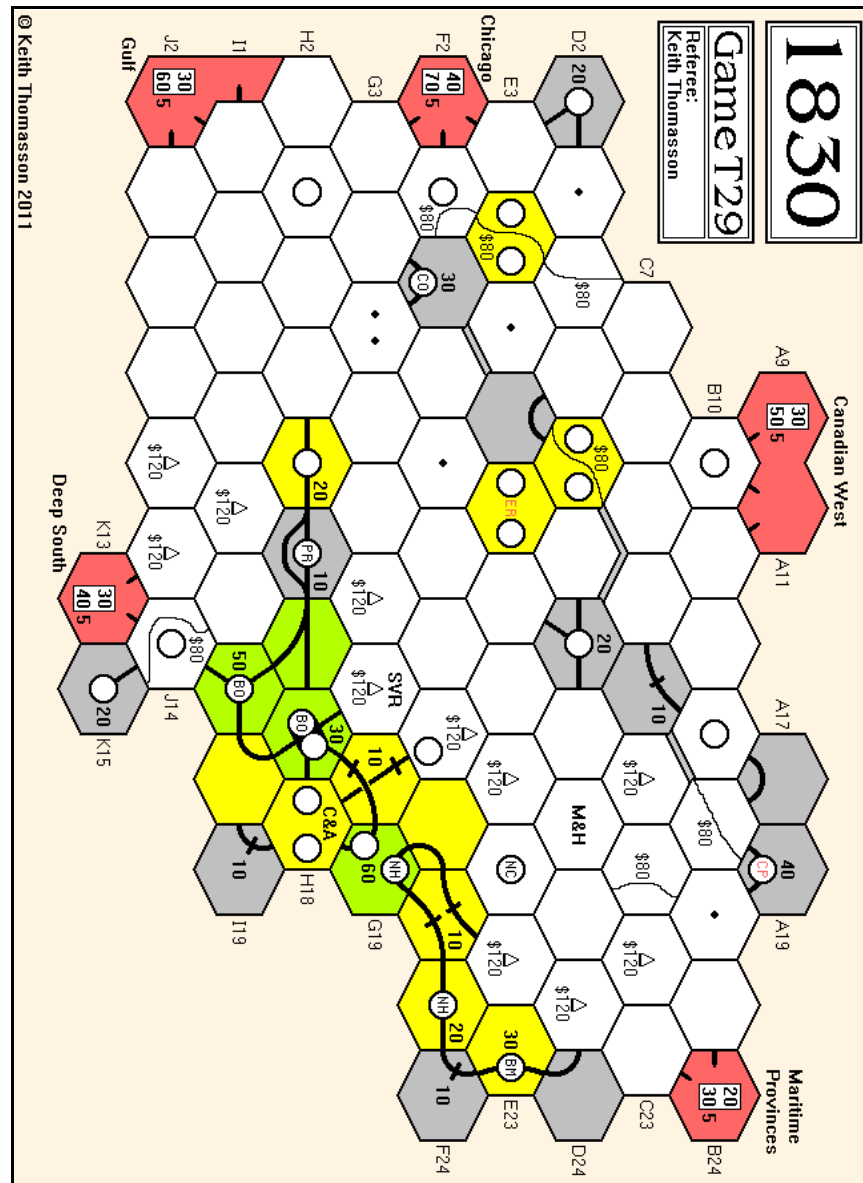
Willem	Rob	John	Don	Mark
- 2 PRR {75F}	+ NYNH pool	- 1 B&O {112B}	- 4 B&O {75F}	+ B&O pool
- 2 NYNH {70G}		- 1 NYNH {82}	+ C&O/P {100}	
+ B&M/P {100}		+ NYC/P {82}		
+ B&M new	+ B&O pool	+ NYC new	+ C&O new	✗
+ B&M new	+ PRR pool	+ NYC new	+ C&O new	✗
+ B&M new	✗	+ NYC new	+ C&O new	✗
+ B&M new {floated}	✗	+ NYC new {floated}	+ C&O new {floated}	✗
✗	✗	✗	✗	Priority for SR5

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Don Smith	153	-152	1	731	20.2▲	7
Mark Frueh	133	-75	58	508	14.1▼	5
Willem Moene	262	-256	6	836	23.1▲	7
Rob Thomasson	300	-220	80	675	18.7▲	7
John Shelley	318	-296	22	864	23.9▲	9

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

Bank (new)	4	-	4	10	10	4	-	3
Price (par)	100	100	100			82	71	76
Bank (pool)	-	3	-	-	-	-	3	1
Price (pool)	100A	75F	100A			82C	70G	75F
Company credit	1,000	360	1,000			820	69	360
Trains	-	3 3 2 2	-			-	3 2 2 2	3 2
Bank cash: 8,224	Certificate limit: 13				Trains: 1 x '3', 4 x '4'			
Current operating order:	B&M, C&O, NYC, PRR, B&O, 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 rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



1830-V2-U28

The '5' train start
coming out - eventually.

OR8 - OR9

Alan finished off his stock round by buying a new CPR share.

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	59:H22:2	190	Yes	-	160B	259	4 3
NYC	PC	-	70	Yes	-	130D	575	3
Erie	PC	9:E17:3	120	Yes	①	111C	572	3
B&M	MS	57:C15:2	-	-	②	90A	700	4
PRR	AH	-	200	Yes	-	100E	151	4 3
NYNH	AH	-	90	Yes	-	100B	527	3
CPR	DS	-	-	-	②	67E	410	4

Notes: ① 80 to the bank for terrain costs
② 300 to the bank for a '4' train

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	24:I21:3	240	Yes	-	180B	283	4 3
NYC	PC	-	70	Yes	①	155C	146	5 3
Erie	PC	8:E21:5	120	Yes	①	125C	134	5 3
PRR	AH	45:E7:1	200	Yes	-	110D	206	4 3
NYNH	AH	68:C7:3	100	Yes	-	112B	527	3
B&M	MS	58:B16:3	30	Yes	-	100A	700	4
CPR	DS	59:C11:2	110	Yes	-	71E	410	4

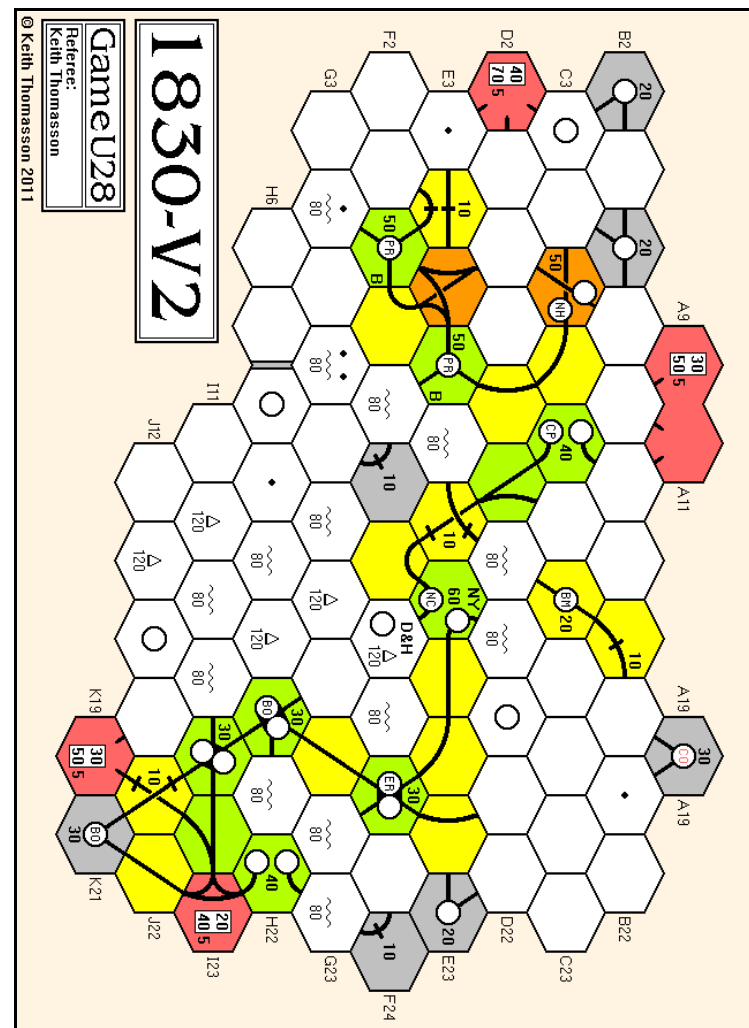
Notes: ① 450 to the bank for a '5' train

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Don Smith	5	181	277	463	2,234	27.8	12
Pete Campbell	7	132	137	276	1,981	24.7	10
Alan Harvey	88	212	234	463	2,326	28.9	13
Mark Stretch	15	65	88	168	1,493	18.6	10

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	-	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	180B	100A	71E	125C	155C	112B	110D
Company credit	700	283		410	134	146	527	206
Tokens	2	1	3	3	2	3	1	2
Trains	4	4 3		4	5 3	5 3	3	4 3
Bank cash: 8,224	Certificate limit: 16		Trains: 2 x '4', 3 x '5'					
Current operating order:	B&O, NYC, Erie, PRR, NYNH, B&M, CPR							

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



Orders required for the following round

By the early deadline

SR7



1856-Y27

Run and pay, leaving us
with just one round to go.

OR15 - OR16

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	8:L11:2	760	Yes	-	200A▲	137	D
LPS	DS	63:H15:1	230	Yes	-	175D▲	491	5
TGB	WM	59:I12:2	470	Yes	-	150A▲	216	D
BBG	DS	55:F13:1	260	Yes	-	125B▲	292	6
WGB	WM	-	260	Yes	-	125A▲	1	6
CA	JS	56:E18:5	280	Yes	-	110C▲	380	D
THB	JS	6:K16:6	210	Yes	-	110B▲	65	5
CV	LQ	42:N7:3	810	Yes	-	110A▲	168	D 5

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RT	24:C16:1	810	Yes	-	225A▲	137	D
LPS	DS	9:D13:2	230	Yes	-	200D▲	491	5
TGB	WM	67:I12:6	480	Yes	-	175A▲	216	D
BBG	DS	-	270	Yes	-	150B▲	319	6
WGB	WM	-	300	Yes	-	150A▲	1	6
CA	JS	15:E18:5	300	Yes	-	125C▲	380	D
THB	JS	14:K16:3	220	Yes	-	125B▲	88	5
CV	LQ	-	810	Yes	-	125A▲	168	D 5

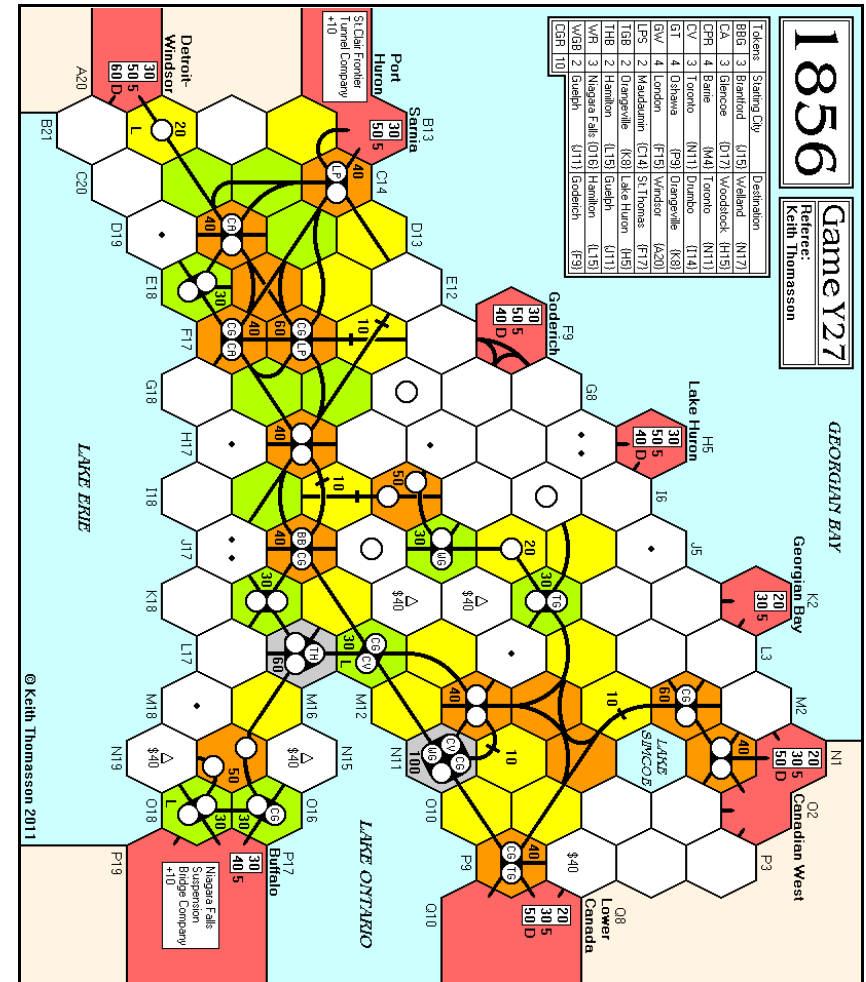
Cash Flow	b/f	OR15	OR16	c/f	Value	%	Certs
Willem Moene	982	570	609	2,161	4,811	21.4▼	13
Rob Thomasson	701	868	896	2,465	5,940	26.4▲	13
Lyndon Gurr	168	849	869	1,886	4,936	22.0▲	12½
Don Smith	494	382	393	1,269	3,844	17.1▼	12½
John Shelley	172	399	414	985	2,960	13.2▼	13

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)	150B	125C	125A	200D	175A	125B	150A	225A
Company credit	319	380	168	491	216	88	1	137
Tokens	2	1	1	-	-	1	-	2
Trains	6	D	D 5	5	D	5	6	D

Bank cash: 1,434 Certificate limit: 13 Trains: Diesels
Current operating order: CGR, LPS, TGB, BBG, WGB, CA, THB, CV

Tile	Tile number/Availability		Three Operating Rounds between Stock Rounds									
1/1	2/1	3/2	4/3	5/2	6/1	7/6	8/9	9/8	55/-	56/1	57/3	58/2
69/-	14/1	15/-	16/1	17/1	18/1	19/1	20/1	23/3	24/-	25/1	26/-	27/-
28/1	29/1	59/2	120/1	121/2	59/1	40/-	41/3	42/2	43/2	44/1	45/2	46/2
47/1	63/-	64/-	65/1	66/1	67/-	68/1	70/1	122/1	125/-	126/-	127/-	123/-
124/-												



Orders required for the following round

By the early deadline

OR17



1856-E31

Three bids but no direct competition.

PRIVATES

Stock Round 1 - Private Companies

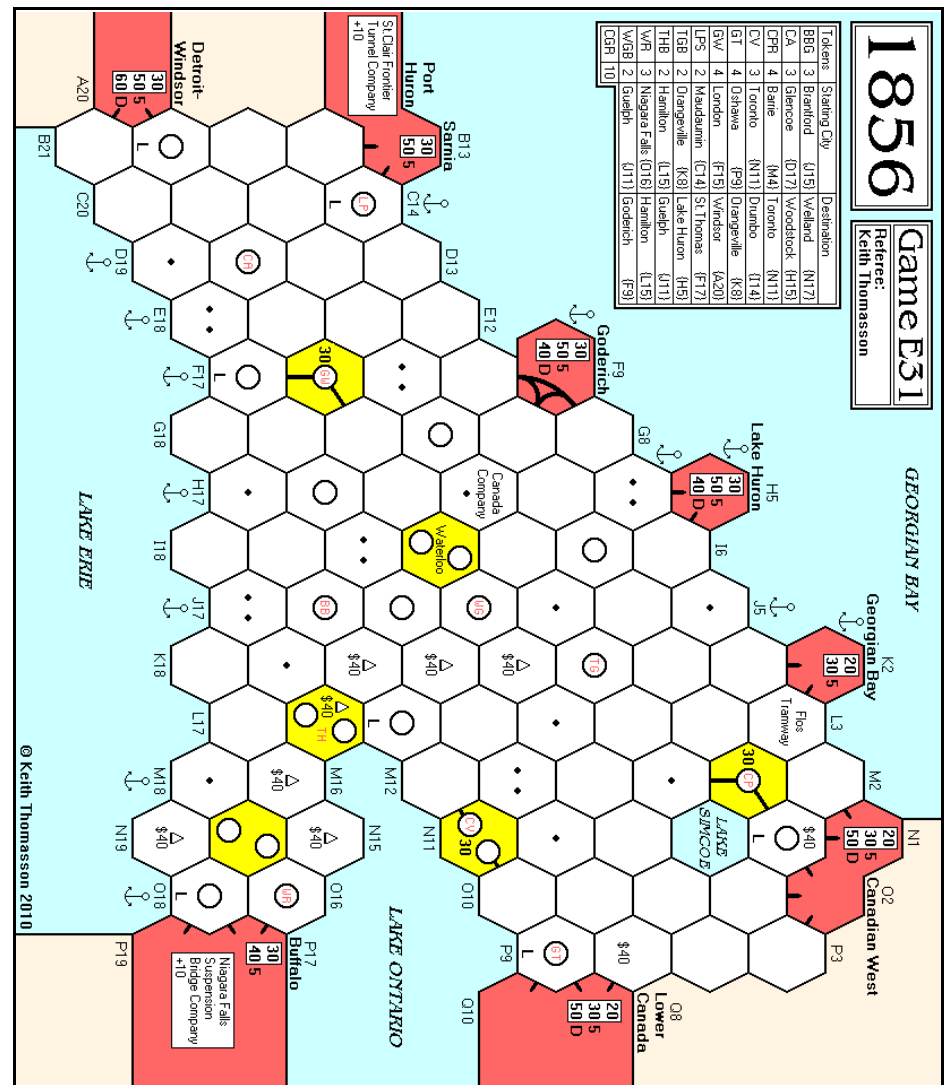
Adam	Bids 81 on the GLSC
Mark	Bids 45 on the WSR
John	Buys the FT for 20
	☛ Mark gets the WSR for 45
Rob	Bids 105 on the SCFTC
Don	Buys the CC for 50
	☛ Adam gets the GLSC for 81
Adam	x
Mark	Buys the NFSBC for 100
	☛ Rob gets the SCFTC for 105
Priority for the remainder if the round lies with John	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Adam Romoth	300	-81	219	289	19.5▼	1
Mark Frueh	300	-145	155	295	20.0•	2
John Shelley	300	-20	280	300	20.3▲	1
Rob Thomasson	300	-105	195	295	20.0•	1
Don Smith	300	-50	250	300	20.3▲	1

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Adam Romoth	GLSC	-	-	-	-	-	-	-	-	-	-	-
Mark Frueh	WSR, NFSBC	-	-	-	-	-	-	-	-	-	-	-
☛ John Shelley	FT	-	-	-	-	-	-	-	-	-	-	-
Rob Thomasson	SCFTC	-	-	-	-	-	-	-	-	-	-	-
Don Smith	CC	-	-	-	-	-	-	-	-	-	-	-

Bank (new)	10	10	10	10	10	10	10	10	10	10	10
Price (par)											
Bank (pool)											
Price (pool)											
Company credit											
Tokens	3	3	4	3	4	4	2	2	2	2	3
Trains											
Bank cash: 10,901	Certificate limit: 13				Trains: 6 x '2', 5 x '3',						

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
1/1	2/1	3/3	4/3	5/2	6/2	7/7	8/13	9/13	55/1	56/1	57/4	58/3
69/1												



Orders required for the following round

By the early deadline

SR1, Public companies



1861-R29

The SW changes hands.

SR4

Stock Round 4

Lyndon	Don	John Shelley	John Boocock
+ SW new	+ NW new	+ NW new	✗
+ SW new	+ NW new	✗	✗
+ SW new	+ NW new	✗	✗
+ SW new	+ SW new	✗	✗
- 1 NW	✗	✗	✗
+ SW new (gains Pres)			
✗	Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Don Smith	624	-510	114	954	22.5▼	6
John Shelley	137	-120	17	1,037	24.5▲	5
John Boocock	45	0	45	945	22.3▼	4
Lyndon Gurr	707	-630	77	1,302	30.7▲	7

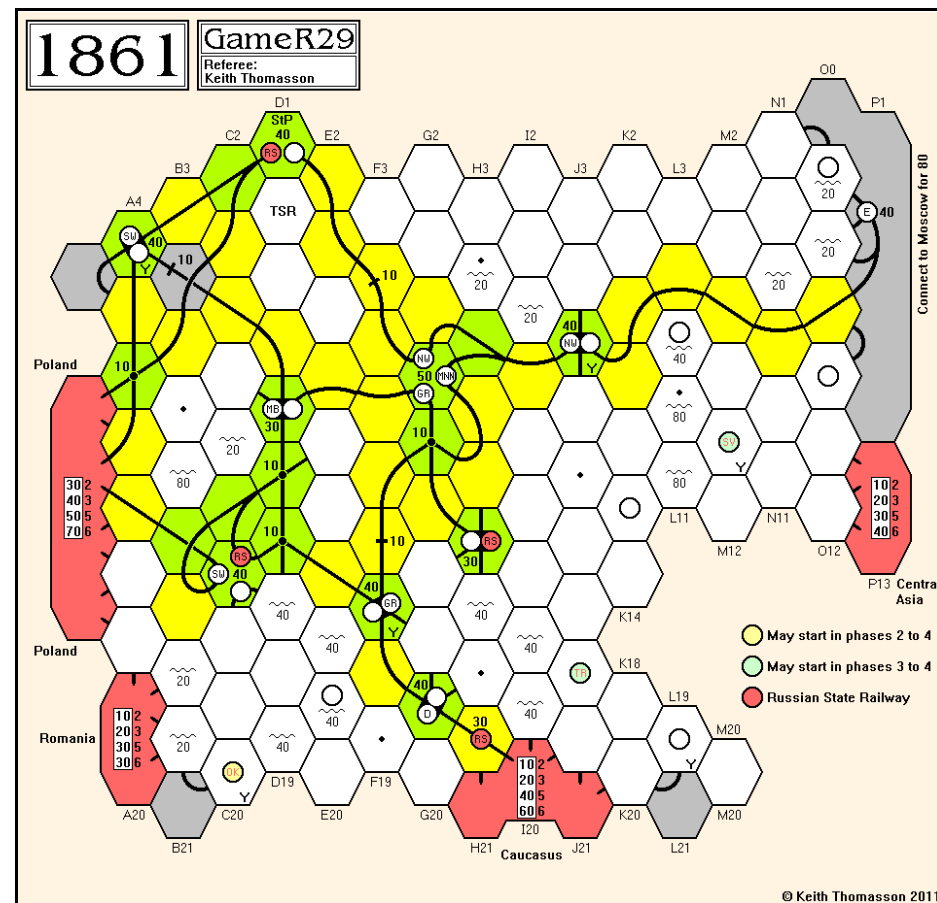
Portfolio	Privates	MNN	D	E	MB	GRR	NW	SW	RSR
Don Smith	MRR	-	-	-	-	-	5P	1	
John Shelley	-	-	-	-	2P	-	1	4	
John Boocock	-	-	2P	-	-	4P	-	-	
Lyndon Gurr	-	2P	-	2P	-	-	-	5P	

Bank (new)	-	-	-	-	6	3	-	
Bank (pool)	-	-	-	-	-	1	-	
Price	100F	90E	100E	120D	180B	120D	165B	
Loans	-	-	-	-	-	-	-	3
Company credit	55	0	89	45	579	629	923	32
Tokens	-	-	-	-	1	1	1	4
Trains	3	3	3	3	3	3	4	4

Bank cash: 12,395 Certificate limit: 16 Trains: 2 x '4, 4 x '5'
Current operating order: MB, MNN, E, D, GRR, SW, NW, RSR

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds			
3/2	4/3	5/2	6/2	7/★	8/★	9/★	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/-														

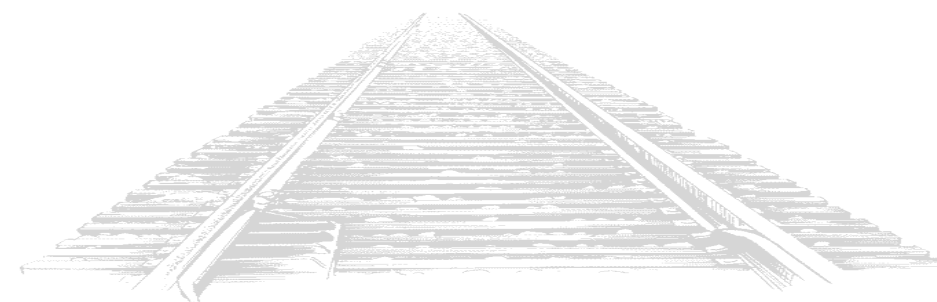
★ Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR7, MR4





1870-N29

Most of the '4' trains find homes.

OR6 - OR7

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LG	14:F5:3	-	210	Half ① ②	120C*	3	4 3
SLSF	DS	15:H13:2	-	90	Yes ②	110D*	228	4 3
GMO	WM	57:M20:3	8:M18:3	-	- ③	90A*	400	4 4
MKT	PC	3:M10:1	8:L9:4	180	yes -	100E*	64	3 3
ATSF	MF	15:J3:6	-	160	Yes -	76F*	68	3 3

Notes: ① 40 to the bank for a token in B9
 ② 300 to the bank for a '4' train
 ③ 600 to the bank for two '4' trains

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
FW	LG	15:J5:3	-	220	Yes -	140C*	69	4 3
SLSF	DS	15:L11:2	-	190	Yes -	120D*	228	4 3
MKT	PC	9:L7:3	8:L5:3	190	Yes -	100D*	74	3 3
GMO	WM	5:N17:1	9:M16:1	100	Yes ① ② ③	100A*	160	4 4
ATSF	MF	7:J1:3	9:K2:1	160	Yes -	82F*	136	3 3 2

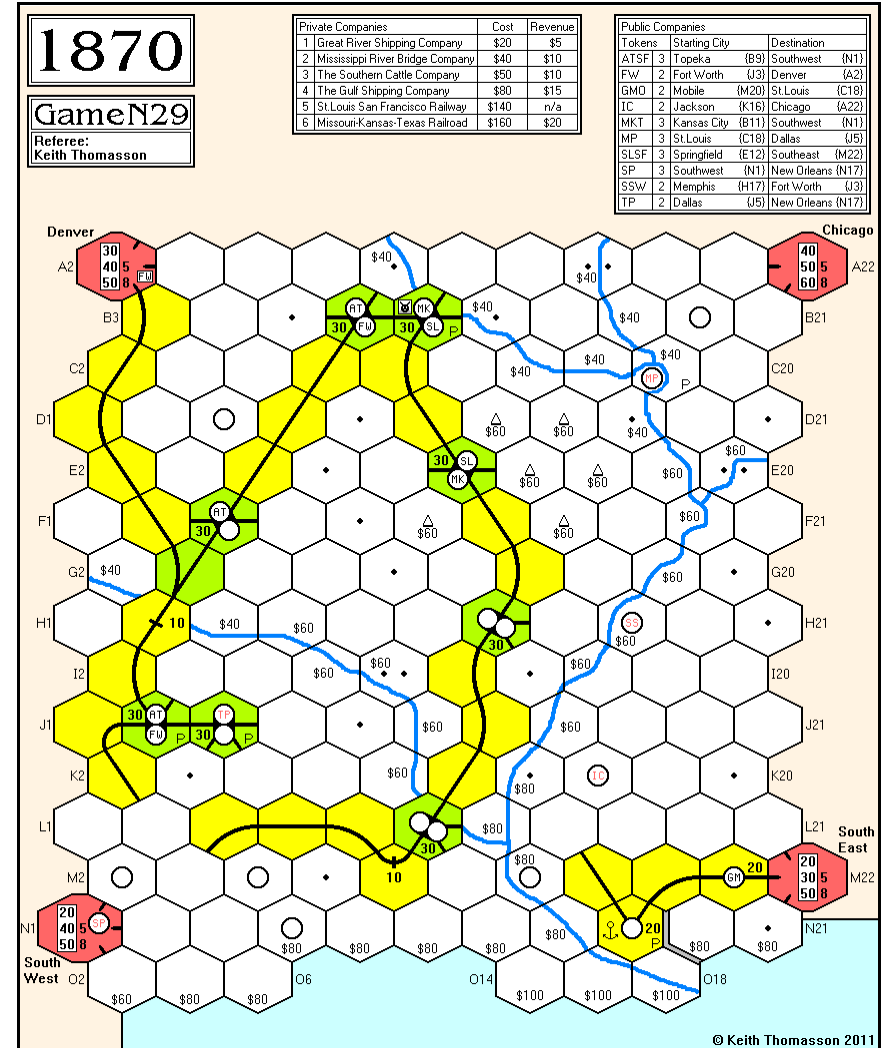
Notes: ① 200 to Willem for the GSC and GRSC privates
 ② 80 to the bank for terrain costs
 ③ Open port token placed in N17

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Pete Campbell	154	126	152	432	1,332	21.0*	7
Lyndon Gurr	8	97	192	297	1,507	23.8*	8
Willem Moene	62	38	299	399	1,109	17.5*	6
Don Smith	39	71	121	231	953	15.1*	6
Mark Frueh	158	150	172	480	1,432	22.6*	9

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Pete Campbell	-	-	-	-	-	6P	-	2	-	-	-
Lyndon Gurr	-	-	7P	-	-	1	-	1	-	-	-
Willem Moene	-	-	-	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)	82F	140C	100A		110D		120D			
Company credit	136	69	160		74		228			
Redeemed shares	-	3	-		-		-			
Tokens	D	-	1+D	2+D	1+D	3+D	1+D	3+D	2+D	2+D
Trains	3.3	4.3	4.4		3.3		4.3			
Bank cash: 9.494	Certificate limit: 13			Trains: 1 x '4', 4 x '5'...						
Current operating order:	FW, SLSF, MKT, GMO, ATSF									

Titles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/5	5/1	6/2	7/8	8/12	9/11	55/1	56/1	57/4	58/4
69/1	14/-	15/-	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 round

By the early deadline

SR6



1889-O29

The last company is floated.

SR5

Stock Round 5

Mike	Pete	Alan	Lyndon
+ UR new - 1 UR	+ IR new	+ UR new	+ AR new
+ TR new - 1 TR	+ SR new	+ UR new	+ AR new
+ SR new	✗	✗	+ AR new {floated}
+ KU new	✗	✗	✗
✗	Priority for SR6		

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Alan Harvey	159	-140	19	839	24.5	7
Lyndon Gurr	257	-240	17	1,042	30.5	12
Mike Head	218	-170	48	623	18.2	8
Pete Campbell	185	-165	20	915	26.8	10

Portfolio	AR	IR	KO	KU	SR	TR	UR
Alan Harvey	-	-	-	-	5P	-	4P
Lyndon Gurr	5P	1	1	-	-	6P	1
Mike Head	-	1	6P	1	1	-	-
✗ Pete Campbell	-	6P	-	5P	1	-	-

Bank (new)	5	-	2	4	3	3	-
Price (par)	80	65	70	90	100	65	70
Bank (pool)	-	2	1	-	-	1	5
Price (pool)	80C	70G	55H	75B	100A	70G	80F
Company credit	800	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: 5 466 Certificate limit: 14 Trains: 2 x '6' Diesels

Current operating order: SR, UR, AR, KU, IR, TR, KO

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													

If you're unsure of a rule for a game, such as whether or not it is legal to buy a share and sell it immediately in the same stock turn, you can generally check this sort of thing on the 18xx Rules Difference List - as long as you have an Internet connection available. If you're composing orders to send via e-mail, this is quite likely.

You can find the list at www.fwtwr.com/18xx/. The above question is answered in section 2.9.

1889

GameO29
 Referee:
 Keith Thomasson

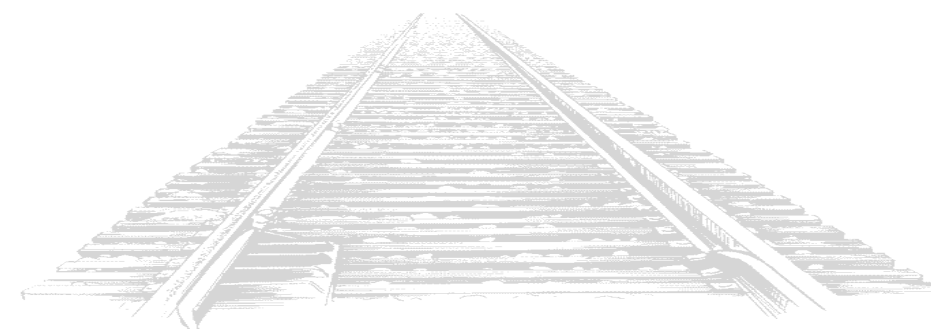
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Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested





18GA-Z27

And we're... done.

OR16

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ACL	MS	-	250	Yes	-	210B	150	5
W&A	MH	-	340	Yes	-	190C	228	6
GA	MS	-	380	Yes	-	190A	0	8
CoG	DS	-	310	Yes	-	170C	135	5
SAL	MH	-	330	Yes	-	150A	1	6
G&F	DS	-	400	Yes	-	135B	19	8

Cash Flow	b/f	OR16	c/f	Value	%	Certs
Mark Stretch	2,810	520	3,330	6,340	35.3	14
Mike Head	2,806	582	3,388	6,228	34.6	15
Don Smith	2,173	599	2,772	5,412	30.1	15

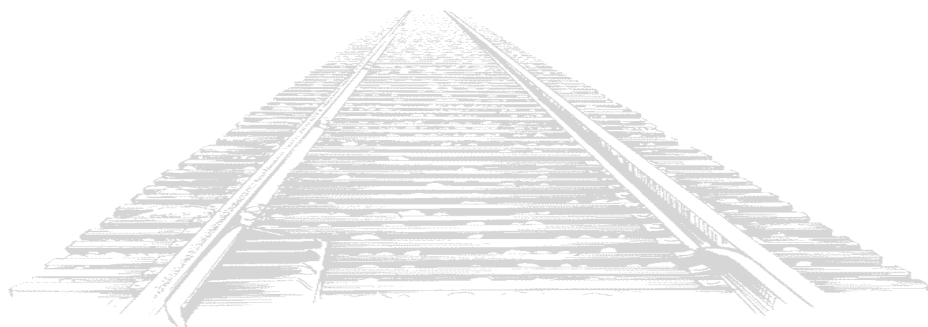
Portfolio	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	6P	2	2	6P	-	-
Mike Head	-	2	2	1	6P	6P
Don Smith	-	5P	6P	1	4	1

Bank (new)	2	-	-	2	-	-
Par price	70	90	70	110	110	70
Bank (pool)	2	1	-	-	-	3
Pool price	210B	170C	135B	190A	150A	190C
Company credit	150	135	19	0	1	228
Tokens	3	2	-	3	-	-
Trains	5	5	8	8	6	6
Bank cash: -2,023	Certificate limit: 15				Trains: '8's	

With a straight run-and-pay final round, Mark loses a bit of ground to Mike, but not enough to cause any real worries.

1st	Mark Stretch	6,340	35.3%
2nd	Mike Head	6,228	34.6%
3rd	Don Smith	5,412	30.1%

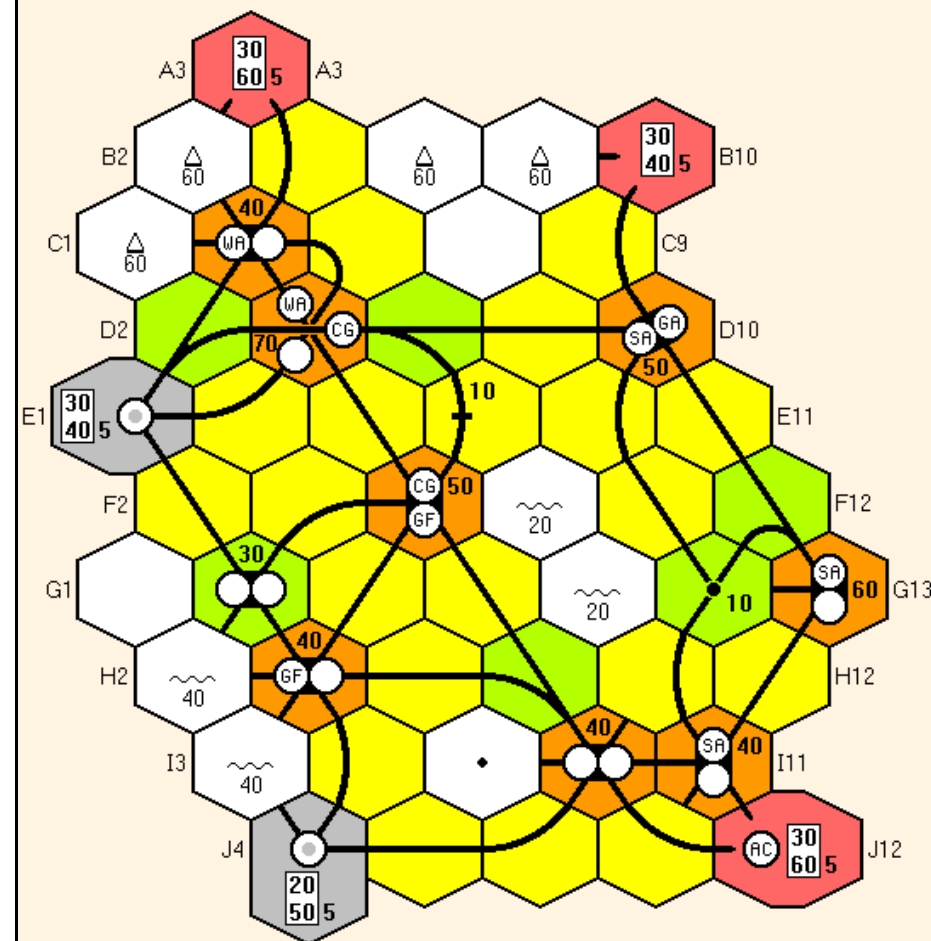
Congratulations to Mark and thanks to everyone for the game. We'll round up next time, so if you have any comments, let me know.



18GA

GameZ27

Referee:
Keith Thomasson



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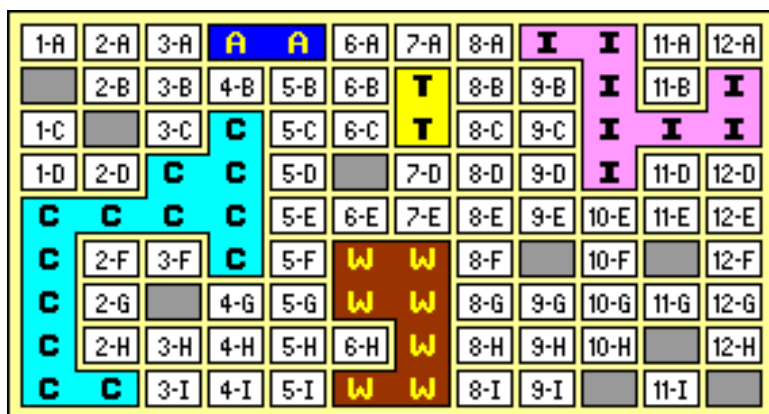


ACQUIRE 56

Two mergers free things up.

ROUND 6

Colin 2-C Buys 1 Tower @ 200.
 Willem 6-G Buys 1 Tower @ 200, 2 Festival @ 400.
 John 5-E Buys 2 Imperial @ 500.
 Michael 2-E Continental takes over Luxor, bonuses for Michael {5,000} and Tony {2,500}, Michael swaps 10 for 5, Tony sells 7 for 3,500, Willem retains 3, John sells 4 for 2,000. Buys 3 American @ 300.
 Tony 10-C Imperial takes over Festival, bonuses for Willem {3,000} and Tony {3,000}, Tony sells 8 for 3,200, Willem retains 8, John swaps 6 for 3, sells 1 for 400, Michael retains 2. No purchases.
 Colin 4-F No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	-	12	2	-	-	2	4	-	18,500
Willem Moene	3	7	-	8	3	1	-	3,500	15,900
John Colledge	-	-	3	-	-	-	9	2,600	18,700
Michael Graystone	-	-	9	2	-	5	-	5,300	24,500
Tony Wilcock	-	-	4	-	1	-	-	12,800	19,700
Bank Stock	22	6	7	15	21	17	12		
Chain Size	-	2	2	-	7	13	8		
Chain Value	-	200	300	-	700	900	800		

Playing sequence

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

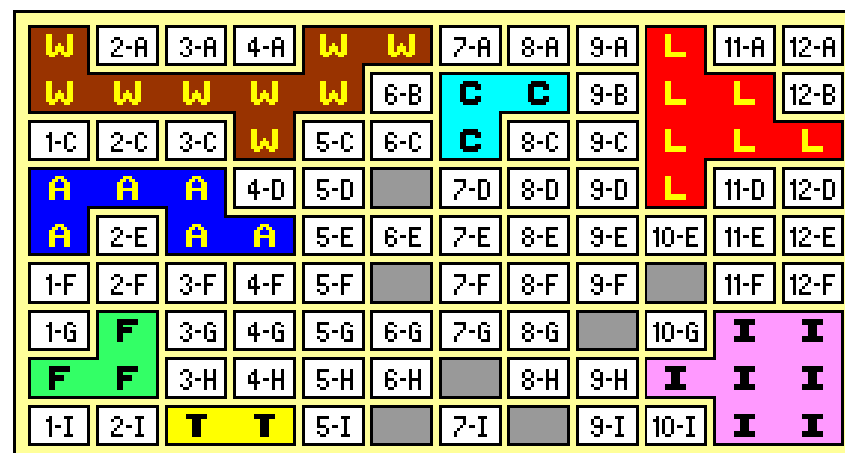


ACQUIRE 57

No powers used this time.

ROUND 5

Richard 1-A Buys 3 Continental @ 500.
 John 1-D Buys 3 Festival @ 400.
 Kevin 12-G Buys 3 Continental @ 500.
 Michael 11-G Buys 3 Festival @ 400.
 Colin 9-G Buys 1 Luxor @ 600, 2 Festival @ 400.
 Richard 11-I Buys 1 Festival @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	10	3	3	-	1	900	32,000
Kevin Lee	-	4	-	-	6	4	-	3,500	16,500
Michael Graystone	-	9	6	3	-	-	-	2,200	14,900
Colin Sharpe	7	12	-	4	-	-	-	1,100	21,300
Richard Lunn	3	-	1	1	7	5	-	-	25,300
Bank Stock	15	-	8	14	9	16	24		
Chain Size	7	2	6	3	9	3	7		
Chain Value	600	200	700	400	700	500	800		

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

Playing sequence

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





AGRICOLA 4

Improvements often have minimum requirements.

ROUND 8

Jim gained 1 food {Well} and 2 stone {Stone Cart}.

Actions

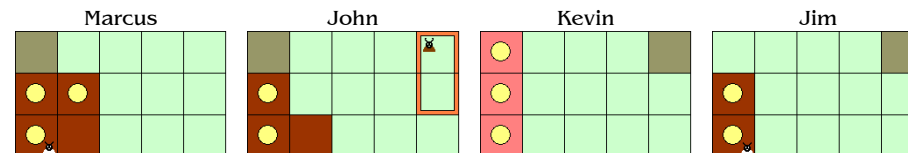
Jim	+3 wood {gains 6 wood}
Marcus	+1 sheep {gains 2 sheep - cooks 1 for 3 food}
John	Building and/or Stables {costs 2 reeds, 5 wood}
Kevin	+2 clay {gains 6 clay}
Jim	+1 reed {gains 2 reeds}
Marcus	Family Growth - Beehive <i>Marcus will gains 2 food at the start of each even-numbered round</i>
John	Catch fish {gains 3 food}
Kevin	Start Player - Clay Deposit <i>This is a new action space - anyone can use this to gain 5 clay, but must pay Kevin 1 food to do so - if Kevin uses it he can choose to take 2 bonus VPs instead of the clay</i>
Kevin	Renovate {costs 3 clay, 1 reed} - Fireplace {costs 3 clay}

+1 wood {2 wood}	+2 wood {4 wood}	+3 wood {3 wood}	+1 clay {5 clay}	+2 clay {2 clay}	Private clay pit {2 clay} {3 food⇒Jim}
Clay Deposit {5 clay} {1 food⇒Kevin}	+1 reed {1 reeds}	+1 food Catch fish {1 food}	+1 food Travelling players {2 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 {1 sheep}	Family Growth then Minor Imp	+1 stone {2 stone}
Renovate then 1 Imp	Take 1 vegetable	+ 1 pig {1 pig}			

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}
- ◇ Pottery {2 clay, 2 stone}
- ◇ Stone Oven {1 clay, 3 stone}

I had a tricky thing to decide on this time, a request for an action that allowed an improvement to be played. The player could not play the improvement because the minimum requirements had not been met. After thinking on this for a while I decided not to carry out the action at all, as the order was to do the action and play the card, so without being able to do the second part, the first part should not happen.



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

John Boocock	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	4	1	1	-/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	-	2	2	Wood/3	2	-5	
	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	2	2	-	Clay/3	3	-3	
	Occupations	Animal Handler, Mushroom Collector, Tinsmith						
	Improvements	Baking Tray, Clay Deposit, Clay Oven {1}, Fireplace {1}						

Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Pigs	Cows
	4	1	-	1/-	-/-	1	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	3	2	10	Wood/2	2	-7	
One Begging Card	Occupations	Clay Digger, Pig Catcher						
	Improvements	Lasso, Raft {1}, Stone Cart, Well {4}						

Orders required

Actions for the family starting with Kevin

Next Harvest - after round 9





BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUND 12

Research: Free Friends researched Range.

New units: 7-B {C}, 1-C {A}, 4D {B}, 2E {B}, 3F {C}.

Moves: Moves were mostly self-contained, but 1A used Elite(g)x2 to break free from 6F and 8F, while 3B used Elite(g) to break free from 1C. 3C lost out on priority to 2B, when both tried to enter the same hex. 1E did not move as ordered because it wanted to move into the space the new unit had appeared in.

Combat: 1A⇒8F {2 hits}, 6A⇒6F {2 hits}, 2B⇒6C {Elite(b) +1 against defence, Elite(c) target Attack} {3 hits out of 6}, 3B⇒1C {Elite(b) +2 against defence} {10 hits - destroyed}, 3C⇒2B {Elite(b) +2 against defence} {2 hits}, 6C⇒2B {Elite(b) +2 against defence, Elite(c) target Attack} {6 hits}, 3D⇒3C {1 hit out of 2}. 7D⇒E-Base {2 hits}, 1E⇒7F {2 hits}, 2E⇒7D {6 hits - destroyed}, 2F⇒2D {2 hits - destroyed}, 6F⇒6A {0 hits out of 4}, 7F⇒1E {4 hits - destroyed}.

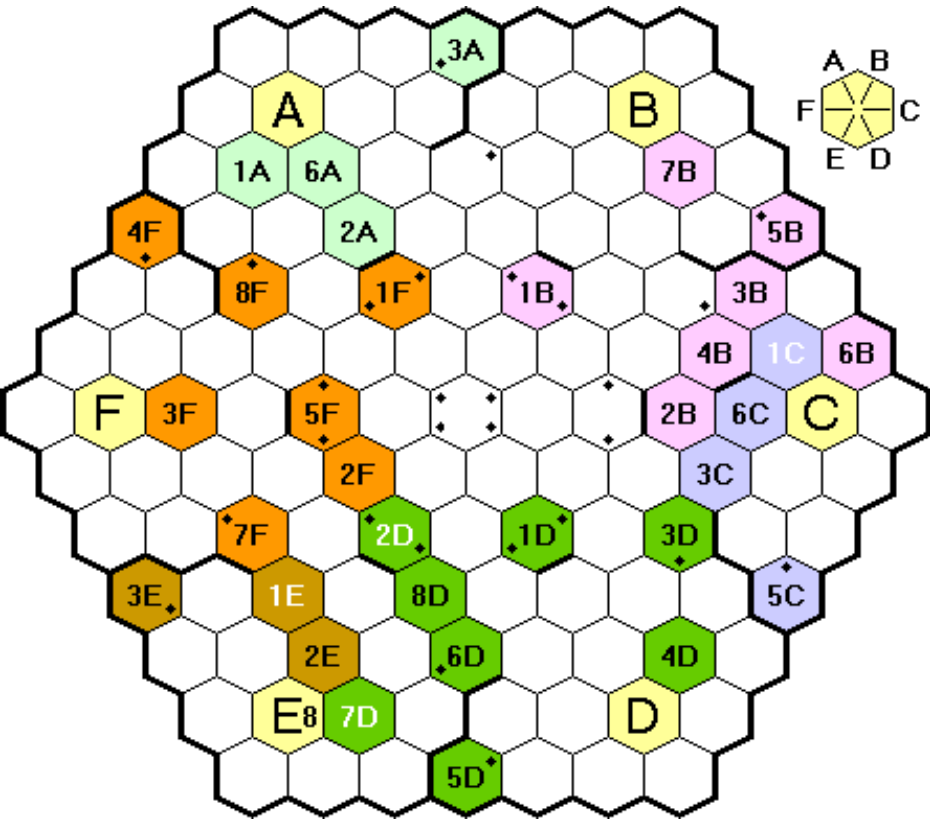
Builds: None.

Conversion: 6A converts 6F into 2A.

And now, colour coding for the teams, with all your units bearing your colour, not just those involved in combat. Let me know if this creates any problems.

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	0	0	0/0	0	2	1		
			2A	2	2								
			◆◆3A	2	0	0	2						
			6A	1	1	5	0	2/0	6	1	1		
Blob Steve Ham	No research Level 8	16	◆◆◆1B	3	3	1	2	1/0	1	1	1		
			2B	4	0	1	2	0/0	1	0	1		
			3B	3	5	1	1	1/0	6	3	2		
			4B										
			◆◆5B	2	0	0	2						
			6B										
Chaos Marcus Pratt	No research Level 10	12	3C	2	1	0	0	0/0	1	2	1		
			◆◆5C	2	0	0	2						
			6C	1	1	1	0	1/2	2	3	2		
Dynamo Mark Stretch	No research Level 5	15	◆◆1D	1									
			◆3D	1	1								
			4D										
			◆5D	2	1	1							
			◆6D	1	4								
Elp Michael Graystone	No research Level 6 Base=8	7	8D	3	3								
			2E	0	3								
			◆3E	2									

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Free Friends John Marsden	+ Range Level 8	19	◆◆1F	2	1								
			2F	2	1	0	0	1/0					
			3F	1	0	1	0	2/0	0	1			
			◆4F	1									
			◆◆◆5F	1	2	0	2	0/0	1				
			◆7F	2	2								
			◆◆8F	2	0	1	2	1/1					



Elp is the first team to suffer a damaged base. This reduces the amount of power available for future turns, but can be repaired. It costs one PP to repair the first point of damage, but if you want to repair more damage in the same round the cost goes up in a similar fashion to attribute costs. To repair two damage in one go will cost 1+2=3, and so on.

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



BREAKING AWAY 20

There's a general feeling of the engines running down.

ROUND 10

Pos	Riders	New
94	Sigmund	3
93	-	
92	-	
91	Greg Payne	3
90	-	
89	Richard Lunn	3
88	Jessica Tyred Tom	4
87	Top Tom Swallowtail	6
86	Bashamichi llyb	8
85	Fast Tom Kalvan Red Admiral	10
84	Dennis Frank	13
83	-	
82	Hestophes	3
81	Motomachi Chukagai Rylla Brimstone Big Tom Terence	4
80	Nihon Odori Ptosphes Painted Lady	9
79	Shin Takashima	12
78	-	
77	Jim Reader	3

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



There are high value cards around, but there are not that many of them as people use up their stamina and find little to replace it.

One rider seems to be in perfect form, able to drift past the finish with the cards he currently holds in his hand.

Orders required

Cards for round eleven



BREAKING AWAY 21

All lined and raring to go.

NEW GAME

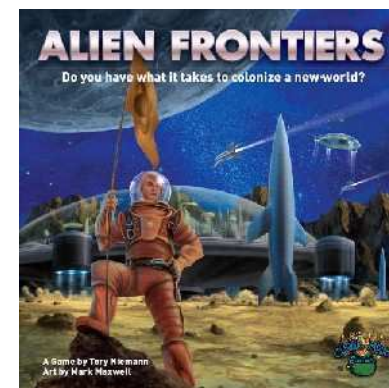
Dennis Frank	Fuzzy Riders:
A Red Fur	3 5 7 15
B Healer	7 8 10
C Silver Fur	5 6 9
D Makes-Things	3 4 9
Jim Reader	Team Lenape:
A Catasauqua	2 5 8 15
B Conshohocken	3 7 15
C Tamaqua	2 4 14
D Suquehanna	1 2 13
Mike Reeves	HasBeens:
A Yatesy	1 4 10 15
B Boardy	5 8 12
C Wiggy	5 7 8
D Liggy	3 5 8

Allan Stagg	Beanz:
A Mitre	1 14 15
B Kudov	2 8 15
C Hazz	2 3 15
D Human	1 1 14
Mark Stretch	Witches Abroad:
A Granny Weatherwax	6 7 7 10
B Nanny Ogg	6 7 12
C Magrat Garlick	5 7 8
D Agnes Nitt	4 5 7
Rob Thomasson	Hard Boiled:
A Block	6 9 15
B Scudder	4 8 13
C Leonard	3 7 10
D Givens	2 5 9

No issues with the team set up for this game, so it's feet on the pedals and off you go.

Orders required

Cards for round one



Alien Frontiers is a new release, available from Heron Games (i.e. me) for £36 (plus p&p). In this game you roll your dice (space ships) and allocate them to various orbital facilities, which have limited spaces. On your next turn you collect your ships from these facilities, re-roll them and re-allocate them. The first player to get all of his colonies onto the surface of the planet ends the game, but it is the player with the most points who actually wins.

Yes, this is an advertisement!



BUS BOSS 327-CD

BLIGHTY closes up on the leader.

ROUND 9

Cornwall and Devon

Round 9 Runs

		CRAB	SNAIL	PEAR	BLY	BPA	
10	5♠ Falmouth 5♥ Plymouth	① CRAB 16	-5	-2	-1		8
		② SNAIL 7	+5		-1	-1	10
		② BLIGHTY 7	+1	+1			9
		✕ PEAR	+2				2
		✕ BPA		+1			1
16	10♣ Paignton K♥ Fowey	① CRAB 20	-2				18
		② SNAIL 10	+2				12
19	2♣ England J♠ Penzance	① BLIGHTY 30					30
20	6♣ Dawlish 9♥ Liskeard	① CRAB 30	-1				29
		✕ SNAIL	+1				1
21	7♦ Torrington 8♠ Helston	① SNAIL 16		+3/-3		+4	20
		② PEAR 7	+3/-3		-2		5
		② BPA 7	-4				3
		✕ BLIGHTY		+2			2
22	10♦ Holsworthy 9♠ The Lizard	① BPA 16	-7				9
		② SNAIL 7			+6	+7	20
		② BLIGHTY 7	-6				1
23	8♦ Clovelly J♥ Bodmin	① BLIGHTY 20		+3			23
		② PEAR 10			-3		7
24	8♣ Newton Abbot K♦ Launceston	① BPA 11		-2	-3		6
		① BLIGHTY 10				+3	13
		③ PEAR 5	+4			+2	11
		③ CRAB 4		-4			0
25	A♦ Lynton 4♥ Tavistock	① PEAR 20	-4			+4	20
		② BPA 10		-4			6
		✕ SNAIL		+4			4
26	9♦ Okehampton 10♥ Looe	① PEAR 20	-2				18
		② SNAIL 10	-2				8
		✕ CRAB	+2	+2			4

Round 9 routes

Bus Passes Accepted (BPA) (Roger Trethewey, Black)

South Molton - Lynton, Princetown - Plymouth (12)

Saltash-Newton Abbot, Ilfracombe-Lands End (SNAIL) (Mike Hutton, Red)
 None.

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

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
 None.

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

Scores

	Runs:	10	16	19	20	21	22	23	24	25	26	Routes	Score
CRAB	168	8	18	-	29	-	-	-	0	-	4	-	227
BLIGHTY	114	9	-	30	-	2	1	23	13	-	-	-	192
PEAR	112	2	-	-	-	5	-	7	11	20	18	-	175
SNAIL	85	10	12	-	1	20	20	-	-	4	8	-	160
BPA	63	1	-	-	-	3	9	-	6	6	-	-12	76

Round 10 Runs

27.	3♦ -	A♥	Ilfracombe to Dartmouth
28.	2♣ -	J♠	England to Penzance
29.	4♥ -	3♣	Tavistock to Tiverton
30.	10♥ -	6♣	Looe to Dawlish
31.	4♣ -	J♦	Exeter to Bude
32.	K♣ -	4♦	Ashburton to South Molton
33.	5♣ -	6♠	Exeter to Redruth
34.	5♥ -	A♠	Plymouth to St.Austell
35.	2♥ -	4♠	Kingsbridge to Truro

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



BUS BOSS 329-FRA

The route from Paris to Lyon was a popular choice.

ROUND 1

France

Graystone Relies on Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
 Calais - Bologna - Paris 100 - 12 .. 88

Lost In France Together (LIFT) (Bob Coull, Black)
 Paris - Lyon 100 - 14 .. 86

Jolly Autobuses Utilizing Nifty Engines (JAUNE) (Jim Reader, Yellow)
 Nancy - Orleans 100 - 13 .. 87

Modern Autoroutes for Reliable Services (MARS) (John Marsden, Green)
 Clermont Ferrand - Tours 100 - 11 .. 89

French Road Organisational Group Grounded In Europe (FROGGIE) (Colin Sharpe, Blue)
 Dijon - Lyon - Grenoble 100 - 12 .. 88

Runs	Routes
Enter up to 5	Buy in the order Bob, Jim, John, Colin, Michael



INDUSTRIAL WASTE 2

Pete leads, but it's very tight for the other places.

ROUND 6

Actions for round 6

Pete	Waste Disposal	Waste down to zero
Marcus	Growth	Growth up to 18
Alan	Waste Disposal	Waste down to 2
Mike	Waste Disposal	Waste down to 1
Pete	Innovation (Advisor)	Materials Required down to 3
Marcus	Order	Produces 5 goods for 18 million with 2 waste
Alan	Order	Produces 3 goods for 17 million with 4 waste
Mike	Waste Removal	Waste down to zero, +1 waste for everyone else
Pete	✗	
Marcus	Innovation	Waste Reduction down to 1
Alan	Waste Removal	Waste down to 6, +1 waste for everyone else
Mike	✗	
Marcus	Waste Disposal	Waste down to 6

Card Combinations for round 7

Marcus chose group 4	Advisor - Innovation - Order
Alan chose group 5	Bribery - Innovation - Order - Raw Materials
Mike chose group 1	Innovation - Raw Materials - Raw Materials - Waste Removal
Pete chose group 2	Bribery - Growth - Hiring/Firing - Raw Materials

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Mike Head	16	4	4	5	3
Pete Campbell	18	5	5	3	5
Marcus Pratt	18	5	5	5	1
Alan Harvey	17	5	5	3	4

Players	Cash	Loans	Raw Materials	Waste	VPs
Mike Head	11	0	5	1	31
Pete Campbell	33	0	0	2	42
Marcus Pratt	9	10	5	6	29
Alan Harvey	27	10	4	6	30

The following card combinations were drawn for round 8.

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

Orders required

Round seven - actions starting with Marcus, then card selection starting with Alan



OUTPOST 28

Marcus starts all of the auctions for this round.

ROUND 13

Commander Actions

- Marcus Auctioned a Laboratory for 80. Willem joined at 81, Mark at 82, David at 83. David and Marcus dropped out at 90, Willem at 106. Mark got it for 106 reduced to 56 after Data Library discounts (w:5 r:12,13,13,13) plus a free Research Factory
- Auctioned a Scientists for 50. Willem joined at 51, Mark at 52, David at 53, Lyndon at 54. Marcus dropped out at 64, Lyndon at 67, Mark and David at 80. Willem got it for 80 (o:4 w:6,8,9 t:9,44)
 - Auctioned a Scientists for 50. Mark joined at 51, David at 52, Lyndon at 53. Marcus dropped out at 61, Lyndon at 66, David at 79. Mark got it for 79 reduced to 29 after Data Library discounts (w:6,8 r:9,11)
 - Auctioned a Scientists for 50. Mark joined at 51, David at 52, Lyndon at 53. Mark dropped out at 58, Marcus at 60, Lyndon at 67. David got it for 67 (w:7,30,30)
 - Auctioned an Outpost for 100. Pete joined at 103. Marcus dropped out at 144. Pete got it for 144 reduced to 129 after Heavy Equipment discounts (o:3 w:30,30 t:11,11,44) plus a free Titanium Factory
 - Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:2 m:19)
 - Bought three Titanium Factories (w:30 t:44 m:17)

Willem Passed

Mark Passed

David Passed

Lyndon Bought one New Chemicals Factory (w:30 r:12 n:20)

Pete Passed

Jim Bought one Titanium Factory (o:4 w:4,7 t:7,8)

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,6w,7t	12 (13)	0 (0)	1o,3w,1W,3t,1T,2m (162,20)
2	Mark	2o,3w,4r	5 (5)	0 (0)	2w,5r (79,10)
3	Willem	2o,3w,5t	11 (13)	0 (0)	3o,5w,2t,1T,1r (121,15)
4	David	2o,8w,1t	11 (13)	0 (0)	5o,2W,2t,1r,3m (159,20)
5	Pete	2o,4w,6t	5 (10)	5 (5)	1o,1W,2t,2T (141,25)
6	Lyndon	3o,5w,1r,4n	8 (8)	0 (0)	5w,1r,2n,1N (176,15)
7	Jim	2o,4w,5t	8 (8)	1 (8)	4w,6t (88,10)

PO	Name	Colony Cards	Final phase starts at 40 VPs	Victory Points
1	Marcus	WH, HE, Nod, OL, OL, Eco, OP		39 (310)
2	Mark	DL, DL, DL, DL, Sci, Lab, Lab, Lab		36 (435)
3	Willem	HE, Nod, Sci, Eco, Eco, OP		35 (255)
4	David	WH, Nod, Sci, OL, Eco, OP		30 (270)
5	Pete	WH, WH, HE, Rob, OP		27 (230)
6	Lyndon	WH, Nod, Lab		25 (130)
7	Jim	HE, Nod, Rob		20 (105)

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

Orders required

Round fourteen auctions, bids and purchases



OUTPOST 29

Still being asked for the impossible!
Check the production cards you hold.

ROUND 5

Commander Actions

Marcus Bought one Water Factory (o:3,3 w:6,8)

- ▶ Bought one Population Unit (o:2 w:8)

John Auctioned a Data Library for 15. Willem joined at 16. John dropped out at 26. Willem got it for 26 (o:1,3,3,4 w:6,9)

- ▶ Bought one Water Factory (w:5,7,8)

Willem Passed

Lyndon Auctioned a Nodule for 25. Jim joined at 26, Mark at 30. Lyndon dropped out at 30, Mark at 31. Jim got it for 31 (o:4,4 w:5,8,10)

- ▶ Auctioned a Nodule for 25. Mark joined at 30 and dropped out at 31. Lyndon got it for 31 reduced to 26 after Heavy Equipment discounts (o:1,2,3 w:4,8,8)

Pete Bought one Population Unit (w:10)

- ▶ Bought one Water Factory (o:5 w:7,9)

Jim Passed

Mark Auctioned a Heavy Equipment for 30 and got it (w:30)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Lyndon	2o,3w	5p (8,0)	HE, Nod	3o,3w (30,10)	8 (55)
2	Marcus	2o,4w	6p (8,0)	Nod	3o,1W (39,10)	8 (25)
3	Willem	2o,1w	3p (5,0)	DL, DL, DL, DL	2o,1w (13,10)	7 (60)
4	Jim	2o,4w	5p (8,0)	Nod	2o,5w (41,10)	7 (25)
5	Pete	2o,4w	5p (8,0)	Nod	1o,5w (38,10)	7 (25)
6	John	2o,4w	5p (8,0)	Nod	3o,1W (39,10)	7 (25)
7	Mark	2o,4w	5p (5,0)	HE	2o,1w,1W (43,10)	6 (30)

Data Library 1	(none left)	Heavy Equipment	.. 3	(none left)
Warehouse 3	(2 more)	Nodule 0	Sold out

Orders required

Round six auctions, bids and purchases



PUERTO RICO 12

And this, my friends, is the end.

ROUND 15

Willem is the Trader (+1) and sells Sugar.

Jim sells Tobacco.

Jim is the Captain.

The Corn ship is emptied.

Kevin is the Mayor (+1).

Stephen is the Craftsman (+1) and produces an extra Indigo.

Quarries	Plantations (Fields)					Trading House				Ship	Supply
1	Ind	Sug	Tob	Cof	Cof	Sug	Tob	-	-	6	0

Cargo Ships

5: Sugar	6: Tobacco	7: Empty
✓ - - - -	✓ - - - -	- - - - -

Kevin Lee	• Small indigo plant	• Sugar mill	• Tobacco storage	• Coffee roaster
Dblns: 9	• Hacienda	• Factory	• Guild hall	• Residence
Chips: 10	Fields: Qry✓✓ Crn✓ Ind✓X Sug✓ Tob✓X Cof✓X			

Goods: Ind✓ Sug✓ Tob✓✓ Cof✓

Stephen Webb	• Small indigo plant	• Small sugar mill	• Indigo plant	• Hacienda
Dblns: 1	• Small warehouse	• Wharf		
Chips: 21	Fields: Qry✓✓ Crn✓X Ind✓✓✓ Sug✓✓ Cof✓			

1 man in San Juan
Goods: Crn✓✓ Ind✓✓✓ Sug✓

Willem Moene	• Sugar mill	• Coffee roaster	• Small market	• Office
Dblns: 11	• Harbour			
Chips: 23	Fields: Qry✓ Crn✓✓ IndX Sug✓✓X Cof✓			

Goods: Crn✓✓ Sug✓✓ Cof✓

Jim Reader	• Small indigo plant	• Small sugar mill	• Tobacco storage	• Coffee roaster
Dblns: 10	• Small market	• Construction hut	• Small warehouse	• Hospice
Chips: 22	• Factory			

Fields: Qry✓✓ Crn✓✓ Ind✓ Sug✓ Tob✓✓

Goods: Crn✓✓ Ind✓ Sug✓ Tob✓✓

Kevin brings us to a close by running the colonists out, and as with the last game, takes the win as a result.

1st	Kevin Lee	45
2nd	Jim Reader	38
3rd	Willem Moene	34
4th	Stephen Webb	30

Congratulations to Kevin and thanks to everyone for the game. If anyone is in the mood for comments, send them to me and I'll publish them next time.





RAILWAY RIVALS 2148-LE

One round to go,
three contenders.

ROUND 11

London and South East

Round 11 Runs		LOSER	ODE	BUM	GITCO	FWTDR	
29	11 Folkestone 53 Tonbridge	① GITCO 20 ② ODE 10 ✕ FWTDR	-1 +2			-1 +1 +1	18 9 3
30	12 Dover 44 Brighton	① BUM 30 ✕ ODE	-2 +2				28 2
31	23 Margate 56 Reigate	① LOSER 13 ② FWTDR 8 ③ ODE 5 ④ BUM 4 ✕ GITCO	-3 -1 +2 +1	+1 	+5 -2 	-1 -4 -5 +4	16 6 2 1 5
32	32 Sevenoaks 6 Cross Channel	① LOSER 13 ② ODE 8 ③ GITCO 5 ④ FWTDR 4 ✕ BUM	 +1 +3	-1 -1 	-3 +1 +2	-1 +1 -2 	9 9 3 6 3
33	45 Newhaven 21 Whitstable	① LOSER 20 ② BUM 10 ✕ GITCO	 +3/-6 +1		+6/-3	-1	22 7 1
34	64 London (NE) 33 Rochester	① GITCO 20 ② LOSER 10	-3			+3	17 13
35	62 London (S) 2 the Seaside	① FWTDR 11 ① GITCO 10 ③ ODE 5 ④ BUM 4	 	+4 	-3 	-1 +1 +3 -4	7 15 8 0

- Round 11 builds
- London & South East Railways (LOSER) (Bob Coull, Black)
None.
- Opening Due East (ODE) (John Marsden, Green)
None.
- 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)
None.

Scores		Runs:	29	30	31	32	33	34	35	Builds	Score
BUM	231	-	28	1	3	7	-	8	-	-	278
LOSER	206	-	-	16	9	22	13	-	-	-	266
GITCO	206	18	-	5	3	1	17	15	-	-	265
ODE	172	9	2	2	9	-	-	0	-	-	194
FWTDR	142	3	-	6	6	-	-	7	-	-	164

- Round 12 Runs
36. 52 - 41 Three Bridges to Shoreham
37. 51 - 63 Dorking to London (north east)
38. 66 - 26 London (north west) to Deal
39. 15 - 5 Hastings to Cross Channel
40. 16 - 35 Bexhill to Maidstone
41. 25 - 31 Ashford to Gravesend
42. 46 - 4 Haywards Heath to Cross Channel

Runs

Enter up to 4



RAILWAY RIVALS 2160-KT

Memphis is the last town
to join the network.

ROUND 5

- Kansas {16 points for these builds}
- Connections Uniting Eastern States (CUES) (Bob Coull, Green)
K20 - K14, Clarksville - R14, Somerset - U29 - Z31, Bristol - P42.
54 +1/-2 (BARGAIN BUCKET) -2 (REBUS) = 51
- Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
S16 - U15 - W16 - Henderson, G8 - E7 - Memphis, P17 - R18 - Bowling Green.
49 +6 (towns) -5 (COLIN) = 50
- Bluegrass Ancient Railways (BARGAIN BUCKET) (Steve Ham, Purple)
T13 - R14 - Hopkinsville, Middlesboro - N36 - N35 - L34, E80 - F80 - G80 - H80, U34 - U35.
31 +2/-1 (CUES) +1/-1 (COLIN) +1 (REBUS) = 33
- Cairo, Owensboro, Louisville Intercounty Network (COLIN) (Colin Sharpe, Blue)
V15 - W16 - Henderson - Y16, Lexington - X29, S10 - Dyersburg, Ashland - Kenova.
67 +5 (GREAT) +1/-1 (BARGAIN BUCKET) +2/-6 (REBUS) = 68
- REB's 'r' US (REBUS) (Rob Thomasson, Red)
W29 - Lexington - C82 - F80, Q40 - Johnson City, J33 - J32 - H31.
41 +2 (CUES) -1 (BARGAIN BUCKET) +6/-2 (COLIN) = 46

Builds

Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2157-KA

KRAP gets the best of this round.

ROUND 7

Kansas

Round 7 Runs

				MWE	KRAP	WEAR	HICK	CAR	
1	31 Wichita 65 Concordia/ Manhattan	① KRAP 15 ① WEAR 15							15 15
2	63 Abilene/Salina 51 Tribune	① KRAP 30							30
3	12 Kansas City 41 Great Bend/Pratt	① HICK 13 ① KRAP 12 ③ MWE 5 ✕ CAR	-2 +2 -2 +2				+2	-2	11 14 3 2
4	25 Fort Scott/Pittsburg ❶ Nebraska	① MWE 20 ② CAR 10 ✕ WEAR				-3			17 10 3
5	35 Harper/McPherson 55 Norton	① KRAP 16 ② CAR 7 ② MWE 7	+6 +4 -6		+9/-3			+3/-9	16 17 -3
6	13 Atchison/ Leavenworth 23 Chanute/El Dorado	① MWE 15 ① HICK 15		+1/-3			+3/-1		17 13
7	46 Johnson/Syracuse ❸ Oklahoma	① WEAR 16 ② HICK 9 ③ CAR 5 ✕ KRAP			-6			+6	16 3 5 6

Round 7 builds

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

S17 - M14 - Jetmore, Parsons - D41 - Galena.

-10 (builds) +3 (towns) +1/-1 (KRAP) +3 (WEAR) = -4

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

O12 - V8 - Colby, J28 - I29 - I30.

-10 (builds) +1/-1 (MWE) -1 (CAR) = -11

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

Manhattan - U35 - T35 - Topeka, Manhattan - X30 - Marysville.

-10 (builds) +3 (towns) -3 (MWE) = -10

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

H26 - Newton - P30 - Herington - R30.

-10 (builds) +2/-3 (CAR) = -11

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

Newton - I27 - Wichita, K40 - L40 - Garnett - N40 - Paolo.

-9 (builds) +1 (KRAP) +3/-2 (HICK) = -7

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
KRAP	60	15	30	14	-	16	-	6	-11	130
CAR	68	-	-	2	10	17	-	5	-7	95
MWE	58	-	-	3	17	-3	17	-	-4	88
WEAR	51	15	-	-	3	-	-	16	-10	75
HICK	46	-	-	11	-	-	13	3	-11	62

Jim, note that your build was for 11 hexes, so the last hex was not built.

Round 8 Runs

8.	33 - 21	Newton/Winfield to Fredonia/Ottawa
9.	14 - 36	Troy to Arkansas City/Kiowa
10.	61 - 16	Downs/Mankato to Topeka
11.	❸6	Colorado to Missouri
12.	62 - 22	Hays/Lyons to Emporia/Garnett
13.	43 - 56	Jetmore/Ness City to Plainville/Stockton
14.	54 - ❸2	Colby/Oberlin to Missouri

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



CANAL MANIA 2

Perhaps not that much mania after all.

GAME OVER

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

John Marsden (2nd): Well, I enjoyed this game. Congratulations to Geoff for exploiting his opportunities and thanks for running it.

Jim Reader (3rd): This was an interesting experience. I had played Canal Mania two or three times before when I signed up and was confident I could remember the game, but when the game started I didn't have the rules and struggled to remember the turn order. I eventually downloaded some player aids that helped me with orders, but couldn't find an explanation for the junction contract that I didn't use. This may have made my early moves and actions look a little odd and probably made life hard for Keith. However, as the game got going, I felt comfortable that I was playing and doing OK.

Things went wrong in turn 11 due to a very unexpected GM error that I failed to pick up. I took a contract (Stratford - Gloucester) in phase A and continued to order to allow me to build this, but Keith didn't add the contract to my list of contracts. Neither of us spotted the error until after the last round when my attempts to build said contract were stopped due to not having a contract. I don't think this would have stopped Geoff winning, but my final score and position might have been better. I enjoyed the game and my congratulations to Geoff for an emphatic win and thanks to Keith for the game.

Thanks for those, and sorry to Jim for forgetting to list the contract he took a couple of rounds ago. To answer Jim's uncertainty on the Junction contracts, they can be used to connect any two towns with no more than two canal tiles, and score two points in addition to any tiles bonuses.



RAILWAY RIVALS 2178-MA

No escape by train...

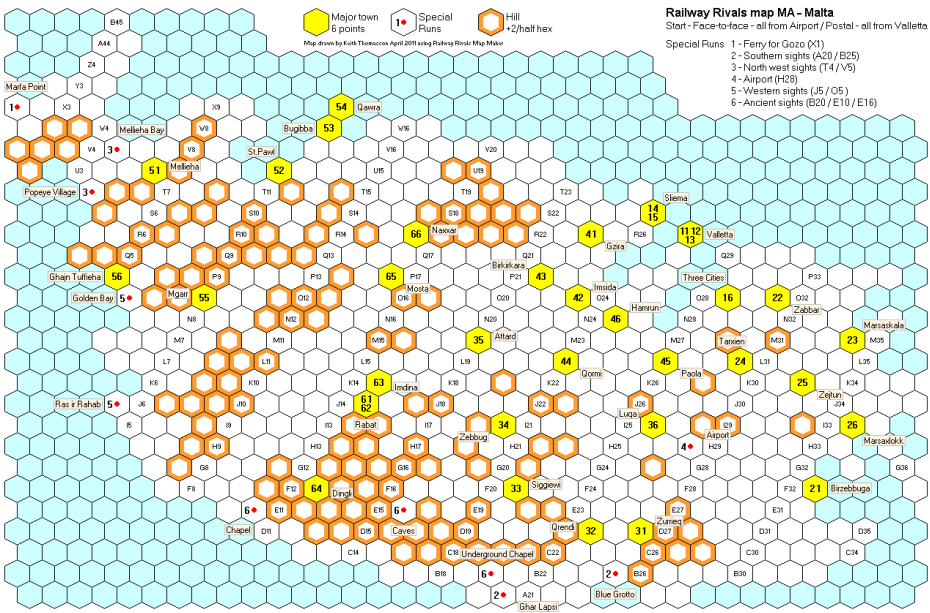
NEW GAME

Pete Campbell 39 Water Street, Cambridge, CB4 1NZ
Bob Coull 1 Lingfield House, Lancaster Street, London, SE1 ORW
Jim Reader 5350 Woodcock Circle, Coopersburg, PA18036, USA
Mark Stretch 41 Burma Close, Evesham, Worcestershire, WR11 1GZ
Roger Trethewey Sea Pines, Hesketh Road, Torquay, Devon, TQ1 2LN

Maps are supplied to all the players. As this is a postal game, all players will start at Valletta and build down the peninsula towards the main body of the island. Where you go once the terrain opens out is up to you.

This map is delightfully straightforward on the surface - towns, hills and special run points. The town names were less straightforward as I had some difficulty reading them off the original. After searching my atlases in vain for a printed map to check the spelling, I resorted to the simplest option, Google Maps.

With no need to delay while starting towns are chosen, we can dive straight into the first round of builds. You'll still need to name your company and give a colour preference list.



Builds

Up to 13 points excluding payments to rivals

Please do not forget to provide a company name and give colour preferences



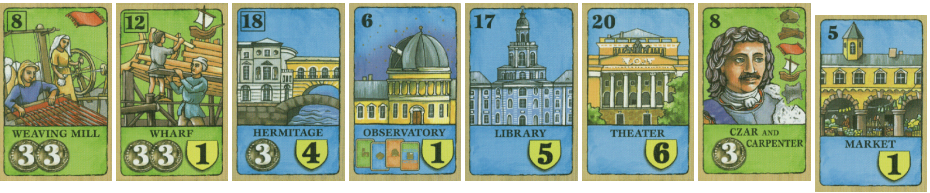
SAINT PETERSBURG 3

Rob was busy last time and idle this time.

PHASE 4-A

Round 4 - Aristocrat Phase

Kevin	Bob	Tony	Rob
Mistress of Ceremonies → hand	+ Author	+ Secretary	✗
✗	Author → Pope from hand		



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	13	18	12r + 0vp	1r + 6vp	9r + 0vp	Trading	16
Rob	14	5	21r + 2vp	0r + 2vp	11r + 2vp	Worker	10
Kevin	15	21	12r + 0vp	5r + 9vp	6r + 1vp	Aristocrat	12
Bob	20	21	18r + 2vp	0r + 0vp	8r + 7vp	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, Secretary
Rob	Market, Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack, Shepherd, Ship Builder x 3, Market, Observatory, Author x 3, Warehouse Manager, Judge
Kevin	Mistress of Ceremonies, Senator	Fur Trapper x 2, Lumberjack, Shepherd, Customs House x 2, Firehouse, Harbour, Administrator, Controller
Bob	Pub	Fur Shop, Fur Trapper, Gold Miner, Lumberjack, Weaving Mill, Pub, Warehouse, Judge, Minister of Foreign Affairs, Pope

Orders required

Round four Trading phase led by Tony



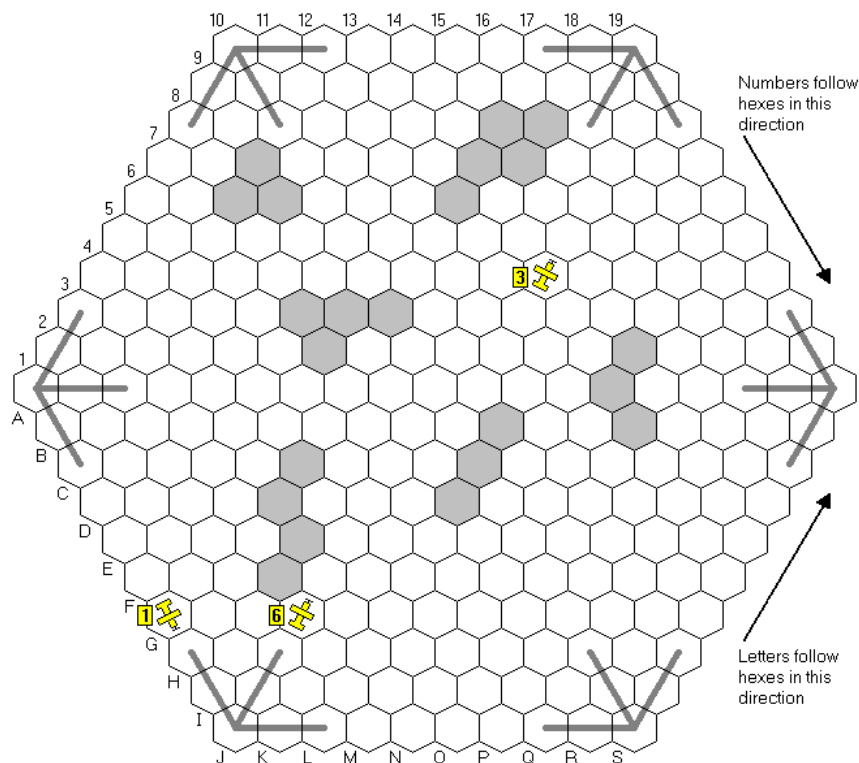


SOPWITH T353FW

Run away, boys!

ROUND 10

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	D1-SE	A, A-fA, A-fA (1 kill) {Airfield: A1}	G1-SE	14:12:17
3 <i>Wizard Prang</i> Jim Reader	K11-NE	A, A, A {Airfield: J19}	K14-NE	13:08:00
6 <i>Glider</i> ♠ Hugo Griffin	J3-SW	I, A, A (1 ½ kills) {Airfield: J1}	J4-NE	00:09:26



The clouds moved north east. So did *Glider*, flipping over and heading away y from his bullet-strewn airfield as quickly as he can.

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



This is the section that provides news of the Internet sibling of this zine.

- ✦ Here are the current web ratings for active players with a rating of 2.0 or more. People are included if they have competed five or more games.

- Mike Eddleston	4.000
- Lew Stansby	3.635
- Ken Boucher	3.520
▼ David Hilbert	2.892
▲ Pete Campbell	2.885
▲ Victor Cronshaw	2.537
▲ Rob Thomasson	2.490
▼ John Boocock	2.333
- Michael Graystone	2.118
▼ Mick Haytack	2.088
- Greg Payne	2.000

The rating system is:

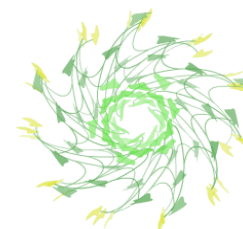
5 points for a win
3 points for second
1 point for third

- ✦ Completed games and winners:

Saint Petersburg e896	Rob Thomasson
Saint Petersburg e915	Pete Campbell
Carcassonne e928	Willem Moene
Ingenious e932	Dan Zacharias
Railroad Dice e936 {60 dice}	David Hilbert
Acquire e938	Victor Cronshaw

- ✦ New games and start dates:

Saint Peterburg e947 {The Banquet}	Feb 28th
1856 e948 {1856-A31}	Feb 28th
Acquire e949 {Powers}	Apr 25th
Ingenious e950	May 1st
Carcassonne e951	May 21st
Acquire e952	May 21st



PREVIEW

Mike Hutton made a counter-suggestion for the next 1825 game of a combined Unit 2/Unit 3 game, as Unit 1 on its own could cause someone to miss out due to the mix of companies. Could those on the waiting list please confirm that this is OK by the usual 18xx deadline.

I had previously said that I would hold off on new Agricola games until I had the adjudicator sorted out, and I'm only part-way there, so we'll see how things go and how strict I end up being with myself. Basically, it might start in the next issue, or might get delayed.

Either way, we'll fire up a new Bus Boss game in issue #185. This will be on the map of Scotland, which has congested areas balanced by some longer than average routes.

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

#184: 1825, Agricola
#185: Bus Boss (Scotland)



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 27	Save Your XXs For Me 84
May 5	Minstrel 347
May 15	Devolution 85
May 17	Ode 322
May 18	WIMM? 100
May 20	...mais n'est-ce pas la gare? 118

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
▲	Lyndon Gurr	3.403
-	Tony Bromley	3.400
▼	Pete Campbell	3.286
-	Mark Frueh	2.923
-	Lionel Robbins	2.857
-	Geoff Hardingham	2.786
-	Marcus Pratt	2.750
-	Steve Thomas	2.611
-	Tony Robbins	2.318
-	Michael Graystone	2.233
▼	Stephen Webb	2.226
-	Rob Thomasson	2.197
-	Alan Harvey	2.188
-	Richard Lunn	2.071
-	Colin Sharpe	2.013

The rating system is:

5 points for a win
3 points for second
1 point for third

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, RR2178-MA	Jim Reader	Agr4, BA20, BA21, BB-327-CD, BB-329-FRA, OP28, OP29, PR12, RR-2148-LE, RR-2157-KA, RR-2178-MA, Sop353
John Colledge	Acq56, Acq57	Mike Reeves	BA21
Bob Coull	BB-329-FRA, RR-2148-LE, RR-2160-KT, RR-2178-MA, 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
Alan Harvey	1825-H27, 1830-V2-U28, 1889-O29, IW2	Allan Stagg	Bat4, BA21
Mike Head	1889-O29, 18GA-Z27, IW2	Mark Stretch	1830-V2-U28, 18GA-Z27, Bat4, BA21, OP28, OP29, RR-2178-MA
Mike Hutton	1825-H27, BB-327-CD	Rob Thomasson	1829-A30, 1830-T29, 1856-Y27, 1856-E31, BA21, RR-2160-KT, StP3
Kevin Lee	Acq57, Agr4, BA20, BB-327-CD, PR12, RR-2157-KA, StP3	Roger Trethewey	BB-327-CD, RR-2148-LE, RR-2178-MA
Richard Lunn	Acq57, BA20	Stephen Webb	1826-J28, PR12
John Marsden	Bat4, BB-329-FRA, RR-2148-LE	Tony Wilcock	Acq56, StP3
Willem Moene	1825-H27, 1830-T29, 1856-Y27, 1870-N29, Acq56, OP28, OP29, PR12		



OUTSIDE EDGE

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DEADLINES

Wednesday June 15th 2011

18xx games - Friday June 10th

Future deadlines:

18xx games: July 8th

Other games: July 13th

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.